The entire page is framed by a dark, gothic-style border. At the top center is a bat-like creature with wings spread. On the left and right sides are skeletons holding scythes. At the bottom are two winged figures. The word "Ravenloft" is written in a stylized, gothic font within a red, ornate banner at the top center.

Ravenloft

**Van Richten's
Monster Hunter's
Compendium**

Ryan Naylor

Van Richten's Monster Hunter's Compendium Release Date: April 25, 2014.

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Chapter One: Vampires

Vampires

Vampires are the lords of the night. Although many different strains and sub-strains exist, they are all united by several traits: they must subsist on the blood or life energy of the living to survive; they typically show mastery over particular species of animals, able to command them or assume their forms; they can affect the minds of the living; they grow more powerful over the centuries; and, most horribly, they can convert their victims into undead monstrosities like themselves.

Barovian Vampires

Barovian vampires are undead humanoid creatures that feed on the blood and life energy of the living. They look much as they did in life, often becoming more attractive, though some have a hardened, feral look instead.

These vampires are the most common and well known in the Land of the Mists, having swarmed forth from Barovia in the centuries since that benighted land was first drawn into the demiplane.

The Barovian Vampire Template

Creating a Barovian Vampire

“Barovian vampire” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most Barovian vampires were once humanoids, fey, or monstrous humanoids. A Barovian vampire uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	5	+4	+6	+2
100-199	Mature	+10	10/magic and silver	5	+4	+6	+2
200-299	Old	+10	10/magic and silver	6	+5	+7	+3
300-499	Ancient	+20	15/magic and silver	6	+6	+7	+3
500-999	Eminent	+20	15/magic and silver	8	+7	+8	+4
1000+	Patriarch	+30	15/magic and silver	10	+8	+8	+5

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A Barovian vampire gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, Barovian vampires use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A Barovian vampire gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a Barovian vampire assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a Barovian vampire forced into gaseous

form has no effect. Once at rest, the Barovian vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Barovian vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the Barovian vampire—they merely keep it at bay. A recoiling Barovian vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a Barovian vampire at bay takes a standard action. After 1 round, a Barovian vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Barovian vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a Barovian vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay Barovian vampires. Exposing any Barovian vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a Barovian vampire equal to one third of its maximum hit points—a Barovian vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless Barovian vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Speed: See table above. If the base creature has a swim speed, the Barovian vampire is not unduly harmed by running water.

Melee: A Barovian vampire gains a slam attack if the base creature didn't have one. Damage for the slam depends on the Barovian vampire's size. Its slam also causes energy drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A Barovian vampire gains several special attacks. Save DCs are equal to 10 + half Barovian vampire's HD + Barovian vampire's Cha modifier unless otherwise noted.

Blood Drain (Su): A Barovian vampire can suck blood from a grappled opponent; if the Barovian vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The Barovian vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a Barovian vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the Barovian vampire for up to 1 hour.

Create Spawn (Su): A Barovian vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the Barovian vampire's base creature type. The victim rises from death as a Barovian vampire in 1d4 days. This Barovian vampire is under the command of the Barovian vampire that created it, and remains enslaved until its master's destruction. A Barovian vampire may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A Barovian vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a Barovian vampire or Barovian vampire spawn cannot be enslaved again.

Dominate (Su): A Barovian vampire can crush a humanoid opponent's will as a standard action. Anyone the Barovian vampire targets must succeed on a Will save or fall instantly under the Barovian vampire's influence, as though by a *dominate person* spell

(caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some Barovian vampires might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a Barovian vampire's slam (or other natural weapon) gains two negative levels (Fortitude negates). This ability only triggers once per round, regardless of the number of attacks a Barovian vampire makes. The Barovian vampire heals 10 hit points or gains 10 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Special Qualities: A Barovian vampire gains the following.

Change Shape (Su): A Barovian vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Gaseous Form (Su): As a standard action, a Barovian vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Shadowless (Ex): A Barovian vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A Barovian vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Ability Scores: See below. As an undead creature, a Barovian vampire has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+4	+2	+2	+4
Mature	+6	+6	+2	+4	+4
Old	+8	+6	+4	+4	+6
Ancient	+8	+8	+4	+6	+6
Eminent	+10	+8	+6	+6	+8
Patriarch	+12	+10	+8	+8	+10

Skills: Barovian vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Barovian vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Goatsucker

A debased form of vampirism exists that affects only goblinoids. These goblin vampires, or “goatsuckers” as they are commonly called, are among the weakest and most pathetic of the vampiric strains. Unlike most vampires, they can subsist off the blood of animals, and are too cowardly to target humans directly—unless their victim is alone or helpless. A goatsucker is grotesquely distorted from its living form; they have translucent skin and gaping mouths like lampreys.

The Goatsucker Template Creating a Goatsucker

“Goatsucker” is an acquired template that can be added to any living goblinoid with 5 or more Hit Dice (referred to hereafter as the base creature). A goatsucker uses the base creature's stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	10/cold iron	5	+2	+4	+1
100-199	Mature	+10	10/cold iron	5	+2	+4	+1
200-299	Old	+10	10/cold iron and magic	6	+3	+5	+2
300-499	Ancient	+20	10/cold iron and magic	6	+4	+5	+2
500-999	Eminent	+20	15/cold iron and magic	8	+5	+6	+3
1000+	Patriarch	+30	15/cold iron and magic	10	+6	+6	+4

CR: See table above.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A goatsucker's darkvision increases by 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, goatsuckers use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A goatsucker gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a goatsucker assumes swarm form (see below) and attempts to escape. It must reach its grave home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a goatsucker forced into swarm form has no effect. Once at rest, the goatsucker is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Goatsuckers cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from strongly presented holy symbols. These things don't harm the goatsucker—they merely keep it at bay. A recoiling goatsucker must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a goatsucker at bay takes a standard action. After 1 round, a goatsucker can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Goatsuckers cannot enter any building with doors marked by the Goblin rune for the sun. Goatsuckers are spiritually bound to their graves and can only rest in the dank pit in which they were first buried.

Reducing a goatsucker's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay goatsuckers. Exposing any goatsucker to direct sunlight staggers it and destroys it utterly at the end of one round if it does not escape. Each round of immersion in running water inflicts damage on a goatsucker equal to one third of its maximum hit points—a goatsucker reduced to 0 hit points in this manner is destroyed. Driving 6 iron nails through a helpless goatsucker's heart instantly slays it (this is a full-round action). However, it returns to life if the nails are removed, unless the heart is cut out and burnt to ash.

Speed: See table above.

Melee: A goatsucker gains a bite attack if the base creature didn't have one. Damage for the bite depends on the goatsucker's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A goatsucker gains several special attacks. Save DCs are equal to 10 + half goatsucker's HD + goatsucker's Cha modifier unless otherwise noted.

Blood Drain (Su): A goatsucker can suck blood with a bite attack, dealing 1d4 points of Constitution damage. The goatsucker heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a goatsucker can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 spider swarms as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the goatsucker for up to 1 hour.

Create Spawn (Su): A goatsucker can create spawn out of those it slays with blood drain, provided that the slain creature is of the goblinoid subtype and has at least 5 Hit Dice. The victim rises from death as a goatsucker in 1d4 days. This goatsucker is under the command of the goatsucker that created it, and remains enslaved until its master's destruction. A goatsucker may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A goatsucker may free an enslaved spawn in order to enslave a new spawn, but once freed, a goatsucker cannot be enslaved again. A goatsucker can create full goatsuckers but not goatsucker spawn.

Frighten Animals (Su): The goatsucker has an aura that terrifies animals. Animals become nervous within 300 ft of a goatsucker. Any animal within 30 ft must make a Will save or be affected by a *fear* spell (CL 7th). Whether or not the save is successful, that creature cannot be affected again by the same goatsucker's aura for 24 hours. This is a mind-affecting fear affect. As a touch attack, the goatsucker can frighten and enrage animals as though they were affected by both the *rage* and *confusion* spells (CL 7th).

Special Qualities: A goatsucker gains the following.

Change Shape (Su): A goatsucker can use change shape to assume the form of a dire bat or worg, as *beast shape II*.

Shadowless (Ex): A goatsucker casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A goatsucker can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a goatsucker can change into a swarm of biting flies (treat as a wasp swarm). The swarm has the same number of hit points as the goatsucker, and any damage done to the swarm affects the goatsucker. While in swarm form, a goatsucker cannot use any of its own special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the goatsucker is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Ability Scores: See below. As an undead creature, a goatsucker has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+2	+0	+2	+4
Mature	+6	+4	+0	+4	+4
Old	+8	+4	+2	+4	+6
Ancient	+8	+6	+2	+6	+6
Eminent	+10	+6	+4	+6	+8
Patriarch	+12	+8	+6	+8	+10

Skills: Goatsuckers gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Goatsuckers gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Hulzurdan

Dwarves look forward to the afterlife as a final, lasting reward for a long lifetime of service. Undeath is nothing less than a bitter betrayal of this glorious end. Hulzurdan are solitary creatures that shun their own kind, both to shield themselves from the hatred of their living kin and out of shame for their undead state. Hulzurdan have silver or white hair and beards, and their skin feels as cold and hard as stone. They leave a faint trail of grave dust wherever they go.

The Hulzurdan Template Creating a Hulzurdan

“Hulzurdan” is an acquired template that can be added to any dwarf with 5 or more Hit Dice (referred to hereafter as the base creature). A hulzurdan uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	SR	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	1/5	+4	12	+8	+3
100-199	Mature	+0	10/magic and silver	1/5	+4	14	+8	+3
200-299	Old	+10	15/magic and silver	2/6	+5	16	+9	+4
300-499	Ancient	+10	15/magic and silver	2/7	+6	18	+9	+4
500-999	Eminent	+20	20/magic and silver	3/8	+7	20	+10	+5
1000+	Patriarch	+30	20/magic and silver	3/10	+8	22	+10	+6

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A hulzurdan’s darkvision increases by 30 ft and they gain tremorsense 60 ft on stone surfaces.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, hulzurdans use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A hulzurdan gains resistance to cold 10 and electricity 10, and damage reduction, fast healing, spell resistance and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. The hulzurdan heals at different rates above ground and below ground. If reduced to 0 hit points in combat, a hulzurdan must attempt to return to its coffin using its *stonewalk* ability. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a hulzurdan at this point has no effect. Once at rest, the hulzurdan is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Hulzurdans cannot cross an unbroken line of metal shavings, even when stone walking. Hulzurdan recoil from mirrors or strongly presented holy symbols. These

things don't harm the hulzurdan—they merely keep it at bay. A recoiling hulzurdan must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a hulzurdan at bay takes a standard action. After 1 round, a hulzurdan can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

A hulzurdan is unable to enter any structure that is not constructed at least in part from stone.

Reducing a hulzurdan's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay hulzurdans. Exposing a hulzurdan to direct sunlight staggers it on the first round of exposure and turns it to stone (*flesh to stone*) on the second consecutive round of exposure if it does not escape. A *stone to flesh* spell can reverse the transformation. Each round of immersion in a natural spring inflicts damage on a hulzurdan equal to one third of its maximum hit points—a hulzurdan reduced to 0 hit points in this manner is destroyed. Driving a piece of natural stone (such as a stalactite) through a helpless hulzurdan's heart instantly slays it (this is a full-round action). However, it returns to life if the shaft is removed, unless its heart is cut out, soaked in oil for 3 days, and burnt in a dwarven forge.

Speed: See table above.

Melee: A hulzurdan gains a slam attack if the base creature didn't have one. Damage for the slam depends on the hulzurdan's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A hulzurdan gains several special attacks. Save DCs are equal to 10 + half hulzurdan's HD + hulzurdan's Cha modifier unless otherwise noted.

Blood Drain (Su): A hulzurdan can suck blood from a grappled opponent; if the hulzurdan establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The hulzurdan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a hulzurdan can call forth 2d8 badgers, 2d6 wolverines or 2d4 thoqqua a standard action. These creatures arrive in 2d6 rounds and serve the hulzurdan for up to 1 hour.

Create Spawn (Su): A hulzurdan can create spawn out of any dwarves it slays with blood drain. To do so, the victim must be interred underground in a stone sarcophagus. The master vampire must visit the corpse and sprinkle it with powdered metals. If this occurs, the victim rises from death as a hulzurdan in 1d4 days. This hulzurdan is under the command of the hulzurdan that created it, and remains enslaved until its master's destruction. A hulzurdan may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A hulzurdan may free an enslaved spawn in order to enslave a new spawn, but once freed, a hulzurdan or hulzurdan spawn cannot be enslaved again.

Inspire Fear (Su): A hulzurdan can cause fear as a standard action. Any living creature the hulzurdan targets must succeed on a Will save or be panicked, as though by a *fear* spell (caster level 12th). The ability has a range of 30 feet.

Strength Drain (Su): A creature struck by a hulzurdan's slam attack suffers 1d4 points of Strength drain (Fortitude negates). The hulzurdan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) per successful attack.

Special Qualities: A hulzurdan gains the following.

Spell Resistance (Su): A hulzurdan cannot voluntarily lower its spell resistance.

Stonewalk (Su): At will as a standard action, a hulzurdan can merge with solid stone, as a *meld with stone* spell (CL 12th) except that it can move through the stone with a speed of 20 ft and can remain within the stone indefinitely.

Ability Scores: See below. As an undead creature, a hulzurdan has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+2	+2	+2	+4
Mature	+8	+2	+2	+2	+4
Old	+8	+4	+4	+4	+6
Ancient	+10	+4	+4	+4	+6
Eminent	+10	+6	+6	+6	+8
Patriarch	+12	+8	+8	+8	+10

Skills: Hulzurdans gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Hulzurdans gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Jiang-Shi

Jiang-shis (often known as “hopping vampires”) are undead humanoid creatures that feed on the exhaled life energy of the living. A jiang-shi’s appearance is based on the state of the creature’s corpse at the time of its reanimation. Regardless of the state of decay, most jiang-shis wear clothing or armor that is at least one generation out of style. Additionally, each has a short parchment prayer scroll affixed to its brow by stitches; originally intended to protect the body from restless spirits, this scroll grants a jiang-shi immunity to magical effects unleashed by items like scrolls and wands.

The Jiang-Shi Template

Creating a Jiang-Shi

“Jiang-shi” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). A jiang-shi uses the base creature’s stats and abilities except as noted here.

Age	Category	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	10/magic and slashing	5	+4	+2	+2
100-199	Mature	10/magic and slashing	5	+4	+2	+3
200-299	Old	10/magic and slashing	6	+5	+3	+3
300-499	Ancient	15/magic and slashing	6	+6	+3	+4
500-999	Eminent	15/magic and slashing	8	+7	+4	+4
1000+	Patriarch	15/magic and slashing	10	+8	+4	+5

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A jiang-shi gains darkvision 60 feet. It also gains the ability to sense the breathing of living creatures—a jiang-shi has blindsight to a range of 60 feet against creatures

that breathe. A creature may hold its breath to prevent a jiang-shi from noticing it in this manner.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, jiang-shi use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A jiang-shi gains cold resistance 20, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. In addition, all jiang-shis gain the following defensive ability.

Prayer Scroll (Su): The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed with a successful steal combat manoeuvre, which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

If reduced to 0 hit points, a jiang-shi crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shis are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shis are not destroyed by sunlight like regular vampires and can move around during the day without harm.

Weaknesses: Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don't harm a jiang-shi—they merely keep it at bay for a period of time. A recoiling jiang-shi must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi at bay takes a standard action. After being held at bay for 1 round, a jiang-shi can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.

Speed: A jiang-shi moves only by hopping. This mode of movement is somewhat less swift than regular movement, and thus a jiang-shi's base speed is reduced by 10 feet from the base creature's speed, to a minimum of 10 feet. This unusual mode of movement allows the jiang-shi to ignore the effects of difficult terrain on movement, and makes it impossible to trip. Other speeds (like fly or swim speeds) are not affected by this reduction.

Melee: A jiang-shi gains a bite attack and 2 claw attacks if the base creature didn't have them. Damage for the bite attack depends on the jiang-shi's size, but its claw attacks do damage as a creature two size categories larger. For a Medium jiang-shi, a bite attack deals 1d6 points of damage and a claw attack deals 1d8 points of damage. A jiang-shi's claws are even more dangerous than this, though—see the "brutal claws" special attack below. A jiang-shi's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A jiang-shi gains several special attacks. Save DCs are equal to 10 + half the jiang-shi's Hit Dice + the jiang-shi's Charisma modifier unless otherwise noted.

Brutal Claws (Ex): A jiang-shi's nails are brutally sharp and can extend and retract at will. They threaten a critical hit on a roll of 19–20 and grant the grab ability. A jiang-shi with monk levels gains this enhanced critical threat range and grab ability with its unarmed attacks, and uses its unarmed monk damage or its claw damage, whichever is higher, when making such attacks.

Create Spawn (Su): A jiang-shi can create spawn out of those it slays with its drain chi, provided that the slain creature is of the same creature type as the jiang-shi's base creature type. The victim rises from death as a jiang-shi when its creator prepares a prayer scroll (typically 1d4 days). This jiang-shi is under the command of the jiang-shi that created it, and remains enslaved until its master's destruction. A jiang-shi may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A jiang-shi may free an enslaved spawn in order to enslave a new spawn, but once freed, a jiang-shi or jiang-shi spawn cannot be enslaved again.

Drain Chi (Su): Instead of draining blood, a jiang-shi drains “chi,” or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Ability Scores: See below. As an undead creature, a jiang-shi has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+4	+6	+2	+4	+2
Mature	+4	+8	+2	+4	+4
Old	+6	+8	+4	+6	+4
Ancient	+6	+10	+4	+6	+6
Eminent	+8	+10	+6	+8	+6
Patriarch	+10	+12	+8	+10	+8

Skills: Jiang-shis gain a +8 racial bonus on Acrobatics, Perception, and Stealth checks.

Feats: Jiang-shis gain Alertness, Dodge, Mobility, Skill Focus (Acrobatics), and Spring Attack as bonus feats.

Kuei-jin

The kuei-jin (or “oriental vampire”) originated in lands with Eastern cultures, such as the domain of Rokushima Táiyo. It is the strain of vampirism that is oriental, not necessarily the base creature. All kuei-jin possess slightly luminous skin, long, razor-sharp fingernails and stark white hair. Both nails and hair grow longer with age: for each century of undeath, a kuei-jin's nails grow 1 inch and its hair grows 1 foot. If trimmed, the nails and hair grow back while the kuei-jin sleeps in its coffin. Truly ancient kuei-jin often wear their hair in long braids or allow it to enshroud them like cobwebs.

The Kuei-jin Template

Creating a Kuei-jin

“Kuei-jin” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most kuei-jin were once

humanoids, fey, or monstrous humanoids. A kuei-jin uses the base creature's stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+10	10/magic and silver	5	+4	+6	+2
100-199	Mature	+10	10/magic and silver	5	+4	+6	+3
200-299	Old	+10	10/magic and silver	6	+5	+7	+3
300-499	Ancient	+20	15/magic and silver	6	+6	+7	+4
500-999	Eminent	+20	15/magic and silver	8	+7	+8	+4
1000+	Patriarch	+30	15/magic and silver	10	+8	+8	+5

CR: See table above.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A kuei-jin gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, kuei-jin use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A kuei-jin gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a kuei-jin becomes invisible and intangible (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a kuei-jin forced into intangible form has no effect. Once at rest, the kuei-jin is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Kuei-jin cannot tolerate the odour of burning incense made from rosemary and myrrh and will not enter an area laced with its smoke. Similarly, they will recoil from garlands woven from rosemary and ivy. This doesn't harm the kuei-jin—it merely keeps it at bay. A recoiling kuei-jin must stay at least 5 feet away from the garland and cannot touch or make melee attacks against that creature. Holding a kuei-jin at bay takes a standard action. After 1 round, a kuei-jin can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing a kuei-jin's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay kuei-jin. Exposing any kuei-jin to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a kuei-jin equal to one third of its maximum hit points—a kuei-jin reduced to 0 hit points in this manner is destroyed. Driving a bamboo shaft through a helpless kuei-jin's heart instantly slays it (this is a full-round action). However, it returns to life if the shaft is removed, unless *bleed* is cast on a rosemary blossom placed in the kuei-jin's mouth and its lips and eyelids are sewn shut with a silver needle.

Speed: See table above. If the base creature has a swim speed, the kuei-jin is not unduly harmed by running water.

Melee: A kuei-jin gains 2 claw attacks if the base creature didn't have them. Damage for the claws depends on the kuei-jin's size. Its slam also causes energy drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A kuei-jin gains several special attacks. Save DCs are equal to 10 + half kuei-jin's HD + kuei-jin's Cha modifier unless otherwise noted.

Blood Drain (Su): A kuei-jin can suck blood from a grappled opponent; if the kuei-jin establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The kuei-jin heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a kuei-jin can call forth 1d6+1 cat swarms (as rat swarms) or 2d6 panthers as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the kuei-jin for up to 1 hour.

Create Spawn (Su): A kuei-jin can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the kuei-jin's base creature type. The victim rises from death as a kuei-jin in 1d4 days. This kuei-jin is under the command of the kuei-jin that created it, and remains enslaved until its master's destruction. A kuei-jin may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A kuei-jin may free an enslaved spawn in order to enslave a new spawn, but once freed, a kuei-jin or kuei-jin spawn cannot be enslaved again.

Energy Drain (Su): A creature hit by a kuei-jin's claws (or other natural weapon) gains two negative levels (Fortitude negates). This ability only triggers once per round, regardless of the number of attacks a kuei-jin makes. The kuei-jin heals 10 hit points or gains 10 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Mesmerism (Su): A kuei-jin can paralyse an opponent as a standard action. Anyone the kuei-jin targets must succeed on a Will save or be paralysed as though by a *hold monster* spell (caster level 12th). The ability has a range of 30 ft.

Spell-like Abilities (Sp): At will: *insect plague*, *passwall*. Caster level 12th.

Special Qualities: A kuei-jin gains the following.

Change Shape (Su): A kuei-jin can use change shape to assume the form of a tiger, as *beast shape II*.

Corrosion (Su): Any non-magical weapon that strikes a kuei-jin takes 1 point of damage due to aging. This damage bypasses the weapon's hardness.

Invisibility (Su): A kuei-jin can turn itself *invisible* as a standard action. It can remain invisible indefinitely, but still becomes immediately visible if it makes a direct attack.

Shadowless (Ex): A kuei-jin casts no shadows and shows no reflection in a mirror.

Weightless Step (Su): At will, the kuei-jin can *levitate* (caster level 12th), except that it can also move horizontally forward at 10 ft per round (20 ft if ancient or older).

Ability Scores: See below. As an undead creature, a kuei-jin has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+4	+2	+2	+4
Mature	+8	+4	+2	+4	+4
Old	+8	+6	+4	+4	+6
Ancient	+10	+6	+4	+6	+6
Eminent	+10	+8	+6	+6	+8
Patriarch	+12	+10	+8	+8	+10

Skills: Kuei-jin gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Kuei-jin gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Nonaris

When some gnomes claim that life is little more than a cruel cosmic joke, it is the nonaris or “gnome vampire” they offer as their evidence. Time etches itself deeply into the nonaris’s flesh, slowly turning their skin from taut to haggard to a state of near mummification. Strikingly, all nonari are completely mute, robbing them of the ability to tell the jokes and stories they enjoyed in life.

The Nonaris Template Creating a Nonaris

“Nonaris” is an acquired template that can be added to any gnome with 5 or more Hit Dice (referred to hereafter as the base creature). A nonaris uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Laugh	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	3	+4	1d4	+6	+1
100-199	Mature	+10	10/magic and silver	3	+4	1d6	+6	+1
200-299	Old	+10	10/magic and silver	5	+5	1d8	+7	+2
300-499	Ancient	+20	15/magic and silver	5	+5	1d8	+7	+2
500-999	Eminent	+20	15/magic and silver	6	+6	1d10	+8	+3
1000+	Patriarch	+30	15/magic and silver	8	+7	1d10	+8	+4

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, nonari use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A nonaris gains resistance to cold 20, electricity 20 and fire 20, and damage reduction, fast healing, and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a nonaris immediately assumes *spectral form* and must attempt to return to its coffin. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a nonaris at this point has no effect. Once at rest, the nonaris is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Nonari recoil from silver mirrors or strongly presented holy symbols and are fascinated by gemstones. These things don’t harm the nonaris—they merely keep it at bay. A recoiling nonaris must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a nonaris at bay takes a

standard action. After 1 round, a nonaris can overcome its revulsion or fascination with the object and function normally each round it makes a DC 25 Will save. Attacking immediately ends the fascination.

A nonaris is unable to enter any structure unless it raps once on the door and a living creature responds. In lands where nonari roam, wary residents will not respond until a visitor's second or third knock.

Reducing a nonaris's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay nonari. Exposing a nonaris to direct sunlight destroys it completely at the end of one round. Driving a silver spike through a helpless nonaris's heart instantly slays it (this is a full-round action). However, it returns to life if the shaft is removed, unless its hands are cut off, its eyes replaced by gems worth at least 100 gp, and it is nailed into a coffin and reburied.

Nonari are mute. A nonaris spellcaster must use the Silent Spell feat to cast spells.

Speed: See table above.

Melee: A nonaris gains a slam attack if the base creature didn't have one. Damage for the slam depends on the nonaris's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A nonaris gains several special attacks. Save DCs are equal to 10 + half nonaris's HD + nonaris's Cha modifier unless otherwise noted.

Blood Drain (Su): A nonaris can suck blood from a grappled opponent; if the nonaris establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The nonaris heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Create Spawn (Su): A nonaris can create spawn out of any gnomes with at least 5 Hit Dice it slays with blood drain. To do so, the victim's corpse must be interred with the master vampire itself for 3 full days. The master vampire is not even able to leave to feed. If this occurs, the victim rises from death as a nonaris. This nonaris is under the command of the nonaris that created it, and remains enslaved until its master's destruction. A nonaris may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A nonaris may free an enslaved spawn in order to enslave a new spawn, but once freed, a nonaris cannot be enslaved again.

Nonari can only create full nonari, not nonari spawn.

Dexterity Drain (Su): A creature struck by a nonaris's slam attack suffers 1d4 points of Dexterity drain (Fortitude negates). The nonaris heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) per successful attack.

Dominate Animals (Su): A nonaris can crush an animal's will as a standard action. The animal must succeed on a Will save or fall instantly under the nonaris's influence, as though by a *dominate animal* spell (caster level 12th). The ability has a range of 30 feet.

Mocking Grin (Su): Once per 10 min, the nonaris can twist its features into a leering grin. This ability is a gaze attack that requires a standard action and has a range of 30 ft. Anyone who can see the nonaris's face must make a Will save or be affected by *hideous laughter* (CL 12th), except the duration is 1d6 rounds and victims of a different type do not receive a bonus to their save. In addition, victims suffer damage each round they laugh, as shown in the table above.

Special Qualities: A nonaris gains the following.

Change Self (Sp): At will as a standard action, the nonaris can *change self* (CL 12th), except it can maintain the illusion indefinitely.

Metal Immunity (Su): Metal weapons (except silver) pass harmlessly through a nonaris' body, regardless of the weapon's enchantment. If a magic weapon does additional

damage of a different type (e.g. fire), the nonaris is subject to that weapon, but otherwise takes no damage at all.

Sceptic (Ex): A nonaris automatically disbelieves all illusions.

Spectral Form (Su): At will as a standard action, a nonaris can assume a form similar to a will o' wisp. It can remain in this form indefinitely and has a fly speed of 20 feet with perfect manoeuvrability. It is incorporeal, but cannot pass through force effects, living creatures, or materials made out of once-living material (such as leather or wood).

Spider Climb (Ex): A nonaris can climb sheer surfaces as though under the effects of a *spider climb* spell, provided the surface is made of an inorganic material.

Ability Scores: See below. As an undead creature, a nonaris has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+0	+6	+2	+6	+4
Mature	+0	+8	+2	+8	+4
Old	+2	+8	+4	+8	+6
Ancient	+2	+10	+4	+10	+6
Eminent	+4	+10	+6	+10	+8
Patriarch	+6	+12	+8	+12	+10

Skills: Nonari gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Nonari gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Nosferatu

Vampirism is a living curse, but nothing that counts its age in millennia can remain the same forever. The curse of the nosferatu lacks the elegance and romance of more modern forms of vampirism, harkening to a forgotten age of verminous hunger and eerie powers. Granted eternal life but not eternal youth, nosferatu are withered, embittered corpse-sires, their forms rigid with rigor mortis, eyes wide and intense, with over-large, yellowed incisors like a rat.

The Nosferatu Template

Creating a nosferatu

“Nosferatu” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most nosferatu were once humanoids, fey, or monstrous humanoids. A nosferatu uses the base creature's stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	5/wood and piercing	5	+4	+8	+2
100-199	Mature	+10	5/wood, piercing, magic	5	+4	+8	+2
200-299	Old	+10	10/wood, piercing, magic	6	+5	+9	+3
300-499	Ancient	+20	10/wood, piercing, magic	6	+6	+9	+3
500-999	Eminent	+20	15/wood, piercing, magic	8	+7	+10	+4
1000+	Patriarch	+30	15/wood, piercing, magic	10	+8	+10	+5

CR: See table above.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A nosferatu gains darkvision 60 ft, low light vision and scent.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, Nosferatu use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A nosferatu gains resistance to cold 10, electricity 10 and sonic 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a nosferatu assumes swarm form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a nosferatu forced into swarm form has no effect. Once at rest, the nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Nosferatu cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the nosferatu—they merely keep it at bay. A recoiling nosferatu must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Nosferatu cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a nosferatu's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay nosferatu. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a nosferatu equal to one third of its maximum hit points—a nosferatu reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless nosferatu's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Speed: See table above. If the base creature has a swim speed, the nosferatu is not unduly harmed by running water.

Melee: A nosferatu gains a claw attack if the base creature didn't have one. The nosferatu's claw deals damage as though it were one size larger. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A nosferatu gains several special attacks. Save DCs are equal to 10 + half nosferatu's HD + nosferatu's Cha modifier unless otherwise noted.

Blood Drain (Su): A nosferatu can suck blood from a grappled opponent; if the nosferatu establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution and Wisdom damage. The nosferatu heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Create Spawn (Su): A nosferatu can create spawn out of those it slays with blood drain, provided that the slain creature is of the same creature type as the nosferatu's base creature type. The victim rises from death as a nosferatu in 1d4 days. This nosferatu is under the command of the nosferatu that created it, and remains enslaved until its master's destruction. A nosferatu may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A nosferatu may free an enslaved spawn in order to enslave a new spawn, but once freed, a nosferatu or nosferatu spawn cannot be enslaved again.

Dominate (Su): A nosferatu can crush the will of a humanoid or animal as a standard action. Anyone the nosferatu targets must succeed on a Will save or fall instantly under the nosferatu's influence, as though by a *dominate person* or *dominate animal* spell (caster level 12th). The ability has a range of 30 feet.

Telekinesis (Su): As a standard action, a nosferatu can use *telekinesis*, as the spell (caster level 12th).

Special Qualities: A nosferatu gains the following.

Shadowless (Ex): A nosferatu casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu, and any damage done to the swarm affects the nosferatu. While in swarm form, a nosferatu cannot use any of its own special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the nosferatu is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Telepathy (Su): A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same languages. In addition, it can communicate with any animal, magical beast, or vermin.

Ability Scores: See below. As an undead creature, a nosferatu has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+2	+4	+2	+6	+4
Mature	+4	+6	+2	+6	+4
Old	+4	+6	+4	+8	+6
Ancient	+6	+8	+4	+8	+6
Eminent	+6	+8	+6	+10	+8
Patriarch	+8	+10	+8	+12	+10

Skills: Nosferatu gain a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: Nosferatu gain Alertness, Improved Initiative, Lightning Reflexes, and Skill Focus (twice) as bonus feats.

Obyri

Obyri (or “daywalker vampires”) are naturally pale and cold to the touch, but become as flushed and warm as any living person for several hours after feeding. Obyri often grow more attractive with the passing of centuries as old scars fade and coarse features become smooth. Patriarch obyri are reputed to have skin as smooth as porcelain. Their ability to tolerate sunlight, ape the living, and control the minds of their victims make them a far more subtle threat than most other strains of vampire, although they are less hardy in direct combat.

The Obyri Template

Creating an obyri

“Obyri” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most obyri were once humanoids, fey, or monstrous humanoids. An obyri uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Lunar Regen.	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	+0	+4	+6	+2
100-199	Mature	+10	10/magic and silver	+0	+4	+6	+2
200-299	Old	+10	10/magic and silver	+1	+5	+7	+3
300-499	Ancient	+20	15/magic and silver	+1	+6	+7	+3
500-999	Eminent	+20	15/magic and silver	+2	+7	+8	+4
1000+	Patriarch	+30	15/magic and silver	+3	+8	+8	+5

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: An obyri gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, obyri use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: An obyri gains resistance to cold 10 and electricity 10, and damage reduction and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, the obyri collapses as if slain, but is not truly slain. If exposed to moonlight, it begins to regenerate.

Weaknesses: Obyri cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don’t harm the obyri—they merely keep it at bay. A recoiling obyri must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding an obyri at bay takes a standard action. After 1 round, an obyri can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing an obyri's hit points to 0 or lower incapacitates it but doesn't always destroy it (see lunar regeneration). However, certain attacks can slay obyri. Each round of immersion in running water inflicts damage on an obyri equal to one third of its maximum hit points—an obyri reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless obyri's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed and it is exposed to moonlight, unless it is consumed by flame or its limbs are scattered beyond the reach of its surviving minions.

Speed: See table above. If the base creature has a swim speed, the obyri is not unduly harmed by running water.

Melee: An obyri gains a slam attack if the base creature didn't have one. Damage for the attack depends on the obyri's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: An obyri gains several special attacks. Save DCs are equal to 10 + half obyri's HD + obyri's Cha modifier unless otherwise noted.

Blood Drain (Su): An obyri can suck blood from a grappled opponent; if the obyri establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The obyri heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. The victim must also make a Will save or be *dominated*.

A rare subtype of obyri, called cerebral vampires, deal Intelligence damage instead. Victims reduced to 0 Intelligence fall into a catatonic stupor; if killed while in this stupor they return as cerebral vampires with their original Intelligence intact.

Dominate (Su): An obyri can crush a humanoid opponent's will as a standard action. Anyone the obyri targets must succeed on a Will save or fall instantly under the obyri's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some obyri might be able to affect different creature types with this power.

Children of the Night (Su): Once per day, an obyri can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the obyri for up to 1 hour.

Create Spawn (Su): An obyri can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the obyri's base creature type. The victim rises from death as an obyri in 1d4 days. This obyri is under the command of the obyri that created it, and remains enslaved until its master's destruction. An obyri may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. An obyri may free an enslaved spawn in order to enslave a new spawn, but once freed, an obyri or obyri spawn cannot be enslaved again.

Special Qualities: An obyri gains the following.

Change Shape (Su): An obyri can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Daylight Powerlessness (Ex): Although obyri are not directly harmed by sunlight, they cannot use any of their supernatural abilities between sunrise and sunset. An obyri that is actually exposed to direct sunlight must sleep in its coffin for 8 full hours to regain its powers. An obyri can continue to exert influence over previously dominated victims during the day but cannot dominate new ones. An obyri caught in an alternate form by daybreak is trapped in that form until it regains its powers.

Gaseous Form (Su): As a standard action, an obyri can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Lunar Healing (Su): An obyri gains the fast healing trait whenever it is exposed to direct moonlight. The obyri heals at a rate determined by the phase of the moon, plus a bonus based on its age category.

Crescent (13 days per month)	3
Half (8 days per month)	4
Gibbous (4 days per month)	6
Full (3 days per month)	8

The obyri cannot die as long as its fast healing is still functioning. Fire, acid and *blessed* or holy weapons cause the obyri's fast healing to stop functioning on the round following the attack. During this round, it does not heal and can be killed (although see above). Obyri exposed to moonlight can reattach severed limbs (regardless of how long it has been since they were severed) but cannot regrow them. An obyri cannot heal if its head and torso are separated, but can if they are reattached.

Restful Sleep (Ex): So long as it has at least 1 hit point, an obyri heals 1 hit point per Hit Dice per hour that it spends lying in its coffin.

Spider Climb (Su): An obyri can climb sheer surfaces as though under the effects of a *spider climb* spell.

Ability Scores: See below. As an undead creature, an obyri has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+4	+4	+2	+2	+6
Mature	+4	+4	+4	+2	+8
Old	+6	+6	+4	+4	+8
Ancient	+6	+6	+6	+4	+10
Eminent	+8	+8	+6	+6	+10
Patriarch	+10	+10	+8	+8	+12

Skills: Obyri gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Obyri gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Penanggalan

Penanggalans are among the most fearsome undead creatures in existence. They prey on the weak and sickly, attacking lone farmhouses or small bands of travellers while they sleep. In its natural form, a penanggalan is a horrid floating head, with entrails, intestines, and internal organs hanging down from the neck. The creature can manipulate these gruesome tentacles with hideous strength, whipping them around throats and limbs to squeeze the life out of its victims before feeding on their blood.

Penanggalans prefer to use stealth and guile to search for food. They can appear as the mortal humans they were in life by squeezing their entrails back into their original bodies, and often infiltrate isolated communities disguised as travellers or peasants. They can only feed in their natural form, however, and they are easily recognized in this form.

The Penanggalan Template

Creating a Penanggalan

“Penanggalan” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most penanggalans were once humanoids or monstrous humanoids and nearly all penanggalans are female. A penanggalan uses the base creature’s stats and abilities except as noted here.

Age	Category	Fly Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	60	5/silver and slashing	5	+4	+6	+1
100-199	Mature	70	5/silver and slashing	5	+4	+6	+1
200-299	Old	70	10/silver and slashing	6	+5	+7	+2
300-499	Ancient	80	10/silver and slashing	6	+6	+7	+2
500-999	Eminent	80	15/silver and slashing	8	+7	+8	+3
1000+	Patriarch	90	15/silver and slashing	10	+8	+8	+4

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A penanggalan gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, Penanggalans use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A penanggalan gains resistance to cold 10 and fire 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type.

Weaknesses: A penanggalan gains light sensitivity. In addition, a penanggalan is staggered while outside of her human body and exposed to direct sunlight.

Speed: Same as the base creature when in humanoid form. When in its true form, the penanggalan may only fly at the speed shown in the table above with good manoeuvrability.

Melee: A penanggalan in humanoid forms retains the attacks of the base creature. In its true form, it gains a bite attack and a slam attack (if it didn’t already have one). Its bite and slam are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A penanggalan gains several special attacks. Save DCs are equal to 10 + half penanggalan’s HD + penanggalan’s Cha modifier unless otherwise noted.

Blood Drain (Su): A penanggalan can suck blood from a grappled opponent; if the penanggalan establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The penanggalan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Create Spawn (Su): When a penanggalan slays a female humanoid via blood drain, and if that slain humanoid had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal at the next sunset. This manananggal is under the command of the penanggalan who created it, and remains enslaved until that penanggalan’s destruction. A penanggalan may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

The penanggalan can also create others like itself from those it slays with blood drain, provided that the slain creature is of the same creature type as the penanggalan’s base

creature type and has at least 5 Hit Dice. The victim rises from death as a penanggalan if left unburied for 3 days. The new penanggalan is not under the control of its creator.

Disease (Su): Any creature a penanggalan bites is exposed to filth fever—the save DC against this disease is set by the penanggalan, not the disease itself.

Wither (Su): A penanggalan's entrails drip with a foul bile that blisters and weakens living flesh. Any creature that is damaged by a penanggalan's slam attack must succeed at a Fortitude save or take 1d4 Dexterity and 1d4 Charisma damage.

Special Qualities: A penanggalan gains the following.

Separate (Su): During the day, a penanggalan has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails as a full-round action. Her physical but now hollow body exists as dead flesh, but can be destroyed if it suffers damage equal to the penanggalan's normal hit point total. Before a penanggalan can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalan herself suffered remains). A penanggalan whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalan wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalan attacks.

Ability Scores: See below. As an undead creature, a penanggalan has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+4	+2	+2	+4
Mature	+6	+6	+4	+4	+4
Old	+8	+6	+4	+4	+6
Ancient	+8	+8	+6	+6	+6
Eminent	+10	+8	+6	+6	+8
Patriarch	+12	+10	+8	+8	+10

Skills: Penanggalans gain a +8 racial bonus on Bluff, Fly, Knowledge (arcana), Perception, Sense Motive, and Stealth checks.

Pishacha

Pishachas (or elven vampires) are a malignant tumour on the world, poisoning all natural things around them by their very presence. They originated (in the Core, at least) in the fallen realm of Sithicus, but have since spread to afflict the Darkonese elves as well. The transformation to undeath warps and scars the elf's features, changing them into twisted mockeries of their former selves. The ravaged creatures often conceal their monstrous faces behind veils or dark, voluminous cloaks. So changed are they that Darkonese elves do not recognise them as undead elves, believing them to instead be spawned by the unhappy dreams of oak trees, the albesadow.

Unlike most strains of vampires, pishachas feed on beauty and creative energies rather than blood.

The Pishacha Template

Creating a Pishacha

“Pishacha” is an acquired template that can be added to any elves or half-elves with 5 or more Hit Dice (referred to hereafter as the base creature). A pishacha uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	4	+2	+4	+2
100-199	Mature	+10	10/magic and silver	4	+3	+4	+2
200-299	Old	+10	10/magic and silver	5	+4	+5	+3
300-499	Ancient	+20	15/magic and silver	5	+4	+5	+3
500-999	Eminent	+20	15/magic and silver	6	+5	+6	+4
1000+	Patriarch	+30	15/magic and silver	8	+6	+6	+5

CR: See table above.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A pishacha gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, Pishachas use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A pishacha gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a pishacha must attempt to return to its coffin using its *plantwalk* ability. If it spends more than 2 consecutive rounds outside a tree before it reaches its coffin, it is utterly destroyed. Additional damage dealt to a pishacha at this point has no effect. Once at rest, the pishacha is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Pishachas cannot cross an unbroken line of freshly picked flowers or flower petals (picked within the last day). If it hears music being played or sung, it must make a Will save (DC 20) or be enthralled. The pishacha can make a new save each round to overcome the effect, which also ends immediately if the vampire is attacked.

A pishacha suffers 1d4 points of damage per round while underground, and cannot use its fast healing or any supernatural or spell-like abilities until it returns to the surface.

Reducing a pishacha’s hit points to 0 or lower incapacitates it but doesn’t always destroy it (see fast healing). However, certain attacks can slay Pishachas. A pishacha must retreat to its coffin at sunset. If it does not, it is staggered on the first round after sunset and destroyed on the second. It is unaffected by sunlight or running water, although fresh tree sap burns them as holy water.

Driving a charcoal stake through a helpless Pishacha’s heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and burnt for 24 hours in a fire fuelled with flowers and flowering shrubs.

Speed: See table above.

Melee: A pishacha gains a slam attack if the base creature didn’t have one. Damage for the slam depends on the pishacha’s size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A pishacha gains several special attacks. Save DCs are equal to 10 + half Pishacha's HD + Pishacha's Cha modifier unless otherwise noted.

Black Thumb (Su): Any plant touched by a pishacha's bare skin must make a Fortitude save or suffer 1d4 points of damage per minute until it dies. This withering process can only be prevented by destroying the vampire. The pishacha cannot suppress this ability, and can feel the agony of the plants they slowly kill. This affliction is enough to drive many to the brink of madness.

Charisma Drain (Su): A creature struck by a pishacha's slam attack suffers 1d4 points of Charisma drain (Fortitude negates). The pishacha heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) with each attack. If the victim's Charisma drops below 3, they become a lost one with the suicidal thoughts madness effect. If the victim's Charisma drops to 0, they lose the will to live and die within 2d6 rounds.

Children of the Night (Su): Once per day, a pishacha can call forth 1d6+1 swarms of small animals, such as rats, badgers, or weasels (treat as rat swarms), 5d10 hawks, 3d10 eagles, or 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the pishacha for up to 1 hour.

Create Spawn (Su): A pishacha can create spawn out of any elves or half-elves it slays with Charisma drain. The victim rises from death as a pishacha in 1d4 days, restored to its original Charisma. This pishacha is under the command of the pishacha that created it, and remains enslaved until its master's destruction. A pishacha may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A pishacha may free an enslaved spawn in order to enslave a new spawn, but once freed, a pishacha or pishacha spawn cannot be enslaved again.

Wretched Gaze (Su): All creatures within a 30-foot radius that see a pishacha's scarred face must make a Will save or be paralysed by fear for 2d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same pishacha's wretched gaze for 24 hours. This is a paralysis and a mind-affecting fear affect.

Spell-like Abilities (Sp): 3/day—*entangle, snare, spike growth, warp wood*; 1/day—*antilife shell, giant vermin, wall of thorns*. Caster level 12th.

Special Qualities: A pishacha gains the following.

Change Shape (Su): A pishacha can use change shape to assume the form of an eagle or giant eagle, as *beast shape II*.

Plantwalk (Su): At will as a standard action, a pishacha can *tree stride* between living trees. Both trees are subject to its black thumb ability.

Ability Scores: See below. As an undead creature, a pishacha has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+4	+8	+2	+4	+0
Mature	+4	+10	+4	+4	+0
Old	+6	+10	+4	+6	+2
Ancient	+6	+12	+6	+6	+2
Eminent	+8	+12	+6	+8	+4
Patriarch	+10	+14	+8	+10	+6

Skills: Pishachas gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Pishachas gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Vrykolaka

Vrykolakas are a debased strain of vampire, reviled even by other undead. Their minds shattered by the change to undeath, they exist as nocturnal scavengers and plague-carriers. Vrykolakas have a cadaverous appearance, their distorted features either sunken or bloated from decay. Vrykolakas exhibit all the cosmetic symptoms of the diseases they carry, though they do not actually suffer any ill effects. Their eyes glow with dim green light and their fingers end in curving talons. Vrykolakas do not have fangs, instead opening their victims' veins with a needle-like barb at the end of a dexterous, foot-long tongue.

The Vrykolaka Template

Creating a Vrykolaka

“Vrykolaka” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most vrykolaka were once humanoids, fey, or monstrous humanoids. A vrykolaka uses the base creature's stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	5/magic and silver	5	+3	+5	+1
100-199	Mature	+0	10/magic and silver	5	+3	+5	+1
200-299	Old	+10	10/magic and silver	6	+4	+6	+2
300-499	Ancient	+10	15/magic and silver	6	+5	+6	+2
500-999	Eminent	+20	15/magic and silver	8	+6	+7	+3
1000+	Patriarch	+30	15/magic and silver	10	+7	+7	+4

CR: See table above.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vrykolaka gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vrykolaka use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A vrykolaka gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. If reduced to 0 hit points in combat, a vrykolaka assumes swarm form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vrykolaka forced into swarm form has no effect. Once at rest, the vrykolaka is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Vrykolaka cannot tolerate the odour of garlic or arise and will not enter an area laced with their smell. It cannot cross an unbroken line of aniseed. Similarly, they will recoil from strongly presented holy symbols. These don't harm the vrykolaka—they merely keep it at bay. A recoiling vrykolaka must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a vrykolaka at bay takes a standard action. After 1 round, a vrykolaka can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing a vrykolaka's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vrykolaka. Exposing any vrykolaka to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vrykolaka equal to one third of its maximum hit points—a vrykolaka reduced to 0 hit points in this manner is destroyed. Driving an iron spike through a helpless vrykolaka's skull instantly slays it (this is a full-round action). However, it returns to life if the spike is removed, unless the body is completely consumed by flame.

Vrykolaka are also particularly vulnerable to *remove disease*. If the spell is cast on a vrykolaka, it must make a Fortitude save or take 2 temporary negative levels. A vrykolaka asleep in its coffin or incapacitated by an iron spike automatically fails its save. If it gains as many negative levels as it has Hit Dice, it is permanently destroyed and dissolves into foul vapours (as a *stinking cloud*—caster level 12th).

Speed: See table above. If the base creature has a swim speed, the vrykolaka is not unduly harmed by running water.

Melee: A vrykolaka gains 2 claw attacks if the base creature didn't have them. Damage for the claws depends on the vrykolaka's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A vrykolaka gains several special attacks. Save DCs are equal to 10 + half vrykolaka's HD + vrykolaka's Cha modifier unless otherwise noted.

Blood Drain (Su): A vrykolaka can suck blood from a grappled opponent; if the vrykolaka establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vrykolaka heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. The victim must also save or be infected with the vrykolaka's disease.

Children of the Night (Su): Once per day, a vrykolaka can call forth 1d4+1 mosquito or wasp swarms, 1d4 centipede swarms, or 1d6+1 flesh-eating cockroach swarms as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vrykolaka for up to 1 hour.

Create Spawn (Su): A vrykolaka can create spawn out of those it slays with disease, provided that the slain creature is of the same creature type as the vrykolaka's base creature type. The victim rises from death as a vrykolaka in 1d4 days. This vrykolaka is under the command of the vrykolaka that created it, and remains enslaved until its master's destruction. A vrykolaka may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vrykolaka may free an enslaved spawn in order to enslave a new spawn, but once freed, a vrykolaka or vrykolaka spawn cannot be enslaved again.

Disease (Ex): Any living creature that takes damage from a vrykolaka's claw attacks or blood drain runs the risk of disease. All vrykolaka permanently carry one disease (typically filth fever). A vrykolaka can also transmit disease it acquires by drinking the blood of infected people, but the DC to avoid infection from these additional infections drops by 1 for every day that passes after transmission until reaching 0. A vrykolaka can carry any number of diseases at once. A vrykolaka adds its Charisma modifier to the DC to avoid infection.

Fever Sleep (Su): A vrykolaka can send opponents into feverish unconsciousness as a standard action. Anyone the vrykolaka targets must succeed on a Will save or fall unconscious under the vrykolaka's influence, as though by a *slumber* hex (caster level 12th). The ability has a range of 30 feet. The vrykolaka does not wake its victims by drinking their blood.

Special Qualities: A vrykolaka gains the following.

Spider Climb (Ex): A vrykolaka can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a vrykolaka can change into a centipede swarm, cockroach swarm, or mosquito swarm. The swarm has the same number of hit points as the vrykolaka, and any damage done to the swarm affects the vrykolaka. While in swarm form, a vrykolaka cannot use any of its own special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the vrykolaka is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Ability Scores: See below. As an undead creature, a vrykolaka has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+6	+8	-6	+4	+2
Mature	+6	+10	-4	+4	+2
Old	+8	+10	-4	+6	+4
Ancient	+8	+12	-2	+6	+4
Eminent	+10	+12	-2	+8	+6
Patriarch	+12	+14	+0	+10	+8

Skills: Vrykolaka gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Vrykolaka gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Wrēthfētīn

Halflings enjoy little more in life than a good pipe and a place in their communities. In undeath, even these simple comforts become twisted mockeries. Wrēthfētīn (halfling vampires) resemble their living kin, but their skin is pale and sometimes withered. Their teeth are long and sharp, giving their faces a feral cast. Wrēthfētīn often collect grisly trophies from their victims. Many are themselves missing a finger, toe or ear, having been collected from during their final moments of life.

The Wrēthfētīn Template Creating a Wrēthfētīn

“Wrēthfētīn” is an acquired template that can be added to any halflings with 5 or more Hit Dice (referred to hereafter as the base creature). A wrēthfētīn uses the base creature’s stats and abilities except as noted here.

Age	Category	Speed	DR	Fast Healing	Channel Resistance	Natural AC	CR
0-99	Fledgling	+0	10/magic and silver	3	+4	+6	+1
100-199	Mature	+10	10/magic and silver	3	+4	+6	+1
200-299	Old	+10	10/magic and silver	4	+5	+7	+2
300-499	Ancient	+20	15/magic and silver	4	+6	+7	+2
500-999	Eminent	+20	15/magic and silver	5	+7	+8	+3
1000+	Patriarch	+30	15/magic and silver	6	+8	+8	+4

CR: See table above.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A wrethfetin gains darkvision 60 ft.

Armour Class: See table above

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, wrethfetins use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: A wrethfetin gains resistance to cold 10 and electricity 10, and damage reduction, fast healing and channel resistance as shown in the table above, in addition to all of the defensive abilities granted by the undead type. A wrethfetin's fast healing increases by 1 during the week either side of the full moon, and by 2 during the 3 days of the full moon.

If reduced to 0 hit points in combat, a wrethfetin immediately assumes *gaseous form* and must attempt to return to its coffin. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a wrethfetin at this point has no effect. Once at rest, the wrethfetin is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

Weaknesses: Wrethfetins cannot tolerate the smell of tobacco smoke and will not enter an area heavy with its aroma. Similarly, they will recoil from strongly presented holy symbols. These don't harm the wrethfetin—they merely keep it at bay. A recoiling wrethfetin must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a wrethfetin at bay takes a standard action. After 1 round, a wrethfetin can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

A wrethfetin is unable to enter a room with a fire burning in its hearth, and cannot pass through a doorway with an upright horseshoe nailed above it. A wrethfetin can never rest more than 1 mile from where it was first buried.

Reducing a wrethfetin's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay wrethfetins. Exposing any wrethfetin to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a wrethfetin equal to one third of its maximum hit points—a wrethfetin reduced to 0 hit points in this manner is destroyed. Furthermore, rainfall burns them like acid, dealing 4 points of damage per round (5 in heavy thunderstorms) if the wrethfetin is caught in the rain. Again, a wrethfetin reduced to 0 hit points in this manner is destroyed.

Driving a wooden stake through a helpless wrethfetin's heart only harms it if the stake has been drawn from a crackling hearth fire within the last 2 rounds. This instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the hands and feet are severed and burnt in the hearth fire for 3 hours.

Speed: See table above.

Melee: A wrethfetin gains a slam attack if the base creature didn't have one. Damage for the slam depends on the wrethfetin's size. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A wrethfetin gains several special attacks. Save DCs are equal to 10 + half wrethfetin's HD + wrethfetin's Cha modifier unless otherwise noted.

Blood Drain (Su): A wrethfetin can suck blood from a grappled opponent; if the wrethfetin establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution

damage. The wrethfetin heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a wrethfetin can call forth 1d4+1 cat swarms (treat as rat swarms), 4d8 dogs or 2d4 riding dogs as a standard action. These creatures arrive in 2d6 rounds and serve the wrethfetin for up to 1 hour.

Create Spawn (Su): A wrethfetin can create spawn out of any halflings it slays with blood drain or vitality damage. The victim rises from death as a wrethfetin in 1d4 days. This wrethfetin is under the command of the wrethfetin that created it, and remains enslaved until its master's destruction. A wrethfetin may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A wrethfetin may free an enslaved spawn in order to enslave a new spawn, but once freed, a wrethfetin or wrethfetin spawn cannot be enslaved again.

Fatigue Aura (Su): Any creature that comes within 60 ft of a wrethfetin must make a Will save or be fatigued for 1d6 rounds. Creatures that are already fatigued become exhausted instead.

Spell-like Abilities (Sp): At will—*purify food and drink, putrefy food and drink*; 3/day—*create food and water* (CL 12th).

Vitality Damage (Su): A creature struck by a wrethfetin's slam attack suffers 1d4 points of Strength and Dexterity damage (Fortitude negates). The wrethfetin heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) per successful attack.

Special Qualities: A wrethfetin gains the following.

Change Shape (Su): A wrethfetin can use change shape to assume the form of a boar, dog, riding dog or owl, as *beast shape II*.

Gaseous Form (Su): As a standard action, a wrethfetin can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability. This takes the form of a cloud of pleasantly aromatic pipe tobacco smoke.

Padfoot (Ex): A wrethfetin moves in complete silence. It can always take 10 on a Stealth check, and doesn't suffer Stealth penalties due to fast movement. If its opponent is blinded, the Blind Fight feat does not reduce the miss chance associated with attacking the wrethfetin.

Ability Scores: See below. As an undead creature, a wrethfetin has no Constitution score.

Category	Str	Dex	Int	Wis	Cha
Fledgling	+0	+6	+2	+4	+6
Mature	+0	+6	+2	+6	+6
Old	+2	+8	+4	+6	+8
Ancient	+2	+8	+4	+8	+8
Eminent	+4	+10	+6	+8	+10
Patriarch	+6	+12	+8	+10	+12

Skills: Wrethfetins gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats: Wrethfetins gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Salient Abilities

The following salient abilities are available to vampires (although not to spawn) of any strain. Vampires typically gain one salient ability with every century of undeath.

Energy Resistance (Ex): One of the vampire's energy resistances increases by 10, or it gains resistance 10 to a new energy type.

Frightful Presence (Su): The vampire gains the frightful presence ability, with a range of 30 ft.

Hypnotic Vapour (Su): The vampire can use its dominate ability while in gaseous form. The mist roils with strange colour and hypnotic movements.

Improved Special Attack (Su): The DC for saves against one of the vampire's special attacks increases by 4.

Light Sleep (Ex): The vampire can be woken during the day in the same manner living creatures can, and can make Perception checks while asleep. Vampires without this ability cannot be woken during the day and are completely helpless until nightfall.

Mastermind (Su): Vampires with this ability can have a number of enslaved spawn totaling four times its total Hit Dice. In addition, the vampire chooses one of the following three abilities: clairaudience, clairvoyance, or telepathy.

Depending on the ability chosen, the vampire can hear what its spawn hears, see what it sees, or communicate telepathically with it. The vampire may exercise or end its use of this ability as a standard action and maintain its connection to its spawn for as long as it wishes. A vampire may only use this ability with one spawn at a time. The vampire and vampire spawn must be on the same plane for this ability to function. While using this ability, the vampire enters a catatonic state similar to its daily rest and is treated as helpless, though it is alerted to any jarring noises, the presence of any visible creature within 5 feet, or any damage that befalls its body.

For more powerful vampires with this ability, the vampire may be able to experiences the senses of any creature it has dominated, not just its spawn.

Noble Dead (Su): A vampire with this ability possesses an ancient and legendary bloodline. He gains a +2 bonus on all Diplomacy checks, which increases to +4 if being utilized against another undead creature. In addition, he gains channel resistance +6, and the DC of his dominate ability increases by +2.

Persuasive (Su): A persuasive vampire can make a suggestion to any number of targets within 30 feet (Will negates). This is the equivalent of a *suggestion* spell (caster level 12th). The vampire can pick and choose which targets to affect with the ability.

Reduced Vulnerability (Ex): The vampire loses one of its vulnerabilities, such as being repulsed by holy symbols or garlic.

Scent (Ex): The vampire gains the scent ability.

Sunlight Resistance (Su): This ability provides a vampire a measure of resistance against sunlight. On the second and all later rounds of exposure to direct sunlight, the vampire takes damage equal to one-third of its maximum hit points and is destroyed if this brings it to 0 hit points. The vampire is staggered on any round it is exposed to direct sunlight. This ability can be taken multiple times, each increasing the duration by 1 round.

Swarm Form (Su): As a standard action, a vampire with this ability can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has a number of hit points equal to the vampire, and any damage done to the swarm affects the vampire's hit point total. While in swarm form, a vampire cannot use any of its natural or special attacks, although it gains the movement, natural weapons, and extraordinary special abilities of the swarm into which it has transformed. The vampire also retains all of its usual special

qualities. While in swarm form the vampire is still considered to be an undead creature with its total number of Hit Dice. A vampire can remain in swarm form until it assumes another form or retakes its original form (a standard action), or until the next sunrise.

Uncanny (Su): The vampire can use one spell of level 5 or lower as a supernatural ability once per day (caster level 12th). Examples include *animate dead*, *darkness*, *dimension door*, *major image* and *invisibility*.

Variants

Alternate Form (Ex): Many, many vampires in Ravenloft assume alternate forms atypical for their strain. Examples include foxes, hawks, horses, ravens, and snakes.

Ancient Youth (Ex): A vampire with this ability transformed into one of the undead at a very young age, and has been trapped within an adolescent body for an existence possibly measuring in centuries. Vampires with this ability are one size smaller than creatures of their type and gain a +4 bonus on all Bluff checks.

Moonbane Vampire (Ex): A moonbane vampire is vulnerable to the light of the full moon. A moonbane vampire exposed to the light of the full moon is treated as *slowed* (Will DC 15 negates). If the moon is waxing or waning (that is, not yet or no longer full), the vampire can still be affected, but it gains a +4 bonus on its save. A moonless night has no ill effect on the vampire.

Savage Vampire (Ex): A savage vampire has none of the traditional vampire's personality or persuasiveness, instead relying on brute force. Instead of gaining a slam attack, the vampire gains 2 claw attacks. Each may be used to deal ability damage or energy drain each round. The vampire loses abilities such as *domination* which rely on subtlety.

The vampire gains +4 Str, -4 Int, -4 Wis, -4 Cha (modified from the base vampire). It does not gain a racial bonus to Sense Motive.

Vampire Spawn

Vampire spawn are undead creatures that come into being when vampires drain the life forces of their victims. They are like their creators in many ways, albeit less powerful and typically less in control of their bestial appetites. Unlike their creators, their personalities do not survive the transition to undeath.

Vampire spawn are created when a vampire slays a creature of the appropriate type but less than 5 Hit Dice with its blood drain, ability drain or energy drain attacks. If the victim has more than 5 Hit Dice, the master vampire can choose as a free action whether to create a vampire spawn or a full (but subservient) vampire. Vampires may also create vampiric companions to prevent the terrible changes wrought to their victims' personalities through the normal methods of creating more of their kind.

Nonari and goatsuckers cannot create vampire spawn. Penanggalan spawn mananggal from humanoid women with at least 10 Hit Dice slain by the penanggalan's blood drain.

Barovian vampire spawn

CR 4 (XP 800)

CE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

Defense

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

hp 26 (4d8+8)

Fort +3, Ref +2, Will +5

Defensive Abilities channel resistance +2, DR 5/ silver, fast healing 2, resist cold and electricity 10, undead traits

Weaknesses resurrection vulnerability, Barovian vampire weaknesses

Offense

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Statistics

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; CMB +4; CMD 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ change shape, gaseous form, shadowless, spider climb

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A Barovian vampire can suck blood from a grappled opponent; if the Barovian vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The Barovian vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su): A Barovian vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Dominate (Su): A Barovian vampire can crush a humanoid opponent's will as a standard action. Anyone the Barovian vampire targets must succeed on a Will save or fall instantly under the Barovian vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some Barovian vampires might be able to affect different creature types with this power.

Gaseous Form (Su): As a standard action, a Barovian vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a Barovian vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex): A Barovian vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A Barovian vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Barovian Vampire Weaknesses (Ex): Barovian vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the Barovian vampire—they merely keep it at bay. A recoiling Barovian vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a Barovian vampire at bay takes a standard action. After 1 round, a Barovian vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Barovian vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a Barovian vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a Barovian vampire assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a Barovian vampire forced into gaseous form has no effect. Once at rest, the Barovian vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay Barovian vampires. Exposing any Barovian vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a Barovian vampire equal to one third of its maximum hit points—a Barovian vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless Barovian vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Hulzurdan spawn

CR 4 (XP 800)

CE Medium undead

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft (on stone); **Perception** +11

Defense

AC 15, touch 11, flat-footed 14 (+5 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +1, **Will** +5

Defensive Abilities channel resistance +2, DR 5/ silver, fast healing 2 (when underground), resist cold and electricity 10, SR 12, undead traits

Weaknesses transmute rock to mud vulnerability, hulzurdan weaknesses

Offense

Speed 20 ft.

Melee slam +4 (1d4+1 plus Strength drain)

Special Attacks blood drain, inspire fear (DC 14), Strength drain (1d4, DC 14)

Statistics

Str 12, **Dex** 10, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +15; **Racial Modifier** +8 Stealth

Languages Common

SQ stonewalk

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A hulzurdan can suck blood from a grappled opponent; if the hulzurdan establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The hulzurdan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Inspire Fear (Su): A hulzurdan can cause fear as a standard action. Any living creature the hulzurdan targets must succeed on a Will save or be panicked, as though by a *fear* spell (caster level 12th). The ability has a range of 30 feet.

Spell Resistance (Su): A hulzurdan cannot voluntarily lower its spell resistance.

Strength Drain (Su): A creature struck by a hulzurdan's slam attack suffers 1d4 points of Strength drain.

Stonewalk (Su): At will as a standard action, a hulzurdan can merge with solid stone, as a *meld with stone* spell (CL 12th) except that it can move through the stone with a speed of 20 ft and can remain within the stone indefinitely.

Transmute Rock to Mud Vulnerability (Su): A *transmute rock to mud* or similar spell cast on a hulzurdan spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Hulzurdan Weaknesses (Ex): Hulzurdans cannot cross an unbroken line of metal shavings, even when stone walking. Hulzurdan recoil from mirrors or strongly presented holy symbols. These things don't harm the hulzurdan—they merely keep it at bay. A recoiling hulzurdan must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a hulzurdan at bay takes a standard action. After 1 round, a hulzurdan can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

A hulzurdan is unable to enter any structure that is not constructed at least in part from stone.

Reducing a hulzurdan's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a hulzurdan must attempt to return to its coffin using its *stonewalk* ability. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a hulzurdan at this point has no effect. Once at rest, the hulzurdan is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay hulzurdans. Exposing a hulzurdan to direct sunlight staggers it on the first round of exposure and turns it to stone (as *flesh to stone*) on the second consecutive round of exposure if it does not escape. A *stone to flesh* spell can reverse the transformation. Each round of immersion in a natural spring inflicts damage on a hulzurdan equal to one third of its maximum hit points—a hulzurdan reduced to 0 hit points in this manner is destroyed. Driving a piece of natural stone (such as a stalactite) through a helpless hulzurdan's heart instantly slays it (this is a full-round action). However, it returns to life if the shaft is removed, unless its heart is cut out, soaked in oil for 3 days, and burnt in a dwarven forge.

Jiang-shi spawn

CR 4 (XP 800)

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +12

Defense

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

hp 22 (4d8+4)

Fort +3, **Ref** +2, **Will** +6

Defensive Abilities channel resistance +2, DR 5/ silver, fast healing 2, prayer scroll, resist cold 20, undead traits

Weaknesses resurrection vulnerability, jiang-shi weaknesses

Offense

Speed 20 ft.

Melee Bite +4 (1d6+1), 2 claws +4 (1d6+1 plus grab, critical 19-20)

Special Attacks drain chi (1 negative level, DC 13 plus staggered 1d4 rounds)

Statistics

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +8, Knowledge (religion) +7, Perception +12, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Drain Chi (Su): Instead of draining blood, a jiang-shi drains “chi,” or life energy, from a victim’s breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim’s breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Prayer Scroll (Su): The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi’s prayer scroll can be removed with a successful steal combat manoeuvre, which immediately ends the jiang-shi’s immunity to these effects. If a jiang-shi’s prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a jiang-shi spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Jiang-shi Weaknesses (Ex): Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don’t harm a jiang-shi—they merely keep it at bay for a period of time. A recoiling jiang-shi must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi at bay takes a standard

action. After being held at bay for 1 round, a jiang-shi can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.

Reducing a jiang-shi's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points, a jiang-shi crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shi are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shi are not destroyed by sunlight like regular vampires and can move around during the day without harm.

Kuei-jin spawn

CR 4 (XP 800)

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

Defense

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

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, corrosion, DR 5/ silver, fast healing 2, resist cold and electricity 10, undead traits

Weaknesses resurrection vulnerability, kuei-jin weaknesses

Offense

Speed 30 ft, weightless step 10 ft.

Melee 2 claws +4 (1d4+1 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 14), mesmerism (DC 14)

Statistics

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ change shape, invisibility, shadowless, weightless step

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A kuei-jin can suck blood from a grappled opponent; if the kuei-jin establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The kuei-jin heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su): A kuei-jin can use change shape to assume the form of a tiger, as *beast shape II*.

Corrosion (Su): Any non-magical weapon that strikes a kuei-jin takes 1 point of damage due to aging. This damage bypasses the weapon's hardness.

Invisibility (Su): A kuei-jin can turn itself *invisible* as a standard action. It can remain invisible indefinitely, but still becomes immediately visible if it makes a direct attack.

Mesmerism (Su): A kuei-jin can paralyze an opponent as a standard action. Anyone the kuei-jin targets must succeed on a Will save or be paralyzed as though by a *hold monster* spell (caster level 12th). The ability has a range of 30 ft.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a kuei-jin spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex): A kuei-jin casts no shadows and shows no reflection in a mirror.

Weightless Step (Su): At will, the kuei-jin can *levitate* (caster level 12th).

Kuei-jin Weaknesses (Ex): Kuei-jin cannot tolerate the odour of burning incense made from rosemary and myrrh and will not enter an area laced with its smoke. Similarly, they will recoil from garlands woven from rosemary and ivy. This doesn't harm the kuei-jin—it merely keeps it at bay. A recoiling kuei-jin must stay at least 5 feet away from the garland and cannot touch or make melee attacks against that creature. Holding a kuei-jin at bay takes a standard action. After 1 round, a kuei-jin can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing a kuei-jin's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a kuei-jin becomes invisible and intangible (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a kuei-jin forced into intangible form has no effect. Once at rest, the kuei-jin is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay kuei-jin. Exposing any kuei-jin to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a kuei-jin equal to one third of its maximum hit points—a kuei-jin reduced to 0 hit points in this manner is destroyed. Driving a bamboo shaft through a helpless Kuei-jin's heart instantly slays it (this is a full-round action). However, it returns to life if the shaft is removed, unless *bless* is cast on a rosemary blossom placed in the kuei-jin's mouth and its lips and eyelids are sewn shut with a silver needle.

Manananggal

CR 7 (XP 3,200)

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 85 (10d8+40)

Fort +7, **Ref** +8, **Will** +10

DR 10/good or silver; **Immune** undead traits

Weaknesses light sensitivity, vulnerable to light blades

Offense

Speed 30 ft., fly 100 ft. (good)

Melee bite +11 (1d8+4), 2 claws +12 (1d8+4 plus grab)

Special Attacks blood drain (1d2 Constitution)

Spell-Like Abilities (CL 9th; concentration +13)

At will—*bleed* (DC 14), *dancing lights*, *touch of fatigue* (DC 14)

3/day—*darkness*, *deep slumber* (DC 17), *fear* (DC 18)

Statistics

Str 19, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 25

Feats Deceitful, Dodge, Flyby Attack, Lightning Reflexes, Weapon Focus (claws)

Skills Bluff +18, Disguise +21, Fly +16, Knowledge (religion) +11, Perception +16, Sense Motive +11, Spellcraft +6

Languages Abyssal, Common

SQ separate

Ecology

Environment any land

Organization solitary or pack (2–6)

Treasure standard

Special Abilities

Blood Drain (Su): A manananggal can suck blood from a grappled opponent; if the manananggal establishes or maintains a pin, it drains blood, dealing 1d2 points of Constitution damage. The manananggal heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Separate (Su): During the day, a manananggal looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the manananggal is immediately aware of the attack. Since manananggals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A manananggal must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a manananggal remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.

Vulnerable to Light Blades (Ex): Light blades (such as daggers, kamas, kukris, rapiers, short swords, sickles, and starknives) deal double the weapon's base damage on a successful hit against a manananggal.

Nosferatu spawn

CR 4 (**XP** 800)

CE Medium undead

Init +1; **Senses** darkvision 60 ft., lowlight vision, scent; **Perception** +12

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +6

Defensive Abilities channel resistance +2, DR 5/ wood and piercing, fast healing 2, resist cold, electricity and sonic 10, undead traits

Weaknesses nosferatu weaknesses

Offense

Speed 30 ft.

Melee claw +3 (1d6)

Special Attacks blood drain, dominate (DC 14), telekinesis (DC 14)

Statistics

Str 10, **Dex** 12, **Con** —, **Int** 11, **Wis** 15, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 14

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +12, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ shadowless, spider climb, swarm form, telepathy

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A nosferatu can suck blood from a grappled opponent; if the nosferatu establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution and Wisdom damage. The nosferatu heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su): A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the nosferatu targets must succeed on a Will save or fall instantly under the nosferatu's influence, as though by a *dominate person* or *dominate animal* spell (caster level 12th). The ability has a range of 30 feet.

Shadowless (Ex): A nosferatu casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu, and any damage done to the swarm affects the nosferatu. While in swarm form, a nosferatu cannot use any of its own special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the nosferatu is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Telekinesis (Su): As a standard action, a nosferatu can use *telekinesis*, as the spell (caster level 12th).

Telepathy (Su): A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same languages. In addition, it can communicate with any animal, magical beast, or vermin.

Nosferatu Weaknesses (Ex): Nosferatu cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the nosferatu—they merely keep it at bay. A recoiling nosferatu must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Nosferatu cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a nosferatu's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a nosferatu assumes swarm form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a nosferatu

forced into swarm form has no effect. Once at rest, the nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay nosferatu. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a nosferatu equal to one third of its maximum hit points—a nosferatu reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless nosferatu's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Obyri spawn

CR 4 (XP 800)

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

Defense

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

hp 30 (4d8+12)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, DR 5/ silver, lunar regeneration, resist cold and electricity 10, undead traits

Weaknesses resurrection vulnerability, obyri weaknesses

Offense

Speed 30 ft.

Melee slam +3 (1d4)

Special Attacks blood drain, dominate (DC 15)

Statistics

Str 10, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +3; **CMB** +3; **CMD** 14

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +10, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial**

Modifier +8 Stealth

Languages Common

SQ change shape, daylight powerlessness, gaseous form, restful sleep, spider climb

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): An obyri can suck blood from a grappled opponent; if the obyri establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The obyri heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. The victim must also make a Will save or be *dominated*.

A rare subtype of obyri, called cerebral vampires, deal Intelligence damage instead. Victims reduced to 0 Intelligence fall into a catatonic stupor.

Change Shape (Su): An obyri can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Daylight Powerlessness (Ex): Although obyri are not directly harmed by sunlight, they cannot use any of their supernatural abilities between sunrise and sunset. An obyri that is actually exposed to direct sunlight must sleep in its coffin for 8 full hours to regain its

powers. An obyri can continue to exert influence over previously dominated victims during the day but cannot dominate new ones. An obyri caught in an alternate form by daybreak is trapped in that form until it regains its powers.

Dominate (Su): An obyri can crush a humanoid opponent's will as a standard action. Anyone the obyri targets must succeed on a Will save or fall instantly under the obyri's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some obyri might be able to affect different creature types with this power.

Gaseous Form (Su): As a standard action, an obyri can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Lunar Healing (Su): An obyri gains the fast healing trait whenever it is exposed to direct moonlight. The obyri heals at a rate determined by the phase of the moon.

Crescent (13 days per month)	1
Half (8 days per month)	2
Gibbous (4 days per month)	4
Full (3 days per month)	6

The obyri cannot die as long as its lunar healing is still functioning. Fire, acid and *blessed* or holy weapons cause the obyri's fast healing to stop functioning on the round following the attack. During this round, it does not heal and can be killed (although see above). Obyri can reattach severed limbs (regardless of how long it has been since they were severed) but cannot regrow them. An obyri cannot heal if its head and torso are separated, but can if they are reattached.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on an obyri spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Restful Sleep (Ex): So long as it has at least 1 hit point, an obyri heals 1 hit point per Hit Dice per hour that it spends lying in its coffin.

Spider Climb (Su): An obyri can climb sheer surfaces as though under the effects of a *spider climb* spell.

Obyri Weaknesses (Ex): Obyri cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the obyri—they merely keep it at bay. A recoiling obyri must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding an obyri at bay takes a standard action. After 1 round, an obyri can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing an obyri's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, the obyri collapses as if slain, but is not truly slain. If exposed to moonlight, it begins to regenerate.

However, certain attacks can slay obyri. Each round of immersion in running water inflicts damage on an obyri equal to one third of its maximum hit points—an obyri reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless obyri's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed and it is exposed to moonlight, unless it is consumed by flame or its limbs are scattered beyond the reach of its surviving minions.

Pishacha spawn

CR 4 (XP 800)

CE Medium undead

Init +2; **Senses** darkvision 60 ft., lowlight vision; Perception +11

Defense

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

hp 22 (4d8+4)

Fort +3, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +1, DR 5/ silver, fast healing 2, resist cold and electricity 10, undead traits

Weaknesses plant shape vulnerability, pishacha weaknesses

Offense

Speed 30 ft.

Melee slam +4 (1d4+1 plus Charisma drain)

Special Attacks Charisma drain (1d4, DC 13), wretched gaze (DC 13)

Statistics

Str 12, **Dex** 14, **Con** —, **Int** 11, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 16

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +8, Knowledge (religion) +7, Perception +12, Stealth +17; **Racial Modifier** +8 Stealth

Languages Common

SQ black thumb, change shape, plantwalk

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Black Thumb (Su): Any plant touched by a pishacha's bare skin must make a Fortitude save or suffer 1d4 points of damage per minute until it dies. This withering process can only be prevented by destroying the vampire. The pishacha cannot suppress this ability, and can feel the agony of the plants they slowly kill. This affliction is enough to drive many to the brink of madness.

Change Shape (Su): A pishacha can use change shape to assume the form of an eagle or giant eagle, as *beast shape II*.

Charisma Drain (Su): A creature struck by a pishacha's slam attack suffers 1d4 points of Charisma drain. The pishacha heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) with each attack. If the victim's Charisma drops below 3, they become a lost one with the suicidal thoughts madness effect. If the victim's Charisma drops to 0, they lose the will to live and die within 2d6 rounds.

Plant Shape Vulnerability (Su): A *plant shape I* or similar spell cast on a pishacha spawn (as a melee touch attack) destroys it (Will negates). Using the spell in this way does not require a material component.

Plantwalk (Su): At will as a standard action, a pishacha can *tree stride* between living trees. Both trees are subject to its black thumb ability.

Wretched Gaze (Su): All creatures within a 30-foot radius that see a pishacha's scarred face must make a Will save or be paralysed by fear for 2d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same Pishacha's wretched gaze for 24 hours. This is a paralysis and a mind-affecting fear affect.

Pishacha Weaknesses (Ex): Pishachas cannot cross an unbroken line of freshly picked flowers or flower petals (picked within the last day). If it hears music being played or sung, it must make a Will save (DC 20) or be enthralled. The pishacha can make a new save each round to overcome the effect, which also ends immediately if the vampire is attacked.

A pishacha suffers 1d4 points of damage per round while underground, and cannot use its fast healing or any supernatural or spell-like abilities until it returns to the surface.

Reducing a pishacha's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a pishacha must attempt to return to its coffin using its *plantwalk* ability. If it spends more than 2 consecutive rounds outside a tree before it reaches its coffin, it is utterly destroyed. Additional damage dealt to a pishacha at this point has no effect. Once at rest, the pishacha is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay Pishachas. A pishacha must retreat to its coffin at sunset. If it does not, it is staggered on the first round after sunset and destroyed on the second. It is unaffected by sunlight or running water, although fresh tree sap burns them as holy water.

Driving a charcoal stake through a helpless Pishacha's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and burnt for 24 hours in a fire fuelled with flowers and flowering shrubs.

Vrykolaka spawn

CR 4 (XP 800)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

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

hp 26 (4d8+8)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities channel resistance +1, DR 5/ silver, fast healing 2, resist cold and electricity 10, undead traits

Weaknesses vrykolaka weaknesses

Offense

Speed 30 ft.

Melee 2 claws +4 (1d4+1 plus disease)

Special Attacks blood drain, disease—*filth fever* (injury; *save* Fort DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.), fever sleep (DC 14)

Statistics

Str 12, **Dex** 14, **Con** —, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +7, Perception +10, Stealth +15; **Racial Modifier** +8 Stealth

Languages Common

SQ spider climb, swarm form

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A vrykolaka can suck blood from a grappled opponent; if the vrykolaka establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vrykolaka heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. The victim must also save or be infected with the vrykolaka's disease.

Disease (Ex): Any living creature that takes damage from a vrykolaka's claw attacks or blood drain runs the risk of disease. All vrykolaka permanently carry one disease (typically filth fever). A vrykolaka can also transmit disease it acquires by drinking the blood of infected people, but the DC to avoid infection from these additional infections drops by 1 for every day that passes after transmission until reaching 0. A vrykolaka can carry any number of diseases at once. A vrykolaka adds its Charisma modifier to the DC to avoid infection.

Fever Sleep (Su): A vrykolaka can send opponents into feverish unconsciousness as a standard action. Anyone the vrykolaka targets must succeed on a Will save or fall unconscious under the vrykolaka's influence, as though by a *slumber* hex (caster level 12th). The ability has a range of 30 feet. The vrykolaka does not wake its victims by drinking their blood.

Spider Climb (Ex): A vrykolaka can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a vrykolaka can change into a centipede swarm, cockroach swarm, or mosquito swarm. The swarm has the same number of hit points as the vrykolaka, and any damage done to the swarm affects the vrykolaka. While in swarm form, a vrykolaka cannot use any of its own special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed in. It also retains all of its usual special qualities. While in swarm form, the vrykolaka is still considered to be an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form; retakes its original form as a standard action; or until the next sunrise.

Vrykolaka Weaknesses (Ex): Vrykolaka cannot tolerate the odour of garlic or arise and will not enter an area laced with their smell. It cannot cross an unbroken line of aniseed. Similarly, they will recoil from strongly presented holy symbols. These don't harm the vrykolaka—they merely keep it at bay. A recoiling vrykolaka must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a vrykolaka at bay takes a standard action. After 1 round, a vrykolaka can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Reducing a vrykolaka's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a vrykolaka assumes swarm form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vrykolaka forced into swarm form has no effect. Once at rest, the vrykolaka is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay vrykolaka. Exposing any vrykolaka to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vrykolaka equal to one third of its maximum hit points—a vrykolaka reduced to 0 hit points in this manner is destroyed. Driving an iron spike through a helpless vrykolaka's skull instantly slays it (this is a full-round action). However, it returns to life if the spike is removed, unless the body is completely consumed by flame.

Vrykolaka are also particularly vulnerable to *remove disease*. If the spell is cast on a vrykolaka, it must make a Fortitude save or take 2 temporary negative levels. A vrykolaka asleep in its coffin or incapacitated by an iron spike automatically fails its save. If it gains as

many negative levels as it has Hit Dice, it is permanently destroyed and dissolves into foul vapours (as a *stinking cloud*—caster level 12th).

Wrethfetin spawn

CR 4 (XP 800)

CE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

Aura fatigue, 30 ft.

Defense

AC 16, touch 12, flat-footed 15 (+1 Dex, +1 size, +4 natural)

hp 30 (4d8+12)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, DR 5/ silver, fast healing 1, resist cold and electricity 10, undead traits

Weaknesses resurrection vulnerability, wrethfetin weaknesses

Offense

Speed 20 ft.

Melee slam +4 (1d3 plus vitality damage)

Special Attacks blood drain, vitality damage (1d4 Strength and Constitution, DC 15)

Statistics

Str 10, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +3; **CMB** +2; **CMD** 13

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +20; **Racial Modifier** +8 Stealth

Languages Common

SQ change shape, gaseous form, padfoot

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su): A wrethfetin can suck blood from a grappled opponent; if the wrethfetin establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The wrethfetin heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su): A wrethfetin can use change shape to assume the form of a boar, dog, riding dog or owl, as *beast shape II*.

Fatigue Aura (Su): Any creature that comes within 60 ft of a wrethfetin must make a Will save or be fatigued for 1d6 rounds. Creatures that are already fatigued become exhausted instead.

Gaseous Form (Su): As a standard action, a wrethfetin can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability. This takes the form of a cloud of pleasantly aromatic pipe tobacco smoke.

Padfoot (Ex): A wrethfetin moves in complete silence. It can always take 10 on a Stealth check, and doesn't suffer Stealth penalties due to fast movement. If the victim is blinded, they also suffer a -4 penalty to initiative.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a wrethfetin spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Vitality Damage (Su): A creature struck by a wrethfetin's slam attack suffers 1d4 points of Strength and Dexterity damage.

Wrethfetin Weaknesses (Ex): Wrethfetins cannot tolerate the smell of tobacco smoke and will not enter an area heavy with its aroma. Similarly, they will recoil from strongly presented holy symbols. These don't harm the wrethfetin—they merely keep it at bay. A recoiling wrethfetin must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a wrethfetin at bay takes a standard action. After 1 round, a wrethfetin can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

A wrethfetin is unable to enter a room with a fire burning in its hearth, and cannot pass through a doorway with an upright horseshoe nailed above it. A wrethfetin can never rest more than 1 mile from where it was first buried.

Reducing a wrethfetin's hit points to 0 or lower incapacitates it but doesn't always destroy it. If reduced to 0 hit points in combat, a wrethfetin immediately assumes *gaseous form* and must attempt to return to its coffin. It must reach its coffin home within 2 hours or be utterly destroyed. Additional damage dealt to a wrethfetin at this point has no effect. Once at rest, the wrethfetin is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing.

However, certain attacks can slay wrethfetins. Exposing any wrethfetin to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a wrethfetin equal to one third of its maximum hit points—a wrethfetin reduced to 0 hit points in this manner is destroyed. Furthermore, rainfall burns them like acid, dealing 4 points of damage per round (5 in heavy thunderstorms) if the wrethfetin is caught in the rain. Again, a wrethfetin reduced to 0 hit points in this manner is destroyed.

Driving a wooden stake through a helpless wrethfetin's heart only harms it if the stake has been drawn from a crackling hearth fire within the last 2 rounds. This instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the hands and feet are severed and burnt in the hearth fire for 3 hours.

Vampiric Companions

Creating vampire spawn, or even full vampires, through the usual means does great violence to the psyches of those transformed. Most are turned to chaos and evil by undeath; all have their personalities irrevocably changed in some way by the trauma.

Sometimes, whether from the loneliness of eternity or the vampire's twisted idea of love, a vampire may become enamoured of a mortal. In these cases, the vampire may wish to preserve their victim as more or less the person they were in life, rather than the ravaged mockeries normally created. Or the mortal may not be strong enough to cross over to undeath without becoming a stagnant, menial vampire spawn. In these cases, a vampire can still turn its companion into a true vampire through a prolonged process called the Dark Kiss. Male vampire companions are typically called "grooms" and females "brides."

To create a companion through the Dark Kiss, a vampire must slowly drain the mortal of blood, taking no more than 1 point of Constitution per round. When the companion has just 1 point left, the vampire opens its own veins and allows (or compels) the companion to

drink its blood even as it slowly drains its beloved's last point of Constitution. The vampire suffers 2 negative levels for each level the companion needs to reach 5 HD. (Thus, a 2nd-level companion would inflict 6 negative levels.) If the companion has 5 HD or more, the vampire must still inflict 2 negative levels to itself. If the vampire is reduced to 0 HD or less by these negative levels, both the vampire and its companion are destroyed. If the vampire survives, it removes one negative level every 10 minutes, and lies spent and helpless until all negative levels are lost. If the vampire is slain by other means before it recovers, the companion becomes a vorlog.

The companion gains enough "vampire" levels (advancing as an undead creature) to bring it to 5 HD. If the vampire companion later gains class levels, each class level replaces one "vampire" level. Vampire companions are free-willed, though they are usually still enamoured of their creators. A vampire and its companion share a telepathic link, regardless of the distance between them. If a vampire or its companion is destroyed, its partner immediately suffers 6d6 points of damage. A vampire can have only one companion at a time, but can free itself of its companion as a full round action.

Vorlogs

When a vampire chooses a new companion, it must pour its blood and passion into its beloved's transformation, then lie helpless beside its transforming chosen. If the vampire is slain during this period, the companion instead becomes a pitiable thing trapped between the worlds of the living and undead. The vorlog looks like a normal humanoid to most observers, with only its budding fangs and pale and doleful expression indicating any change.

Many adventurers have killed a vampire in the midst of the Dark Kiss and congratulated themselves on "saving" its victim, thereby damning the vorlog to a torturous existence. The vorlog yearns constantly for his lost love. Finding someone resembling his undead soul mate, the vorlog drains his victim of Wisdom and charms them into becoming the being he misses so much. Unfortunately, the replacement is never good enough, and within a few months the vorlog must find another, killing the current surrogate when the replacement comes along.

The Vorlog Template

Creating a Vorlog

"Vorlog" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). A vorlog uses the base creature's stats and abilities except as noted here.

CR: As base creature +1.

AL: Any evil.

Type: The creature's type changes to monstrous humanoid (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vorlog gains darkvision 60 ft.

Armour Class: The vorlog gains a natural armour bonus of +2, unless the base creature already has a better natural armour bonus.

Hit Dice: Change all racial Hit Dice to d10s. Class Hit Dice are unaffected.

Defensive Abilities: A vorlog gains damage reduction 5/magic and fast healing 1 (2 when its surrogate is present—see below). It also gains the following defensive ability.

Undead Resistance (Ex): Vorlogs gain a +4 racial bonus on saving throws against disease, poison, paralysis, sleep, and stun effects and is immune to mind-affecting effects.

Weaknesses: Vorlogs are dazzled in bright light and take 1d6 points of damage per round of exposure to direct sunlight. They recoil from strongly presented holy symbols as a vampire—a recoiling vorlog must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against that creature. Holding a vorlog at bay takes a standard action. After 1 round, a vorlog can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Speed: As the base creature.

Melee: As the base creature.

Special Attacks: A vorlog gains several special attacks. Save DCs are equal to 10 + half vorlog's HD + vorlog's Cha modifier unless otherwise noted.

Frighten Animals (Sp): At will, the vorlog can frighten and enrage animals as though they were affected by both the *rage* and *confusion* spells (CL 7th). This affects all animals within 50 ft.

Provoke pity (Su): A vorlog can evoke feelings of pity and sympathy in a humanoid as a standard action. Anyone the vorlog targets must succeed on a Will save or fall instantly under the vorlog's influence, as though by a *miserable pity* spell (caster level 6th). The ability has a range of 30 feet.

Surrogate (Su): A vorlog who makes a melee touch attack against a creature affected by its provoke pity ability must make a Will save or be permanently charmed by the vorlog, as though by a *charm person* spell (caster level 6th). The victim feels that the vorlog is their true love, and is filled with the desire to protect it from harm. *Dispel magic*, *remove curse* and more powerful magic can remove the effect.

Each day, the surrogate must make another Will save or suffer 1d3 points of Wisdom damage. If the surrogate currently has Wisdom damage due to the vorlog's influence, they are subject to *reckless infatuation* (caster level 6th) as well for as long as the Wisdom damage persists.

In the presence of their surrogate, a vorlog has improved fast healing (see above). The vorlog depends on having a surrogate to survive; without the Wisdom drain, the vorlog begins to starve. However, the creature is only a surrogate for its lost vampiric love, and vorlogs inevitably grow to resent their surrogates for failing to live up to their mental image of the dead soul mate. When this happens, the vorlog kills the surrogate out of frustration and moves on to find another.

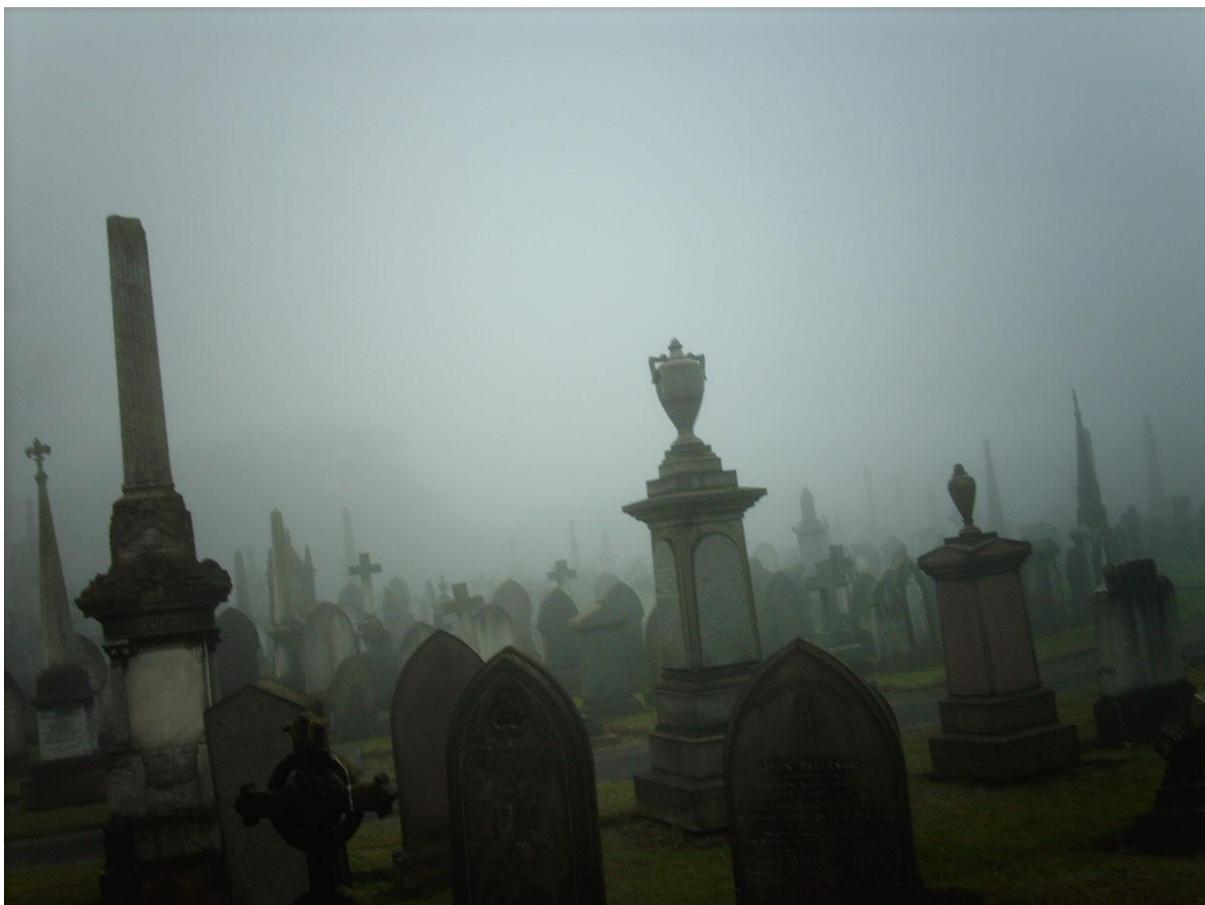
Special Qualities: A vorlog is affected by channelled energy as though it were undead.

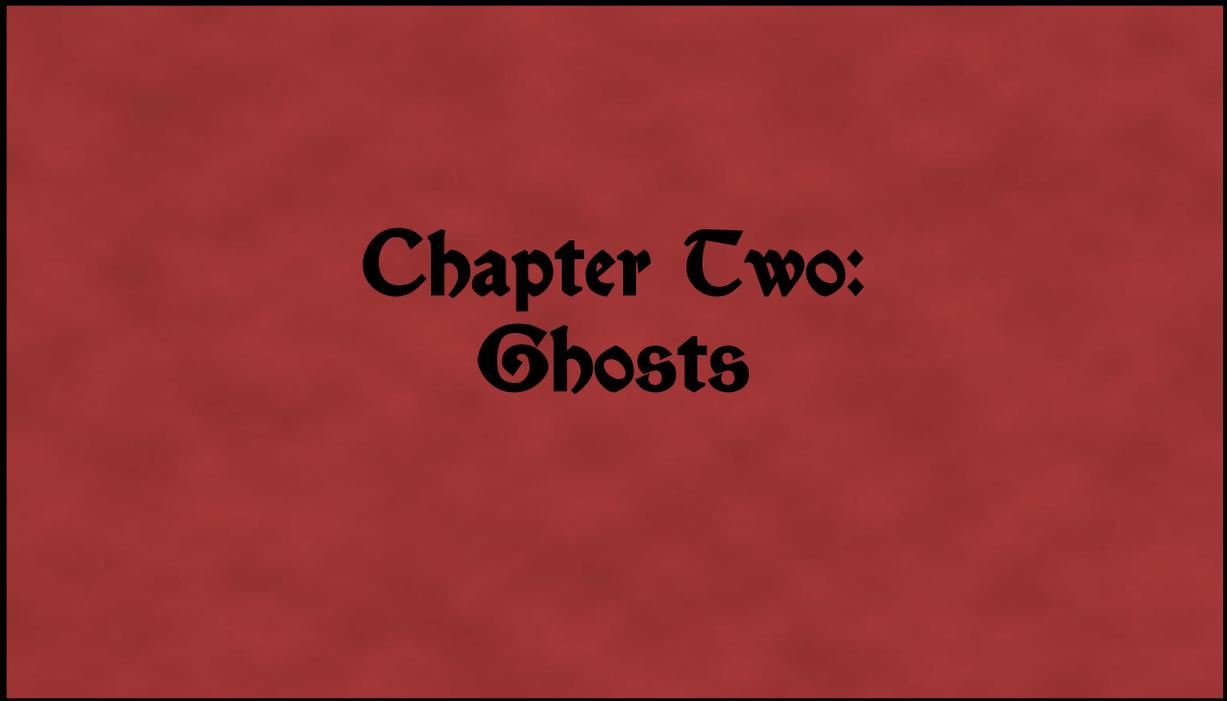
Reflection (Ex): A vorlog's reflection is eerily transparent.

Ability Scores: Str +4, Dex +2, Cha +2.

Skills: Vorlogs gain a +4 racial bonus on Bluff and Stealth checks.

Feats: Vorlogs gain Alertness and Improved Unarmed Strike as bonus feats.





**Chapter Two:
Ghosts**

Ghosts

Ghosts are the souls of deceased creatures, trapped on the Ethereal Plane. According to the theory of famed monster hunter Rudolph van Richten, the interaction between human emotion and the Ethereal can serve as a barrier in the event of an emotionally charged death. The ethereal resonance created by the event binds the soul to the Ethereal Plane and prevents it from moving onward. Ghosts are tormented by the circumstances surrounding their death, for they prevent the spirit from resting peacefully.

Like all ethereal resonance, ethereal spirits are divided into five ranks. Rank one spirits are generally the product of sudden or unemotional deaths. Spirits with rank five ethereal resonance are the most powerful, resulting from deaths of extreme emotion and great consequence. Whenever a ghost is created, the ethereal resonance in the area immediately rises to match the rank of the ghost. The ethereal resonance of an area haunted by a ghost does not fade with time, for the ghost itself serves as enough emotional fuel to keep the resonance strong.

A ghost's rank and salient abilities are fixed at the moment of its creation and cannot be changed, except in extremely unusual circumstances.

A ghost can pass through ethereal resonance of a rank lower than themselves if they wish, although they can also interact with it. Ethereal resonance of equal or greater resonance is completely solid and opaque to them.

The Ghost Template

Creating a Ghost

"Ghost" is an acquired template that can be added to any living creature that has a Charisma score of at least 4 (see below). A ghost retains all the base creature's statistics and special abilities except as noted below.

Rank (Ethereal Resonance)	Rank (Ghost)	Min. Cha	Cha mod.	CR	Salient abilities
1	1	4	+2	+1	1/4 HD
2	2	6	+4	+2	1/3 HD
3	3	8	+6	+3	1/2 HD
4	4	10	+8	+4	2/3 HD
5	5	12	+10	+5	2/3 HD + 1

Challenge Rating: Same as the base creature, modified as above.

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype (but see the corporeal salient weakness below).

Armour Class: Against material foes, an incorporeal ghost gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armour bonus, as well as all armour and shield bonuses not from force effects or *ghost touch* items. These bonuses still apply to foes on the Ethereal Plane, however.

A corporeal ghost gains a natural armour bonus equal to its Charisma modifier (minimum +1). It can wear armour as usual.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Ghosts use their Charisma modifiers to determine bonus hit points instead of Constitution.

Note that some deaths are so traumatic that ghosts gain extra racial Hit Dice. Base save bonuses granted by racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2. The base attack bonus is equal to 3/4 its racial Hit Dice.

Defensive Abilities: A ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function (if incorporeal). Ghosts gain channel resistance equal to twice their rank, darkvision 60 ft., the incorporeal ability (but see corporeal below), and all of the immunities granted by its undead traits. Ghosts also gain the rejuvenation ability.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Speed: Incorporeal ghosts lose their previous speeds and gain a fly speed of equal to its previous base speed with perfect manoeuvrability, unless the base creature has a higher fly speed. Corporeal ghosts retain their previous speeds.

Melee and Ranged Attacks: An incorporeal ghost loses all of the base creature's attacks against material foes (although not against ethereal foes). If it could wield weapons in life, it can wield *ghost touch* weapons as a ghost.

Corporeal ghosts retain all of the base creature's attacks. If the base creature doesn't already have them, they gain one of the following: a bite, 2 claw or 2 slam attacks. Some high ranked ghosts may gain a bite and 2 claw attacks.

Special Attacks: A ghost retains all the special attacks of the base creature, but any relying on physical contact do not function (if incorporeal and attacking material foes).

In addition, a ghost gains salient abilities as shown in the table above. A ghost with multiple attacks of the same kind (touch attacks, for example) can only use one salient ability per round.

The save DC against a ghost's special attack is equal to 10 + half ghost's HD + ghost's Charisma modifier unless otherwise noted. Additional ghost abilities beyond these can be designed at the GM's discretion.

Abilities: Cha + rank x 2 (as shown in table above); as an incorporeal undead creature, a ghost has no Constitution score and no Strength score against non-ethereal creatures.

Skills: Ghosts have a +8 racial bonus on Perception and Stealth skill checks. A ghost always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Salient Abilities

Animator (Su): Once per round, a ghost can possess an object of size Large or smaller, giving it life as an animated object. This animated object's CR can be no higher than the ghost's CR minus 2. If the target object is being held by a creature, the object can make a Will save using its bearer's saving throw to resist possession. If the animated object is destroyed, the ghost reappears in its square and cannot possess another object for 1d4 rounds.

Apostate (Su): The ghost can cut off divine spellcasters from their source of power. All divine spellcasters within 60 ft must make a Will save or be cursed for 1 min. While affected by the curse, they must make a caster level check to cast any divine spell; the DC of concentration checks normally required increases by the ghost's Cha modifier. Those targeted by the victim's channel energy ability also gain a profane bonus to their saves equal to the ghost's Cha modifier.

Aura of Cold (Su): The ghost is surrounded by an aura of deathly cold. Any living creature that enters the aura suffers 1d6 cold damage per ghost's rank (Fortitude save for half). The aura has a radius of 5 ft per rank. As a full round action that provokes an attack of opportunity, the ghost can extinguish any nonmagical source of fire the size of a small campfire or smaller.

If this ability is selected a second time, those who fail their saves are *slowed* for a number of rounds equal to the ghost's Charisma modifier. Alternately, they take 1d4 points of nonlethal damage and are fatigued until the nonlethal damage is healed.

Aura of Sobs (Su): The ghost has an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a penalty on all attack rolls, damage rolls, and Will saving throws equal to the ghost's rank. The aura has a radius of 10 ft per rank. The ghost can suppress or reactivate its aura as a free action. This aura is a sonic, mind affecting effect.

Bestial Possession (Su): A ghost must have the malevolence ability to select this ability. Upon being possessed by a ghost, the target takes on a number of bestial features, most notably growing claws and vicious fangs, and flies into a savage rage. The victim gains two claws and a bite natural attack appropriate to its size (1d4 and 1d6 for Medium creatures), and gains a barbarian's greater rage class ability. This rage lasts for as long as the victim is being possessed by the ghost. After the possession ends, the victim is fatigued for a period of time equal to double the duration of the possession. The victim also gains low-light vision and scent. The possessed creature loses all of these natural attacks and abilities immediately when the ghost leaves its body.

Bleed (Su): A ghost must have a touch attack to select this ability. Upon a successful touch attack, the ghost deals bleed damage according to its rank in addition to the effects of its normal touch attack. Rank one ghosts deal 1d4 bleed damage; ranks two and three, 1d6; ranks four and five, 1d8. Some ghosts with this ability may have different cosmetic effects, such as rotting or aging.

If this ability is selected a second time, the ghost can drain the energy of from those adjacent to it who are suffering from its bleed attack. This is a standard action. The victim takes 1d4 points of Constitution damage (Fort save for half). The ghost heals 5 hit points. Selecting this ability a further time increases the Constitution damage to 1d6.

Blindsight (Su): The ghost has blindsight, 60 ft. In some cases, the ghost may also have an enhanced ability to see through poor environmental conditions, such as snowstorms. Other unusual senses, such as scent, might be granted instead.

Bloodcurdling Howl (Su): The mournful howling of a ghost chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot spread must make a successful Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost's howl for 24 hours. The ghost must have the frightful moan ability to choose this salient ability.

Corpsetheft (Su): Once per round a ghost can possess an adjacent corpse, merging with the remains and reanimating them as a skeleton or zombie. The skeleton or zombie animated by this ability may be no higher than the ghost's CR minus 2. If the animated

corpse is destroyed, the ghost reappears in the corpse's square and cannot possess another body for 1d4 rounds. The animated body retains the ghost's mental ability scores, alignment, and base attack bonus. The ghost loses any touch attacks, auras or attacks based on its appearance (such as corrupting gaze) it possesses while animating a corpse.

If this ability is selected a second time, the ghost retains its touch attacks while animating a corpse. It still loses any aura or appearance-based salient abilities.

Corrupting Gaze (Su): The ghost has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage). Variant ghosts may exist that deal different types of ability damage.

Corrupting Touch (Su): By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

At the GM's discretion, the corruptive touch of some ghosts may deal damage of a different energy type (such as pain). Alternately, the touch may deal half the normal damage without offering a save.

Create Spawn (Su): Any humanoids slain by a ghost become ghosts themselves in 1d4 rounds. Spawn so created are one rank less powerful than their creator and have the same salient abilities (to within the limits of their rank). Spawn are under the command of the ghost that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed. Ghosts must be at least rank two to select this ability.

Some ghosts may require longer periods or special conditions for their spawn to rise, such as spawn rising the first time fresh snow falls upon their corpses or graves.

Damage Reduction (Su): The ghost has DR 5/good or DR 5/magic and silver. If this ability is selected a second time, the DR is doubled. This salient ability increases the CR of incorporeal ghosts by 1.

Damaging Touch (Su): The ghost gains a touch attack that deals 1d4 ability damage from any one ability score it selects on a hit. A successful critical hit causes 1d4 points of ability damage and 1 point of ability drain (instead of double damage). On each such successful attack, the ghost heals 5 points of damage to itself.

Death's Calling (Su): Once per day as a standard action, a ghost may place a curse on a target within 60 feet (Fortitude negates). If the ghost knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the ghost is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

Deathsong (Su): Once per day, as a move equivalent action, the ghost may sing of the world beyond the veil of life. Characters within 30 ft must make a Fortitude save or suffer double damage from physical or energy sources. The ghost may sing for a number of rounds equal to twice its rank. This is a sonic, necromantic effect. A bard can use her countersong class feature to counter the deathsong. Once a character makes their save, they are immune to a deathsong sung by that ghost for 24 hours.

Disease (Su): A ghost with this ability can inflict disease. The ghost must have the Malevolence ability. Those it possesses automatically contract the disease, which cannot be cured until the ghost is cast out of the victim's body.

Draining Touch (Su): The ghost gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. Rank one ghosts cannot select this salient ability.

Earth Glide (Su): The ghost has the earth glide ability, and a burrow speed equal to half its speed. Only corporeal ghosts can select this ability.

Ectoplasmic Web (Su): The ghost draws, secretes or otherwise produces a horrifying web of ectoplasm. This has the effect of a web special attack. If the ghost has an aura (such as maddening babble or aura of sobs), interacting with the web (e.g. examining the drawing or becoming ensnared) exposes the character to the effects of the ghost's aura.

Elemental Curse (Su): On a touch attack, the ghost's victim must make a Will save or be engulfed by sickly flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to one type of energy (typically fire, although cold is also common) and takes half again as much damage (+50%) from attacks of that energy type. The curse lasts for 2 minutes per rank. This ability stacks with other touch attacks. . The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the elemental curse is equal to the ghost's HD.

Energy Drain (Su): The ghost gains a touch attack that deals 1d8 negative energy damage and energy drain 1. The ghost gains 5 temporary hit points for every level drained. This ability can be taken multiple times. Each time increases the number of negative levels bestowed by 1. The negative energy touch cannot be used to heal undead.

Energy Resistance (Su): The ghost gains immunity or resistance 20 to one energy type, or energy resistance 10 to 2.

Entrancing Appearance (Su): The ghost gains a gaze attack with a range of 30 ft. Targets who fail a Will save are fascinated (or cower, in some cases) while the ghost remains within view. Victims can attempt new saves once every number of rounds equal to the ghost's rank. Once they have saved, they are unable to be affected by the ghost's appearance for 24 hours.

Fast Healing (Su): The ghost gains fast healing 5. Only rank three or higher ghosts can take this ability.

Fleshdrink (Su): If a ghost hits a single creature with both claw attacks, the ghost deals 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based. The ghost must be corporeal to select this ability.

Fly (Su): The ghost gains a fly speed equal to its speed and perfect manoeuvrability. Only corporeal ghosts can select this ability.

Forgotten (Su): A ghost with this ability can take 20 on its Stealth check to hide in plain sight.

Frightful Moan (Su): The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become frightened for 1d4 rounds (rank 1), panicked for 2d4 rounds (rank 2 or 3) or cower for 1d3 rounds (rank 4 or 5). In some cases, a ghost may have this power at a lower rank, but the form of the ability is fixed at the ghost's creation. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Alternate from of this ability that are not sonic attacks also exist. Some ghosts have this power as a touch attack, in which case the fear effects can stack with another touch salient ability.

Frightful Presence (Su): The ghost gains the frightful presence ability to a range of 10 ft per rank.

Geas (Su): The ghost died with some work undone or desire unfulfilled. In its desire to see its efforts completed, once per day, a ghost can lay a compulsive curse upon the living, forcing them to either take up its work or face a terrible end. A ghost can lay this curse by making a touch attack, which forces the target to make a Will save or be stunned for 1 round. During this round, the target receives a flood of images suggesting a course of action—though such might remain vague or require research into the ghost's history to discern an exact meaning. The target has a number of days to fulfil the ghost's intentions equal to 14 days minus the ghost's Charisma modifier, to a minimum of 7 days. If the target does not fulfil the course of action suggested by the vision within this set period, he takes 1d4 points of Constitution drain per day. This effect can be overcome via the spell *remove curse*, requiring a caster level check with a DC equal to this effect's initial DC.

Geist (Su): A geist is the weakest form of ghost. Geists are unable to manifest on the Material Plane. Although this grants them natural invisibility (which cannot be dispelled or otherwise removed, even voluntarily), it also prevents them from directly interacting with material creatures except through abilities such as telekinesis, mind games and phantasmagoria. Those without these abilities are cursed to be powerless observers for eternity. Geists are unable to make touch or ranged touch attacks, and unable to select any other abilities that directly affect the material world. In general, only mind affecting abilities should be selected. Only rank 1 incorporeal ghosts can be geists.

Gestalt (Su): The ghost is able to absorb the life force of those it kills, including any other ghosts it encounters, trapping their spirits within itself and growing strong off their energy. As a full round action, whenever the ghost kills a creature, it can gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 5 for each growth point, and its caster level for spell-like abilities increases by 1. For every 4 growth points, it increases in size by one category and gains an extra attack. Ghosts with this ability tend to split into two when it has amassed a number of growth points equal to double its Hit Dice.

Ghost Blade (Su): When the ghost wields a weapon of a particular sort (slashing, for example), it can imbue the weapon with magical abilities equal to half its Charisma modifier (maximum equal to its rank). The abilities bestowed are fixed at the time of the ghost's creation. The weapon need not be given a minimum +1 bonus before applying special effects. For example, a corporeal ghost might apply *keen* and *frost*; an incorporeal ghost might apply +1 and *ghost touch*.

Grave Trappings (Su): The ghost died with a strong attachment to a specific item or set of objects. A ghost with this ability may choose a number of items it died with equal to half its Charisma modifier multiplied by its rank to carry with it into death. The ghost continues to be able to use and benefit from these spectral duplicates just as though they were the real things. Weapons and armour are treated as having the *ghost touch* special ability, while other items act as being incorporeal themselves and can be manipulated by the ghost. Regardless of the type of object, all selected items are treated as being part of the ghost's form and cannot be disarmed or removed from the ghost (even by the ghost). Should a ghost be destroyed, its equipment reappears with it upon rejuvenating.

Greater Mind Games (Su): The ghost gains one magical ability selected from the following list of 4th to 6th level spells: *aura of doom*, *black tentacles*, *blight*, *cloak of dreams*, *command undead*, *crushing despair*, *curse of magic negation*, *dream*, *envious urge*, *epidemic*, *fear*, *fleshworm infestation*, *frozen note*, *insect plague*, *mass cacophonous call*, *nightmare*, *solid fog*, *phantasmal killer*, *terrible remorse*, *touch of slime*, *trap the soul*. The ghost may use this ability a number of times per day equal to its rank. The caster level is equal to the

ghost's CR. The DCs are 10 + spell level + the ghost's Charisma modifier. A ghost must be at least rank 3 to select this ability.

Icy Touch (Su): With a successful touch attack, the ghost's victim must make a Fortitude save or be staggered for 1 round. If the ghost has another touch attack, the effects stack.

Improved Salient Ability (Ex): For one salient ability with effects dependent on a ghost's Hit Dice or CR (e.g. corrupting touch or the caster level of a spell-like ability), the ghost is treated as 1 Hit Dice or CR higher.

Increased Abilities (Ex): The ghost has been empowered by the transition to undeath. The ghost can improve any of their ability scores by a total of 16 points. The ghost's Charisma cannot be improved by more than twice its rank. If this salient ability is chosen a second time, the ghost gets an additional 8 points, but can't spend more than its rank on Charisma.

Increased Size (Ex): The ghost's speed increases by 10 ft and it gains the benefits of a permanent *enlarge person* spell.

Increased Speed (Ex): The ghost's speed increases by 20 ft. If this ability is selected a second time, the ghost's speed increases another 30 ft.

Invisibility (Su): The ghost can turn invisible (caster level equal to its Hit Dice) as a free action on its turn. As with the *invisibility* spell, the ghost appears once it makes an attack. Thus, the ghost may constantly appear and disappear during a fight.

If this ability is selected a second time, the ghost's invisibility becomes natural invisibility: it remains invisible even when attacking, and its invisibility cannot be dispelled by spells such as *invisibility purge*.

Laughter of Madness (Su): The ghost can laugh as a standard action. All living creatures within a 10-foot spread per rank centred on the ghost must make a Will save or be subject to *confusion*. Ghosts of rank three or higher cause their victims to be *moonstruck* instead. The ghost can laugh for a number of rounds equal to its rank. The caster level is equal to the ghost's CR.

Lure (Su): The ghost can lure a single target within 100 ft per rank if they fail a Will save. If the target fails, they are irresistibly drawn to a particular location (typically either the ghost or its remains), or as close as they can manage within their natural capabilities. An entranced target attacks anyone who tries to restrain it.

Maddening Babble (Su): The ghost constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the ghost must succeed on a Will save or be fascinated for 2d4 rounds. While a target is fascinated, the ghost can approach without breaking the effect, but an attack by the ghost breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same ghost's babble for 24 hours. The save DC is Charisma-based.

Anyone targeting a ghost that has this ability with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Mind Games (Su): The ghost gains a number of magical abilities equal to half its Charisma modifier multiplied by its rank (minimum 1). It may select these abilities from the following list of 0- to 2nd level spells: *animate rope*, *chill metal*, *control undead*, *dancing*

lights, entangle, faerie fire, fog cloud, ghost sound, heat metal, hideous laughter, invisibility, minor image (major image if rank three or higher), open/close, pyrotechnics, scare, sleep, spiritual weapon, soften earth and stone, summon swarm, warp wood, or whispering wind. A ghost may use each of these abilities a number of times per day equal to its rank plus 1. The caster level is equal to the ghost's CR. The DCs are 10 + spell level + the ghost's Charisma modifier.

Misfortune (Su): A creature struck by the ghost must make a Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If the ghost hits a creature already suffering from this curse, the victim must make a Will save or be staggered for 1 round. This is a curse effect.

Mutable Corporeality (Su): The ghost can choose to manifest as a corporeal or an incorporeal spirit. When corporeal, the ghost does not gain a natural armour bonus or gain any natural attacks beyond what the base creature possessed. It also loses the deflection bonus to AC, fly speed and incorporeal traits it gained as a ghost. It can, however, wear armour, interact with physical objects, and has a Strength score. It is a standard action to change states between corporeal and incorporeal forms.

Nightmare Delusions (Su): The ghost died suddenly or unexpectedly. Not even realizing that it's dead, this spirit goes about the routines of its daily life, ignoring the living in a state of undead denial. Should a ghost with this ability pass through the square of a living being, that creature must make a Will save or fall into a fitful sleep full of nightmares that aren't its own for 1d4 minutes. For a number of following nights equal to the ghost's Charisma modifier, the victim must make an additional Will save or be affected as per the spell *nightmare*.

Phantasmagoria (Su): A number of times per day equal to half the ghost's Charisma modifier multiplied by its rank, the ghost can create an elaborate illusion. This illusion functions similarly to the spell *mirage arcana* in combination with multiple *major images*, allowing the ghost to recreate any scene, setting, or characters it wishes. The ghost can even incorporate itself into the effect, appearing as it wishes within the illusion as if it were under the effects of *alter self*. The entire illusion can be disbelieved with a Will save. The illusion is treated as a 6th-level spell created by a caster with a level equal to the ghost's CR. If any part of the illusion is dispelled, the entire illusion fades.

Presence (Su): Any creature entering the same square as the ghost is affected by one of the ghost's touch attacks. This ability cannot be used with corrupting touch. If this ability is selected a second time, those striking the ghost with a melee attack are also affected, even if the attack cannot harm the ghost due to its incorporeal nature. If the touch attack allows a save, the victim of this ability may also make a save.

Profanity (Su): The ghost is tainted with evil. It gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Radiant Aura (Su): The ghost has a gaze attack with a range of 30 feet that causes creatures who fail a Fortitude save to be blinded for 1d4 rounds. The ghost also sheds bright light as a *daylight* spell (caster level equal to the ghost's Hit Dice).

Ranged Touch (Su): One of the ghost's touch attacks can be used as ranged touch attack with a range equal to 30 ft. This ability can be taken multiple times; it can be applied to a different touch attack, or increase the range by a further 30 ft.

Reach (Ex): The reach of a ghost's natural attack or touch increases by 5 ft. This ability can be taken multiple times.

Semicorporeal (Su): The ghost is incorporeal, but can interact with physical objects and creatures as though the palms of its hands (or equivalent) were corporeal. It cannot, however, wield weapons.

Shape Flesh (Su): By spending 1 minute in contact with a helpless creature, a ghost can reshape the target's face, causing flesh to cover vital features. The target may attempt a Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A ghost can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Sickening Attack (Su): One of the ghost's touch attacks can also cause its victim to become sickened if the fail a Will save. The effect lasts for 2 minutes per rank.

Snowstorm (Su): The ghost is surrounded by an aura of lashing winds, icy cold and driving snow, even in conditions that wouldn't normally allow for it. This aura has a radius equal to the ghost's Charisma modifier x its rank. Within this area, the snowfall and wind gusts cause a -4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the ghost, and functions as severe wind. The ghost itself is affected by a constant *blur* spell (CL equal to ghost's CR) and is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as *control weather* or *control winds*) cancels the snowstorm effect entirely.

Spell Resistance (Su): The ghost has spell resistance equal to 11 + its CR. Incorporeal undead with this ability gain CR +1.

Spiritual Manipulation (Su): When the ghost enters a haunt's area of effect, the ghost can immediately attempt to take it over by making a Charisma check (DC = haunt's CR). If successful, the ghost can control the haunt as long as it remains within 1 mile. If the check fails, the ghost must retreat from the haunt's area of effect and cannot attempt to take control of that haunt again for 24 hours. The ghost can activate or suppress the haunt's effects as a free action and the haunt resets in half its normal time. The ghost can control a number of haunts up to its Charisma modifier.

Steal Breath (Su): A creature hit by this ghost must make a Will save or become fatigued for 1 hour. A fatigued creature that is hit is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour. The sleeper can only be roused by destroying the ghost or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Steal Voice (Su): Any creature hit by this ghost's touch must make a Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. The ghost can perfectly mimic the stolen voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the ghost's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

Summon Mount (Su): As a standard action, the ghost can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the ghost dismisses it. He can only have one such horse in his service at a time. If the ghost is incorporeal, so is the mount.

Telekinesis (Su): The ghost can use *telekinesis* as a standard action once every 1d4 rounds with caster level equal to the ghost's HD.

Terror (Su): If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the ghost's touch attempts to dispel one such effect with *greater dispel magic*. The caster level is equal to the ghost's CR.

Touch of Death (Su): If the ghost makes a critical hit with its corrupting touch, it can cause the victim's heart to give out under the strain of its supernatural aging or freeze their heart solid. In addition to the normal effects of a critical hit, the victim must make a Fortitude save or immediately drop to -1 hit points and begin dying. The victim can't stabilize by themselves, although healing magic or another character using the Heal skill can stabilize them normally. This is a necromantic, death effect. To select this ability, the ghost must have the corrupting touch ability.

Trample (Ex): The ghost gains a trample ability, dealing damage equal to a hoof attack of a creature its size, plus double its rank. If the ghost is incorporeal, this is a supernatural effect.

Trapsetter (Su): Once per week, the ghost can create a trap of CR equal to the ghost's CR -1. It can also reset a trap with a repair or manual reset as a move action. If the trap has an automatic reset that is longer than immediate, the ghost can reset that trap as a free action.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a ghost at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a Handle Animal, Ride, or wild empathy check. The DC for this check is 10 + 5 x the ghost's rank. A panicked animal remains so as long as it is within 30 feet of the ghost.

Vestige (Ex): The ghost retains one of the base creature's special abilities that it wouldn't normally be able to use (for example, the ghost of a lycanthrope might retain its Curse of Lycanthropy ability, despite this ability relying on physical contact to function). The save DC of this ability increases by its rank +1.

Vicious (Ex): The ghost's natural attacks deal damage as though the ghost were one size category larger. Only corporeal ghosts may take this ability.

Wail (Su): To choose this ability, a ghost must have the Frightful Moan salient ability. Once per minute, a ghost may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the ghost when she begins her wail, as well as all creatures that end their turn within that radius, must make a Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Those that fail take damage as if affected by *wail of the banshee*. The caster level is equal to the ghost's CR. If a wailing ghost is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. The save DC is Charisma-based. Other high level spell effects (*symbol of insanity*, *symbol of stunning*, and so on) may be used instead.

This ability can be taken up to 3 times. Further effects include sickening or panicking creatures that make their save for 1d6 rounds, or supernaturally empowering the wail so it can penetrate the effect of any spell that creates silence of lower level than the ghost's rank.

Warp the Earth (Su): The ground in a 30-foot radius around the ghost ripples and shudders unnaturally. This transforms the area into difficult terrain. The ghost can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Salient Weaknesses

Salient weaknesses reduce the power of a ghost. They tend to be individual quirks and limitations, although some are more common than others. Each salient weakness allows a ghost one salient ability above those allowed by its rank and Hit Dice.

Corporeal (Su): As noted above, corporeal ghost gains a natural armour bonus equal to its Charisma modifier (minimum +1). It can wear armour as usual. Corporeal ghosts retain all of the base creature's attacks. If the base creature doesn't already have them, they gain one

of the following: a bite, 2 claw or 2 slam attacks. Obviously, they don't have the incorporeal subtype.

No natural armour bonus (Ex): A corporeal ghost with this weakness does not gain its Charisma modifier as a natural armour bonus.

Reduced channel resistance (Ex): The ghost has channel resistance equal to a ghost of 1 lower rank. This weakness can be taken multiple times, each time reducing the channel resistance by one rank to a minimum of +0.

Vulnerability (Ex): The ghost is vulnerable to either a single substance or condition that is relatively common, or subject to two conditions that are uncommon.

Examples of common conditions include:

Silver: A ghost with this vulnerability takes an extra 2d6 points of damage when struck by a magical silver weapon, and nonmagical silver weapons are able to harm it. If the ghost has Malevolence or a similar ability, if its host is struck by a silver weapon, its host takes the additional damage and can make another save to resist possession. Silver is a common vulnerability because adventuring parties often carry silver weapons.

Earth: The ghost cannot abide contact with earth and stone. It suffers 3d6 points of damage per round if immersed in earth (for example, if passing through it incorporeally). Stone weapons do an extra 1d6 damage and nonmagical stone weapons can strike the ghost.

Examples of uncommon restrictions include:

Site bound: The ghost is unable to move more than 120 ft from the ghost's place of death or remains; some ghosts are tied to a particular object, often a tree. In this case, the ghost is able to touch the tree and its fruit or branches, but cannot move away from it and is destroyed if the tree is felled.

Slow: speed reduced by 10 ft

Sunlight powerlessness: cannot attack and is staggered in natural sunlight; unaffected by a *daylight* spell

Vulnerable to a relatively uncommon material (repelled by the smoke from cherry wood) or spell (such as being destroyed if subject to *raise dead* or similar—Will negates). Sunlight is considered an uncommon vulnerability because it is rarely within the power of a typical adventuring party to wield in combat.

In general, the GM should assess how likely it would be for PCs to have the required item or be able to generate the required condition during combat without luck or special planning.

Sample Ghosts

Name	Base Creature	Rank	Salient Abilities	Salient Weaknesses	CR
Akikage	Human rogue 4 + 2 racial Hit Dice	3	Corrupting touch, invisibility, touch of death		7
Allip	Human warrior 3	2	Damaging touch (Wis), maddening babble	Reduced channel resistance	3
Animator	Human expert 6	2	Animator, invisibility (2)	Reduced channel resistance	5
Arayashka	Human warrior 4	3	Aura of cold, blindsight, create spawn, draining touch (Dex), energy resistance (immune to cold)	Reduced channel resistance (2), vulnerability (double damage from fire)	5
Attic Whisperer	Human (child) aristocrat 1 + 5 racial Hit Dice	1	Aura of sobs, steal breath, steal voice	Corporeal, reduced channel resistance	4

❧ Van Richten's Monster Hunter's Compendium ❧

Banshee	Elf aristocrat 19; base speed 40 ft.	4	Blindsight, corrupting touch, frightful moan, improved salient ability (corrupting touch, terror, wail), increased abilities, increased speed, terror, wail (3)		13
Bastellus	Human commoner 9	2	Create spawn, forgotten, touch: laughter of madness (awake victims), nightmare curse (as animate dream; sleeping victims – or dreamwalking, ability drain (Wis)), mind games (<i>deep slumber, darkness</i>),	Light blindness	6
Bhut	Human commoner 9	2	Corpsetheft (2), create spawn, greater mind games (<i>epidemic</i>)	Vulnerable (earth)	6
Bhuta	Human warrior 11	4	Bleed (3), corrupting touch (2), improved abilities (Dex), malevolence (animals), mind games, greater mind games, scent	Reduced channel resistance (2), vulnerable (cold iron)	7
Bowlyn	Human expert 1/ warrior 3	2	Sickening attack (telekinesis), telekinesis	Vulnerable (can't leave the sea, sunlight powerlessness)	4
Bussengeist	Human expert 4	1	Frightful moan (free action, shaken only), geist, phantasmagoria	Vulnerability (repelled by laughter)	3
Caller In Darkness	Human sorcerer 10 (giant template)	2	Corrupting touch, gestalt, increased speed, unnatural aura	Vulnerability (repelled by bright light)	12
Crypt Chanter	Human expert 7	2	Energy drain, ranged touch (2), mind games (<i>hypnotism</i>)	Reduced channel resistance (2)	5
Dullahan	Human warrior 8	3	Death's curse, fast healing, frightful presence, ghost blade (keen, frost) improved abilities, spell resistance, summon mount	Corporeal, no natural armour bonus, reduced channel resistance	7
Dybbuk	Human aristocrat 18	4	Animator, corrupting touch, damage reduction (2), greater mind games (4), increased abilities (2), increased speed, malevolence, mind games, spell resistance	Reduced channel resistance (2)	12

❧ Van Richten's Monster Hunter's Compendium ❧

Effigy	Elf witch 15	2	Corrupting touch (fire), energy drain, energy resistance (immune to fire), increased move, malevolence, spell resistance	Vulnerability (double damage from cold)	14
Ephemeral swarm	Bat swarm	1	Damaging touch (Str)		3
Forsaken One	Human disgraced cleric 6	2	Apostate, energy drain, increased speed	Vulnerability (double damage from channelling)	5
Gaki	Human expert 9	3	Bite, corrupting touch, draining touch, fly, grab, improved abilities, mind games	Corporeal, vulnerability (2)	7
Gearghost	Gnome expert 7	2	Mind games, trap setter		5
Geist (Pathfinder)	Dwarf commoner 15	2	Draining touch, increased abilities (2), increased speed, frightful moan, spiritual manipulation	Sunlight powerlessness	9
Ghost brute (dire wolf)	Dire wolf + 3 racial Hit Dice	1	Bloodcurdling howl, corrupting touch (bite), frightful moan	Reduced channel resistance	5
Guecubu	Human warrior 9	4	Blindsight (tremorsense), damage reduction, earth glide, energy resistance, fast healing, increased abilities, mind games, misfortune, warp the earth	Corporeal, reduced channel resistance (2)	6
Kindergeist	Human (child) aristocrat 1	1	Lure, geist	Reduced channel resistance	1
Odem	Human aristocrat 6	3	Draining touch (Wis), malevolence, unnatural aura		6
Poltergeist	Human expert 3	1	Frightful moan, geist, telekinesis	Reduced channel resistance, vulnerability (site bound, reduced move)	2
Radiant Spirit	Human paladin 8	4	Frightful moan, greater mind games (<i>blindness</i> , <i>sunbeam</i>), radiant aura		11
Remnant (Airy/Aquatic/Earthen/Fiery)	Human expert 4	1	Draining touch (Dex), mind games (<i>feather fall</i> / <i>water breathing</i> / <i>water breathing</i> (earth)/fire resistance 5)	Vulnerability (manifest only in their element, site bound)	3
Spectral Lyricist	Human bard 6	2	Draining touch (Cha), mind games (<i>disguise self</i> , at will)		7

Spectre	Human aristocrat 8	3	Create spawn, energy drain (2), increased speed (2), unnatural aura	Reduced channel resistance, vulnerability (sunlight, resurrection magic)	7
Totenmaske	Human warrior 8	3	Draining touch (Cha), energy resistance (resist cold 20), fleshdrink, increased abilities (2), increased speed, shape flesh, vicious	Corporeal, reduced channel resistance (3)	7
Vilkacis	Human expert 9 + 1 racial HD (werewolf)	2	Bestial possession, energy resistance (immune to cold), increased speed, malevolence, vestige (curse of lycanthropy)	Reduced channel resistance, vulnerability (silver)	7
War Wraith	Human warrior 4	3	Draining touch (Con), grave goods (weapons and armour), greater mind games (<i>insanity</i>)	Reduced channel resistance	5
Witchfire (Rushlight)	Green hag (10 HD)	4	Corrupting touch (fire), energy curse (fire), energy resistance (immune to fire), increased abilities, increased speed, presence (2), ranged touch (2), sickening attack	Reduced channel resistance (4)	9
Yuki-onna	Human commoner 11	3	Corrupting touch (2), energy resistance (immune to cold), entrancing appearance, greater mind games (3), icy touch, increased abilities, snowstorm	Reduced channel resistance (3), Vulnerability (fire, site bound - snow)	5

Haunts

Haunts are objects of ethereal resonance, as are ghosts. However, whereas ghosts are at least partially aware and able to react to their surroundings with a degree of versatility, haunts are much more limited.

Some are nothing more than phantoms, ethereal imprints of particular moments of great emotion. They are mindless images, endlessly replaying the event that led to their creation, without variation. Most are unable to cross back from the Other Side and are only encountered by ethereal travellers, but the most powerful respond to the presence of the living by manifesting on the Material Plane.

Other haunts are the spirits of the dead whose minds have been so shattered by death they become trapped in endless cycles of the same action or set of responses. While these responses can be extremely complex, they are still much more limited than full ghosts, or even geists, who retain their full abilities of self-determination.

Creating a Haunt

In game terms, haunts are self-manifesting spell effects, like magical traps. The first step in creating a haunt is to determine the spell the haunt will replicate. A haunt can have virtually any effect identical to an existing spell effect, but often with different—and distinctly more frightening or unnerving—sensory or physical features than that spell effect normally has.

CR: The haunt's base CR is equal to 1 + the level of the spell it duplicates, modified as shown on the table below. A haunt's caster level is equal to its CR.

Hit Points: A haunt's hit points are equal to twice its CR (or equal to its CR × 4.5 if the haunt is persistent).

Attacks and Save DCs: A haunt's attack modifier (if one is needed) is equal to its CR. If a haunt's spell effect allows a saving throw to resist or negate the effect, the save DC is equal to 10 + the level of the spell + the ability modifier of the minimum ability score needed to cast that level of spell.

Trigger: When a haunt is triggered, its effects manifest at initiative rank 10 in a surprise round. All characters in the haunt's proximity can attempt to notice the haunt at the start of this surprise round by making a notice check). All haunts detect life sources and trigger as a result of the approach of or contact with living creatures, but some haunts can be tricked by effects like *hide from undead* or *invisibility*. *Detect undead* or *detect alignment* spells of the appropriate type, or the ability to see ethereal resonance allow an observer a chance to notice a haunt even before it manifests (allowing that character the appropriate check to notice the haunt, but at a –4 penalty).

On the surprise round in which a haunt manifests, positive energy applied to the haunt (via channeled energy, cure spells, and the like) can damage the haunt's hit points (a haunt never gains a Will save to lessen the damage done by such effects, and attacks that require a successful attack roll to work must strike AC 10 in order to affect the haunt and not merely the physical structure it inhabits). Unless the haunt has an unusual weakness, no other form of attack can reduce its hit points. If the haunt is reduced to 0 hit points by positive energy, it is neutralized—if this occurs before the haunt takes its action at initiative rank 10, its effect does not occur.

A neutralized haunt is not destroyed, and can manifest again after a period of time—to destroy a haunt, a specific action must be taken in the region to end the effect forever (such as burning a haunted house to the ground or burying the bones of the slaves who died on the site to create the haunt). This specific act is different for every haunt (although a number of nearby haunts often share the same destruction act). Until it is destroyed, a haunt can reset after this period by succeeding on a DC 10 caster level check—failure indicates the haunt must wait that amount of time again before making another attempt to reset.

Some haunts are persistent, and their immediate effects continue beyond the surprise round into actual full rounds. Persistent haunts continue to trigger their haunt effects once per round on their initiative rank until destroyed or they no longer have a target.

All primary effects created by a haunt are mind-affecting fear effects, even those that actually produce physical effects. Immunity to fear grants immunity to a haunt's direct effects, but not to secondary effects that arise as a result of the haunt's attack.

Feature Type	CR Modifier
Persistent	+2
<i>Notice DC</i>	
15 or lower	-1
16-20	—
21-25	+1
26-29	+2
30 or higher	+3
<i>Reset Time</i>	
1 minute	+2
1 hour	+1
1 day	+0
1 week	-1
<i>Example Weaknesses</i>	
Slow (manifests at Initiative rank 0)	-2
Susceptible to an additional type of damage	-1 per additional type
Tricked by <i>hide from undead</i>	-2
Tricked by <i>invisibility</i>	-1
Tricked by Stealth*	-3
Triggered by touch	-2

* The haunt makes a caster level check instead of a Perception check to notice someone using Stealth.

Phantasmagora

Phantasmagora are created when a rank 5 sinkhole of evil becomes so monstrous that it gains a kind of malevolent self-awareness, becoming the ghost of an evil place, rather than of a person. They want to feed off the slowly building fear of those within their borders, targeting those with weak wills first, fraying their sanity, driving them to murder or suicide. Often, it frees one or two to ensure its notoriety lives on.

Treat phantasmagora as haunts (or as collections of haunts, since different effects may manifest at different times). They also have the following abilities (CL 20, DC 25):

Detect Thoughts (Sp): The phantasmagorum can read the minds of every creature in it as though it had examined them for 3 rounds. The creatures must make a Will save upon entering the sinkhole, and every 6 hours thereafter. Once the save fails, their thoughts are open to the spirit until they leave its boundaries.

Mind Games (Sp): Create any number of *persistent images* at will. These are phantasms, not figments, do not become translucent if disbelieved, and last as long as the phantasmagorum wishes.

Phantom Shift (Su): The phantasmagorum can replace any part of its physical structure with its ethereal counterpart for as long as it desires. Material creatures interact with the ethereal structure as if they were ethereal. Any ethereal creatures in the area become visible and seemingly solid.

Suggestion (Sp): Using an illusion with an auditory component, the spirit can implant a *suggestion* in the mind of any creature in its boundaries, lasting until fulfilled or the creature leaves its boundaries.



Chapter Three: Liches

Liches

Though the lure of immortality is strong in all who fear death, few creatures can avoid life's natural end. Bodies become frail, minds crumble before the onslaught of age, and all the structures one has built come tumbling down, leaving one's name in ruin, forgotten in the dust of history.

Those who would follow the path of the lich seek to halt life's inevitable conclusion. Drawing on the powers of their faith or dark knowledge, the greatest spellcasters of the world transcend the boundaries of life through mysterious techniques unknown to the living.

One does not become a lich by accident or stumble into this form of undeath through misadventure. A lich is not a puppet, a blood-mad monster, or an accident of rage or despair. The lich is instead a creature of design and ultimate will, carefully and rationally planning its transition from life into undead immortality. Of all the undead, the lich is perhaps the most terrifying precisely because it chooses its own fate. The lich is a dangerous opponent: cagey, prepared, ambitious enough to want to tear its soul from its body, and smart enough to figure out how to do it.

It is not merely force of will that propels one to lichdom, nor is it the simple desire to avoid death, though these are certainly factors in the mindset of the would-be lich. Instead, those who would follow the path of the undying mind must seek out tomes of forbidden magic and lost lore. Though the initiates might not be evil when they begin, the process under which they become liches drives them slowly into the arms of corruption—the focus they must develop drives out all other concerns, including the civilized needs of friendship and love.

The Lich's Phylactery

An integral part of becoming a lich is the creation of the phylactery in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich can rejuvenate after it is killed (see *Creating a Lich*, below). Each lich must create its own phylactery by using the *Craft Wondrous Item* feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Lich

A lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

As a rule, these creatures are scheming and, some say, insane. They hunger for ever greater power, long-forgotten knowledge, and the most terrible of arcane secrets. Because the shadow of death does not hang over them, they often conceive plans taking years, decades, or even centuries to come to fruition.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoint of crimson light burn on in the empty sockets. Even the least of these creatures was a powerful

person in life, so they often are draped in once-grand clothing. Multiclass fighters or clerics may still wear the armor of a warrior. Like its body, however, the garb of a lich shows all too well the weight of years. Decay and corruption are its constant companion.

The Lich Template

Creating a Lich

“Lich” is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. A lich retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature’s type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A lich gains darkvision 60 ft.

Armour Class: A lich has a +5 natural armour bonus or the base creature’s natural armour bonus, whichever is better.

Hit Dice: Change all of the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, liches use their Charisma modifiers to determine bonus hit points instead of Constitution.

Defensive Abilities: A lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The lich also gains the following defensive ability.

Rejuvenation (Su): When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster’s body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A lich has a touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A lich’s touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the lich. As negative energy, this damage can be used to heal undead creatures. A lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A lich gains the special attacks described below. Save DCs are equal to 10 + half lich’s HD + lich’s Cha modifier unless otherwise noted.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich’s Hit Dice. A creature that successfully saves cannot be affected again by the same lich’s aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich’s save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Undead Control (Su): A lich can control any undead of which it is aware within 1,000 ft per Hit Dice. The undead must have Hit Dice less than or equal to half the lich's Hit Dice, and may make a Will save to resist. Targets that succeed on their save resist the lich's control for one round, but the lich can continue to try to gain control next round. The maximum total Hit Dice the lich can control at once is 3 times its Hit Dice. Attempting to gain control and issuing orders to controlled undead is a free action.

Undead under the lich's control have glowing pinpoint eyes like the lich itself. The lich can see and hear through the senses of one of its undead minions as a move equivalent action, although while doing so it can't see or hear from its own senses. It is instantly aware if it is attacked though. It can return to its own body as an immediate action.

Special Qualities: A lich gains the following special quality.

Fiery Eyes (Ex): To a lich, it is as though neither light nor darkness exists. The lich can see perfectly in normal or magical darkness, and cannot be blinded by magical light (such as the *flare* spell).

Abilities: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Dust Lich

A dust lich is an especially horrid sort of undead spellcaster. Like a common lich, it has sought immortality, but instead of imbuing itself with magical energy, it is filled with the raw power of dust and the desert wastes. Dust liches are often secretive creatures; those they encounter typically become dry and mummified monuments.

A dust lich is a gaunt, skeletal, and usually humanoid (though some monstrous humanoids and aberrations occasionally follow the dust lich's path). Its flesh is parchment-dry and clings tightly to its bones, and a thick encrustation of glittering white salt covers its body. A weird green light lights its eye sockets. It is garbed as it was in life, which is generally in a simple and practical costume rather than the ornate robes of typical liches.

The Dust Lich Template

Creating a Dust Lich

"Dust lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. A dust lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A dust lich gains darkvision 60 ft.

Armour Class: A dust lich has a +5 natural armour bonus or the base creature's natural armour bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, dust liches use their Charisma modifiers to determine bonus hit points instead of Constitution.

Defensive Abilities: A dust lich gains channel resistance +4, DR 10/bludgeoning and magic, and immunity to heat, cold and electricity (in addition to those granted by its undead traits). The dust lich also gains the following defensive ability.

Rejuvenation (Su): When a dust lich is destroyed, its phylactery (which is generally hidden by the dust lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the dust lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A dust lich has a touch attack that it can use once per round as a natural weapon. A dust lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A dust lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A dust lich's touch attack drains water from its victims. The touch deals 5d6 points of nonlethal damage to living creatures (5d8 to plants and creatures with the aquatic or water subtypes). The victim may make a Fortitude save to take half damage instead. Creatures that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead. If they are not able to drink water in the next hour, they take further damage as though they were dying of thirst (DC 15 + 1 per hour until the character can drink something).

Special Attacks: A dust lich gains the special attacks described below. Save DCs are equal to 10 + half dust lich's HD + dust lich's Cha modifier unless otherwise noted.

Drain Constitution (Su): Any creature touched by the dust lich must make a Fortitude save or take 1d6 points of Constitution drain. With each successful drain, the dust lich gains 5 temporary hit points.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the dust lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the dust lich's Hit Dice. A creature that successfully saves cannot be affected again by the same dust lich's aura for 24 hours. This is a mind-affecting fear effect.

Undead Control (Su): A dust lich can control any undead of which it is aware within 1,000 ft per Hit Dice. The undead must have Hit Dice less than or equal to half the dust lich's Hit Dice, and may make a Will save to resist. Targets that succeed on their save resist the dust lich's control for one round, but the dust lich can continue to try to gain control next round. The maximum total Hit Dice the dust lich can control at once is 3 times its Hit Dice. Attempting to gain control and issuing orders to controlled undead is a free action.

Undead under the dust lich's control have glowing pinpoint eyes like the dust lich itself. The dust lich can see and hear through the senses of one of its undead minions as a move equivalent action, although while doing so it can't see or hear from its own senses. It is instantly aware if it is attacked though. It can return to its own body as an immediate action.

Special Qualities: A dust lich gains the following special quality.

Water Weakness: All water deals damage to a dry lich as if it were holy water.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a dust lich has no Constitution score.

Skills: Dust liches have a +8 racial bonus on Intimidate, Perception and Stealth checks. A dust lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Perception, Sense Motive, Spellcraft, Stealth and Survival as class skills. Otherwise, skills are the same as the base creature.

Elemental Lich

Elemental lichs are another variation on the common lich. Their life forces are bound with both magic and the raw elemental forces of the Demiplane of Dread. Although they lack the control over undead that other lichs possess, their ability to control of elementals—even to wrest control from others—and their powerful touch attacks make them formidable foes.

Elemental lichs appear much the same as other lichs, although their elementally infused nature betrays itself subtly in clinging mist, or weeping blood, or the stench of pyres or the grave.

The Elemental Lich Template

Creating an Elemental Lich

“Elemental lich” is an acquired template that can be added to any living creature (referred to hereafter as the base creature), that can create the required phylactery and summon elementals (either with spells, spell-like abilities or supernatural abilities). An elemental lich retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature’s type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: An elemental lich gains darkvision 60 ft.

Armour Class: An elemental lich has a +5 natural armour bonus or the base creature’s natural armour bonus, whichever is better.

Hit Dice: Change all of the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, elemental lichs use their Charisma modifiers to determine bonus hit points instead of Constitution.

Defensive Abilities: An elemental lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The elemental lich also gains the following defensive ability.

Rejuvenation (Su): When an elemental lich is destroyed, its phylactery (which is generally hidden by the elemental lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster’s body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the elemental lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: An elemental lich has a touch attack that it can use once per round as a natural weapon. An elemental lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). An elemental lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: An elemental lich’s touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the elemental lich. Although negative energy, this touch cannot be used to heal undead, including the lich itself.

Special Attacks: An elemental lich gains the special attacks described below. Save DCs are equal to 10 + half elemental lich's HD + elemental lich's Cha modifier unless otherwise noted.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the elemental lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the elemental lich's Hit Dice. A creature that successfully saves cannot be affected again by the same elemental lich's aura for 24 hours. This is a mind-affecting fear effect.

Elemental Touch (Su): An elemental lich can channel the corrupted elements of Ravenloft through its touch. The lich can choose which element is channelled. If a victim fails their save, the effects of the touch (except pyre touch) are permanent, unless *remove curse*, *dispel magic* or more powerful magic is used (see the *bestow curse* spell description, with a DC equal to the elemental lich's save DC). Whether they succeed or fail their save, the victim can only be the target of an elemental lich's touch once per 24 hours.

Blood Touch (Fort save): The target begins to bleed. They take an amount of bleed damage each round equal to half the elemental lich's Intelligence modifier (minimum 1).

Grave Touch (Fort save): The target's bones grind painfully against each other, resisting conscious control. The target is effectively entangled; the penalties associated with this are profane penalties.

Mist Touch (Will save): The target is infused with evil. Their moral alignment changes to evil, and they must immediately make another Will save or fall under the sway of the elemental lich, as though affected by *dominate monster* (CL 18th).

Pyre Touch (Fort save): The target catches fire. The target takes 1d6 points of damage. Each round thereafter, they can make a Reflex save to put the fire out. Unlike mundane fire, the character must succeed on 2 successive saves to extinguish the flames, and dousing them with water will not automatically extinguish the flames, although it does provide a +4 bonus to the save. Half the damage is fire damage, the other half is unholy damage.

Special Qualities: An elemental lich gains the following special quality.

Fiery Eyes (Ex): To an elemental lich, it is as though neither light nor darkness exists. The elemental lich can see perfectly in normal or magical darkness, and cannot be blinded by magical light (such as the *flare* spell).

Control Corrupted Elementals (Su): At will, the elemental lich can attempt to control an elemental as an immediate action, as the *control summoned creature* spell. The elemental immediately gains the dread elemental template. Furthermore, a dread elemental not controlled by the lich will still not directly attack it unless the elemental's summoner succeeds on an opposed caster level check.

Abilities: Int +2, Wis +2, Cha +2. Being undead, an elemental lich has no Constitution score.

Skills: Elemental liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. An elemental lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (the planes), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Forsaken Lich

The means of attaining lichdom are extremely personal for mortal spellcasters, fraught with misinformation and peril. The smallest miscalculation in the potion of lichdom's formula or most minute flaw in one's phylactery can interrupt the process that infuses one's

mortal soul with overwhelming arcane and negative energies. Other times, an inexperienced wizard attempts the transformation, or erroneously consumes a formula produced for another spellcaster, instantly dying from the backlash of potent forces or condemning himself to a terminal but far more terrible end.

In these sorrowful cases, the process traps the soul of the would-be lich outside a phylactery that will not accept it and a body that has rejected it. The potent arcane forces tampered with by the lich's failed creation also find themselves unleashed but uncontrolled, surrounding the newly formed abomination, empowering it but also slowly consuming its essence.

This creature, known as a forsaken lich, is granted the undeath it sought in life, but in a terrifyingly temporary fashion. For the miscalculations of its ambitions, the creature's once-vibrant body shrivels and decays like that of a lich, but becomes a lifeless shell manipulated by the malicious soul and unchecked magical storm that envelop it, forces that control the corpse's actions almost like a marionette. Yet this doom is temporary for nearly all who attempt this foul transition. With the soul unbound from the body and both spirit and corpse exposed to destructive arcane tides, both are slowly eroded. After 1d10 days, the forsaken lich's body and soul are both consumed like a lit candle, eventually reduced physically to ashes, and spiritually to nothing—its essence utterly annihilated, scoured from existence for all time.

The Forsaken Lich Template

Creating a Forsaken Lich

"Forsaken lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. Rarely, a creature unable to create a phylactery stumbles upon this state through tragic ambition. A forsaken lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A forsaken lich gains darkvision 60 ft.

Armour Class: A forsaken lich has a +3 natural armour bonus or the base creature's natural armour bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, forsaken liches use their Charisma modifiers to determine bonus hit points instead of Constitution.

Defensive Abilities: A forsaken lich gains channel resistance +4, DR 15/bludgeoning and magic, spell resistance 25, and immunity to cold and electricity, in addition to immunities granted by its undead traits. The forsaken lich also gains the following defensive abilities.

Soul Shield (Su): The shadowy double superimposed over the forsaken lich's corporeal form flits around its body, granting the creature concealment (20% miss chance). The miss chance increases to 50% in dim light. This ability never grants total concealment; it only increases miss chances.

Spell Storm (Su): A forsaken lich is the epicenter of a squall of unchecked magical energies. If a spell targets the forsaken lich and fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if it is affected by multiple spells in the same round.

Special Attacks: A forsaken lich gains the special attack described below. Save DCs are equal to 10 + half the forsaken lich's HD + the forsaken lich's Charisma modifier unless otherwise noted.

Disembodied Strike (Su): The forsaken lich has a special touch attack that it can make as a standard action, using its highest base attack bonus. This attack originates when its disembodied soul reaches out independently and uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per every 2 Hit Dice possessed by the forsaken lich. This attack has a reach 5 feet greater than the forsaken lich's normal reach, and may be directed at nearby undead creatures to heal them, or used on the forsaken lich itself to heal damage inflicted on its corporeal form.

Soul Lash (Su): Unbridled magic endlessly funnels into a forsaken lich's body, scouring its body and soul with mighty energies. As a swift action, each round a forsaken lich can unleash this dark energy in a blast of pure magical destructiveness. This blast takes the form of a 240-foot line of destructive energy that deals an amount of damage equal to 1d6 per 2 Hit Dice the forsaken lich possesses (to a maximum of 20d6) and paralyzes those affected for 1d10 rounds. Creatures that make a Reflex save partially avoid the arcane lash, taking only half damage and avoiding the paralysis. This energy is not completely under the forsaken lich's control. If the forsaken lich does not spend a swift action to discharge the energy every round, it takes an amount of damage equal to 1d6 × 1/4 of its total Hit Dice.

Special Qualities: A forsaken lich gains the following special quality.

Delusory Aura (Su): Like its soul, a forsaken lich's mind is disincorporated and scattered across the area around its corpse. This fills the area within 100 feet of the forsaken lich with an ever-shifting panoply of its darkest dreams, dashed ambitions, and enraged insanity. This area is considered to be under the effects of *mirage arcana*, but of a particularly disturbing variety. All living creatures within the area take a -4 penalty on any saves against fear effects. If the effect is dispelled, it reconstitutes 1 round later.

Abilities: Str +6, Cha +6. Being undead, a lich has no Constitution score.

Vassalich

Vassaliches are the horrid servants of true lichs, the masters of undeath. Many a mortal spellcaster has sought immortality or fostered a morbid fascination with death, but thankfully most of these villains lack the time, patience, or talent to follow the path to true lichdom. These lesser aspirants may enter into an unholy pact with a lich, gaining eternal life for the price of eternal servitude.

By their very nature, vassaliches are scheming, power-hungry creatures, willing to make any sacrifice to advance themselves. Vassaliches obey their masters perfectly at first, but obedience often chafes under the weight of time, and many vassaliches eventually come to plot against their masters — if their masters allow them to survive that long, of course.

Vassaliches are physically indistinguishable from true lichs. Their flesh withers from their bones, and their empty eye sockets glow with pinpoints of hellish light. Many an adventurer has mistaken a vassalich for its more powerful master.

The Vassalich Template

Creating a Vassalich

“Vassalich” is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that undergoes the rite of creation (see the Vassalich's Phylactery below). A vassalich retains all the base creature's statistics and special abilities except as noted here.

CR: Half the base creature's CR + 1.

Alignment: Any evil.

Type: The creature's type changes to undead.

Senses: A vassalich gains darkvision 60 ft.

Armour Class: A vassalich has a +3 natural armour bonus or the base creature's natural armour bonus, whichever is better.

Hit Dice: The vassalich gains a number of permanent negative levels equal to half the base creature's Hit Dice. Change all of the creature's racial Hit Dice to d8s. As undead, vassaliches use their Charisma modifiers to determine bonus hit points instead of Constitution.

Defensive Abilities: A vassalich gains channel resistance +4, DR 5/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The vassalich also gains the following defensive ability.

Rejuvenation (Su): When a vassalich is destroyed, its phylactery (which is generally hidden by the vassalich's master in a safe place where neither the vassalich nor its enemies can reach it) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 2d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the vassalich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A vassalich has a touch attack that it can use once per round as a natural weapon. A vassalich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A vassalich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A vassalich's touch attack uses negative energy to deal 1d4 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the vassalich. As negative energy, this damage can be used to heal undead creatures. A vassalich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A vassalich gains the special attacks described below. Save DCs are equal to 10 + half vassalich's HD + vassalich's Cha modifier unless otherwise noted.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the vassalich must succeed on a Will save or become frightened. A creature that successfully saves cannot be affected again by the same vassalich's aura for 24 hours. This is a mind-affecting fear effect.

Chilling Touch (Su): Any living creature a vassalich hits with its touch attack must succeed on a Fortitude save or be *slowed* (CL = vassalich's Hit Dice). *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the vassalich's save DC). The effect cannot be dispelled.

Special Qualities: A vassalich gains the following special qualities.

Fiery Eyes (Ex): To a vassalich, it is as though neither light nor darkness exists. The vassalich can see perfectly in normal or magical darkness, and cannot be blinded by magical light (such as the *flare* spell).

Enslaved (Ex): The vassalich is enslaved by its master. At will, the lich may inflict negative levels upon its vassalich servant. The lich gains 5 temporary hit points, while the vassalich gains a permanent negative level. This requires a standard action from the lich, and can occur at any range within the same plane. The vassalich does not receive a save. Liches typically use this ability to punish disobedient servants or keep them from becoming too powerful and gaining their independence. The permanent negative levels inflicted by the

vassalich template and this special quality can be removed as usual by *restoration* and *greater restoration*, provided the caster succeeds on an opposed caster level check against the vassalich's lich master. If the caster level check fails, the spell is cast but has no effect.

Slip the Chains (Ex): Should the vassalich reach an effective caster level of 11 and gain possession of its phylactery, it can perform a ritual to create a true phylactery (provided it can meet the requirements) and free itself from its master. At the completion of the ritual, the vassalich loses the Vassalich template and gains the Lich template instead.

Abilities: Same as the base creature. Being undead, a vassalich has no Constitution score.

Skills: Vassaliches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A vassalich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

The Vassalich's Phylactery

Unlike lichs, vassaliches do not create their own phylacteries; they rely on a lich to do so for them. This lich becomes the vassalich's master. Like a lich, the only way to get rid of a vassalich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a vassalich can rejuvenate after it is killed.

Creating a vassalich's phylactery requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 40,000 gp to create and has a caster level equal to that of its creator at the time of creation. The potential vassalich must be able to cast spells and have a caster level of 2nd or higher.

The most common form of phylactery is a small but precious gem, treated with potions and carved with magical runes. The gem is Diminutive and has 10 hit points, hardness 10, and a break DC of 20. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

To create a vassalich, the lich must prepare a noxious potion similar to the brew used to create a lich. This potion must contain part of the lich's own flesh. The potential vassalich must willingly swallow both the potion and the phylactery. It immediately dies and, if it meets the requirements of the ritual, is reborn moments later, bound to its new master. Its first action is typically to vomit the phylactery into its master's waiting hand, ensuring its enslavement.

Ravener

Most evil dragons spend their lifetimes coveting and amassing wealth, but when the end draws near, some come to realize that all the wealth in the world cannot forestall death. Faced with this truth, most dragons vent their frustration on the countryside, ravaging the world before their passing. Yet some seek a greater solution to the problem and decide instead to linger on, hoarding life as they once hoarded gold. These foul wyrms attract the attention of dark powers, and through the blackest of necromantic rituals are transformed into undead dragons known as raveners.

Although its body quickly rots away, a ravener does not care for the needs of the flesh. It seeks only to consume life, be it from wild animals, would-be dragonslayers, or even other dragons. A ravener is often on the move, changing lairs frequently as its territories become devoid of life.

The Ravener Template

Creating a Ravener

“Ravener” is an acquired template that can be added to any evil true dragon of an age category of ancient or older (referred to hereafter as the base creature). A ravener retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The creature’s type changes to undead. Do not recalculate BAB, saves, or skill ranks. It keeps any subtypes possessed by the base creature.

Senses: A ravener’s darkvision increases to 240 feet, and its blindsense increases to 120 feet.

Armour Class: A ravener gains a deflection bonus to its AC equal to half its Charisma bonus (minimum +1).

Hit Dice: Change all of the base creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As an undead, a ravener uses its Charisma to determine bonus hit points instead of its Constitution.

Saving Throws: As undead, a ravener uses its Charisma modifier on Fortitude saves instead of Constitution.

Defensive Abilities: A ravener gains channel resistance +4 and all of the immunities derived from undead traits. Its damage reduction changes from DR/magic to DR/good. A ravener also gains the following ability.

Soul Ward (Su): An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum number of hit points equal to twice the ravener’s Hit Dice, but starts at half this amount. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.

Attacks: A ravener retains all of the natural attacks of the base creature, but each of these attacks threatens a critical hit on a 19 or 20. Feats like Improved Critical can increase this range further. If the ravener scores a critical hit with a natural weapon, the target gains 1 negative level. The DC to remove this negative level is equal to 10 + half the ravener’s Hit Dice + the ravener’s Charisma modifier. Whenever a creature gains a negative level in this way, the ravener adds 5 points to its soul ward.

Special Attacks: A ravener retains all of the special attacks of the base creature and gains the following special attacks as described below. All save DCs are equal to 10 + half the ravener’s HD + the ravener’s Charisma modifier.

Breath Weapon (Su): A ravener keeps the breath weapon of the base creature—the save DC for this breath weapon is now Charisma-based. In addition, a ravener’s breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the damage and reduces the energy drain to 1 negative level. The save DC to remove these negative levels is equal to the ravener’s breath weapon DC. The ravener adds 1 hit point to its soul ward ability for each negative level bestowed in this way.

Cowering Fear (Su): Any creature shaken by the ravener’s frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is frightened by its frightful presence is instead cowering for the duration.

Soul Consumption (Su): When a living creature within 30 feet of a ravener dies, that creature’s soul is torn from its body and pulled into the ravener’s maw if the dying creature fails a Will save (DC equals the save DC of the ravener’s breath weapon). This adds a

number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through *miracle*, *true resurrection*, or *wish*.

Soul Magic (Sp): A ravener retains the base creature's spellcasting capability, adding three levels to the base creature's caster level. This increases the number of spells known by the ravener, but the ravener loses all spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

Abilities: Str +4, Int +4, Wis +4, Cha +6. Being undead, a ravener has no Constitution score.

Skills: A ravener has a +8 racial bonus on Intimidate, Perception, and Stealth checks. The ravener's class skills are otherwise the same as those of the base creature.

Worm That Walks

Some spellcasters seek even stranger—or more desperate—paths to immortality. A worm that walks is created when an evil spellcaster performs a ritual to bind their life force to the plane of the living; the spellcaster drinks a magical potion, and dies. The flesh of the decaying body nourishes and instructs the worms that gnaw upon it, and these graveworms quicken not only on corruption but upon the spellcaster's memories and magical power. The spellcaster's very soul is consumed in this vile process, only to be split apart to inhabit each of the individual chewing worms in so many fragments. The result is a hideous hive mind of slithering life known as a worm that walks—a mass of worms that clings to the vague shape of the body that granted it this new existence, and can wield the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death, but is not undead—it is a hideous new form of undulant life.

The Worm That Walks Template

Creating a Worm That Walks

“Worm that walks” is a template that can be added to any evil spellcasting creature. A worm that walks retains all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The base creature's type changes to vermin. It gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks. Worms that walk are intelligent and do not possess the standard mindless trait of most vermin. Note that while a worm that walks has the ability to disgorge into a swarm, and while its body is made up of countless wriggling worms, it does not itself gain the swarm subtype.

Size: Although the worms that make up the worm that walks's body are Fine creatures, the worm that walks is treated as a creature the same size as the base creature.

Senses: As the base creature, plus darkvision 60 feet and blindsight 30 feet.

AC: The worm that walks loses any natural armour bonus the base creature may have had, but gains an insight bonus to its AC equal to its Wisdom bonus (minimum of +2).

Hit Dice: Change the base creature's racial HD to d8s. All HD derived from class levels remain unchanged.

Defensive Abilities: A worm that walks retains all of the base creature's defensive abilities and special qualities. It also gains the following additional defensive abilities.

Worm that Walks Traits: A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to disincorporate (see below)—a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as *fireball* and splash weapons. Worms that walk are susceptible to high winds—treat a worm that walks as a Fine creature for the purposes of determining wind effects.

Damage Reduction: A worm that walks loses any damage reduction possessed by the base creature and gains damage reduction 15/—.

Fast Healing: A worm that walks gains fast healing equal to its CR.

Immunities: Worms that walk are immune to disease, paralysis, poison, and sleep effects.

Melee Attacks: A worm that walks loses any natural attacks the base creature had, but gains a slam attack that deals damage based on its size. This slam has the grab ability and affects creatures up to one size larger than the worm that walks. A worm that walks retains any weapon proficiencies the base creature had.

Special Attacks: A worm that walks retains all of the base creature's special attacks. It also gains the following additional special attacks.

Disincorporate (Su) A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while disincorporated, with a reach of 0 feet (its space remains unchanged). While disincorporated, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including equipping all gear in reach) as a full round action as long as it has at least 1 hit point.

Squirming Embrace (Ex) If a worm that walks grapples a foe, as a swift action, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed (see the table below). If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Fortitude save or be nauseated for 1 round. The save DC equals 10 + half the worm that walks's HD + its Con modifier).

HD	Engulf Damage
1–5	1d6 + 1.5 Str bonus
6–10	2d6 + 1.5 Str bonus
11–15	3d6 + 1.5 Str bonus
16–20	4d6 + 1.5 Str bonus
21 or more	5d6 + 1.5 Str bonus

A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area

attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

Tenacious (Ex) A worm that walks gains a +8 racial bonus on CMB checks made to grapple and a +4 racial bonus to its CMD.

Abilities: Dex +4, Con +4.

Skills: Worms that walk gain a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: Worms that walk gain Diehard as a bonus feat.

Demilich

Demiliches are the final physical remnants of a lich. In their endless years of unlife, some liches lose themselves in introspection, and can no longer rouse themselves to face the endless march of days. Still others cast their consciousness far from their bodies, wandering planes and realities far beyond mortal ken. Absent the vitality of the soul, such a lich's physical form succumbs to decay over the centuries. In time, only the lich's skull remains intact. Yet the bonds of undeath keep the lich's remains from final dissolution. Although the barest vestiges of the lich's intellect remain within the skull, it can wake to terrible wrath should it be disturbed.

Demilich

CR 14 (XP 38,400)

NE Tiny undead

Init +7; **Senses** darkvision 60 ft., *true seeing*; **Perception** +27

Defence

AC 25, touch 21, flat-footed 21 (+3 Dex, +1 dodge, +4 natural, +5 profane, +2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +15, **Will** +21

Defensive Abilities channel resistance +5, rejuvenation, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits

Weaknesses torpor, *vorpal* susceptibility

Offence

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks devour soul

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*true seeing*

At will—*greater bestow curse* (DC 21), *telekinesis* (DC 19), *wail of the banshee* (20-ft.-radius spread centered on the demilich; DC 24)

Statistics

Str 6, **Dex** 17, **Con** —, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +11; **CMB** +12; **CMD** 30

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack*, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +20, Fly +23 Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

Ecology

Environment any

Organization solitary

Treasure double

Special Abilities

Devour Soul (Su): As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

Greater Bestow Curse (Sp): This spell-like ability functions like *bestow curse*, but can have one of the following effects: -12 to one ability score; -6 to two ability scores; -8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

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

- A *dispel evil* spell deals 2d6 points of damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

Rejuvenation (Su): A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a caster level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Telekinetic Storm (Su): As a special use of its *telekinesis* spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centered on the demilich's skull. Creatures within the storm take 12d6 points of damage per round on the demilich's turn (Reflex DC 20 for half damage). The demilich can maintain the storm indefinitely by concentrating.

Torpor (Ex): A demilich takes no actions against intruders unless its remains or treasure are disturbed.

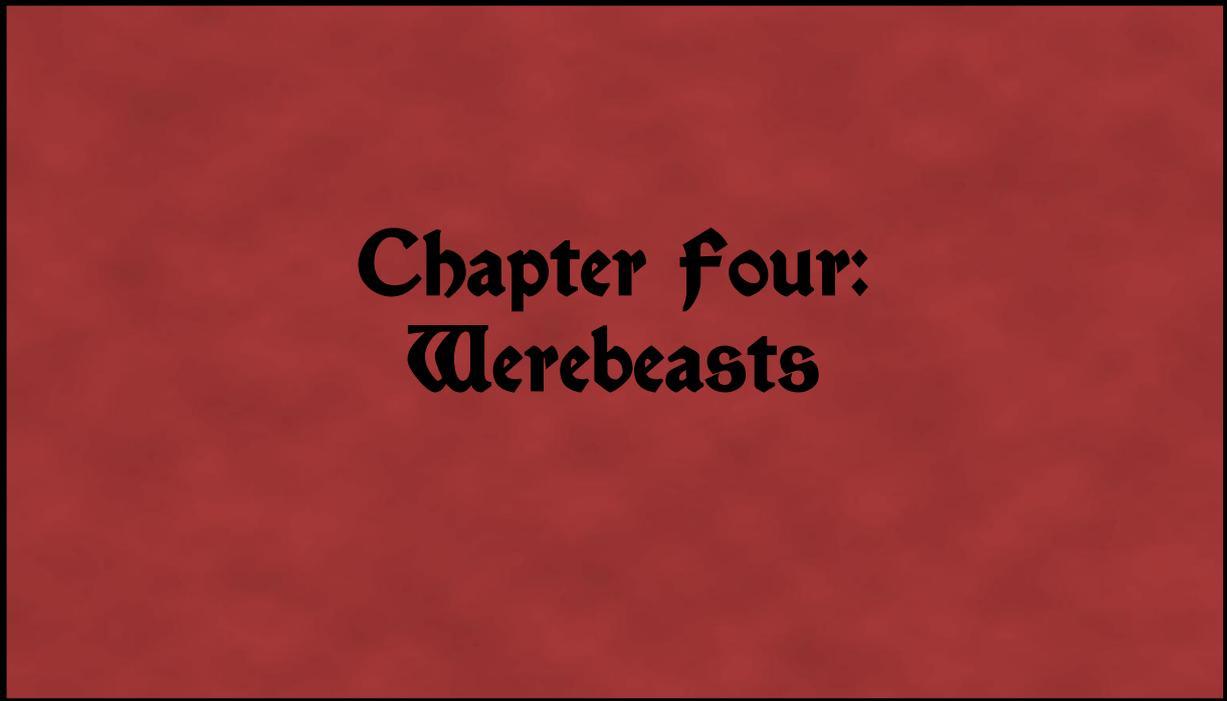
Unholy Grace (Su): A demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

Vorpal Susceptibility (Ex): *Vorpal* weapons of any kind ignore a demilich's damage reduction.

Awakened Demiliches

Under exceptional conditions, a lich's full consciousness survives its transformation into a demilich, or a lich's wandering intellect manages to return to its jeweled skull. Such creatures are awakened demiliches, and combine the powers and near-invulnerability of a demilich with the mind and spellcasting prowess of a lich. An awakened demilich has the full spellcasting abilities of the lich it was before, and gains Eschew Materials and Still Spell as bonus feats. Awakened liches keep their original lich Hit Dice, and any mental attributes that are higher than the demilich's minimums. They otherwise have all the special abilities and defenses of a demilich, and no abilities of the original lich beyond spellcasting and mental attributes. An awakened demilich has a CR of 16, or the CR of the original lich + 3, whichever is higher. Many have additional powers uncovered through their unique and macabre explorations in whatever fell mystical realms they have passed through.





**Chapter four:
Werebeasts**

Werebeasts

Lycanthropy—the Dread Disease—may be the most feared malady in the Land of the Mists. It unleashes those parts of us that we strive so persistently to suppress: the dark, the primitive, the feral, the enraged. Worst of all, its presence lies submerged, hidden so that no one would suspect the ferocity of the animal within. Even the lycanthrope himself might be ignorant of the beast he contains.

There are three main types of lycanthrope: natural (or true) lycanthropes, those afflicted due to infection with the disease, and maledictive lycanthropes, who fall victim to the beast due to curses. Only natural lycanthropes have control over their conditions; the others are cursed to transform when confronted with particular objects, emotions, conditions or even people—their triggers. They may change alignment when transformed, and may lose their memory of what transpired while the beast was in control (maledictive lycanthrope may lose control of themselves, but can usually remember what happened—such is their curse). The increased control that natural lycanthropes possess also extends to the forms they can assume. True lycanthropes can always assume animal and hybrid form; afflicted and maledictive lycanthropes may only be able to assume one. Afflicted lycanthropes of the same bloodline typically have the same trigger and type of alternate form. A lycanthrope always has the same appearance in its alternate forms.

The Dread Disease

Carriers: After being infected with lycanthropy, the unfortunate victim at first appears unchanged by their experiences. They gain none of the modifications of the lycanthrope template. The only indication of the struggle igniting within their soul may be persistent, recurring nightmares, although given the often traumatic circumstances of infection, such nightmares may be considered a normal reaction. However, lycanthropes of the same bloodline frequently all experience similar nightmares; these nightmares arise from the spiritual link between the progenitor and their bloodline and may subtly hint at the progenitor's personality or location.

Victims of the dread disease persist as carriers until they are first exposed to their trigger and suffer their first transformation.

Afflicted lycanthropes: Upon the first exposure to their trigger, a lycanthrope transforms; the beast seizes temporary control of the victim's body, and they become afflicted lycanthropes. The character remains in animal form for 8 hours or until the next dawn (whichever occurs first) and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition. Lycanthropes who are aware of their conditions typically experience hazy memories of what occurs during their transformations, but cannot remember details; those who are not yet aware of their condition do not remember anything. The nightmares the character experienced as carriers continue as afflicted lycanthropes, although as the beast devours more of the host's soul, the dreams may lose their frightening edge and become exhilarating instead.

Afflicted lycanthropes gain low light vision in all their forms. As the beast begins to corrode their personality and sharpen their senses, they suffer a -2 penalty to Charisma, and gain a +2 bonus to Wisdom. This Wisdom bonus is considered a temporary ability bonus, and affects only Wisdom-based skills and Will saves. Other Wisdom-based effects, such as the save DCs or spells per day of Wisdom-based casters, are unaffected. When transformed, they experience the full effects of the lycanthrope template.

While transformed, the beast has complete control over the afflicted lycanthrope; their alignment becomes that of the beast (as shown on the table below) as bestial passions overcome them, while the beast retains the host's intellect. The beast does not understand the nobler passions of its host, so any intense emotion is understood by the beast as hate and hunger. For that reason, those the afflicted lycanthrope love the most are typically its first victims. While transformed, the character may therefore lose the abilities of classes with alignment restrictions. Merely transforming is not sufficient cause to lose class abilities in host form, but chaotic or evil deeds performed by the beast are considered involuntary actions for the host and may be cause for a loss of class abilities in host form.

While in the host's form, the lycanthrope retains their original alignment, at least at first. The host's alignment moves one step towards the beast's alignment the first time they voluntarily transform, the first time they kill or afflict someone while voluntarily transformed, and the first time they kill or afflict someone they love during an involuntary rampage. The lycanthrope immediately senses the change in their personality and may even struggle against them, but cannot return to their original alignment without receiving an *atonement* spell.

Afflicted lycanthropes have extremely limited control over their transformations. They are unable to change their shape at will; afflicted lycanthropes can only transform when they are exposed to their trigger, or when the beast is with what it interprets as a life or death situation. The beast will cause an involuntary transformation, even in the absence of the lycanthrope's trigger, when it suffers a major Fear or Horror effect, is the target of an effect with the pain, death or fear descriptor or a coup de grace action (should it survive), or is reduced to 1 hit point per level or less. (That is, a lycanthrope with 7 levels will attempt to transform when reduced to 7 hit points or less).

The host may try to resist a transformation by making a Constitution check. This is a full round action that provokes an attack of opportunity, although the character may stagger up to half of their speed during the action. For transformations due to self-preservation, the DC for this check is equal to the lycanthrope's curse of lycanthropy DC, and the lycanthrope needs only make one check per stimulus. If the transformation is due to exposure to the lycanthrope's trigger, the character suffers a -5 penalty to the check, and, if they wish to continue resisting, must check every round that they are exposed to the trigger.

Alternatively, the lycanthrope can embrace the beast and voluntarily transform (although they must still be confronted with their trigger or a need for self-preservation). A voluntary transformation is a full-round action that does not provoke an attack of opportunity, but has ramifications for the alignment of the host as noted above. Lycanthropes who are unaware of their condition must attempt to resist the transformation, although they do not remember doing so.

Maledictive lycanthropes also follow these rules for transformations.

For the afflicted lycanthrope, there are only a few paths fate will carry them. A few have the resources and determination necessary to face the Cleansing Cure. Those that fail, and the vast majority who lack the supernatural resources to seek atonement, are forced to deal with their condition through other methods, by locking themselves away during the full moon, fleeing into the wilderness or seeking death. Others embrace the beast, giving themselves over to it in despair. A very few, called moonchildren, seek an accommodation with the beast, and in doing so try to tame it. Those who progress too far down this path become natural lycanthropes, when the divisions between beast and host break down completely.

In a rare few cases, victims bitten by a lycanthrope may not become afflicted lycanthropes, effectively becoming natural lycanthropes instead. See dire lycanthropes below.

The Cleansing Cure

An afflicted character who wishes to be cured of lycanthropy in Ravenloft must fulfil three challenging requirements.

Step One: Atonement. This step is a continuous process that may take place long before, during, and after step two. Each malevolent act the bestial lycanthrope performs — such as the bloody slaughter of blameless victims — soils the afflicted victim's soul, strengthening the beast's grip. To have any hope of a cure, an afflicted lycanthrope must prevent her soul from being devoured from within. This takes two forms, flip sides of the same coin: the afflicted victim must prevent the beast within from inflicting harm, and she must make amends for whatever sins the beast *does* commit.

Preventing the beast from doing harm is a simple matter, in theory; a victim might have herself securely chained on the nights of her trigger, or she may strenuously avoid any exposure to her trigger to begin with. In practice, however, a solution seldom falls into place so smoothly. Like a repressed emotion, the beast within always seems to find a way out. Keep in mind that a lycanthrope in bestial form still possesses the same mind it has in human form; it's just put toward bloodier ends. If an afflicted victim knows where the key to her cell is hidden before she changes, the beast knows *after* the change as well. Or the beast might be more subtle, working on a subconscious level. An afflicted lycanthrope who frequently imprisons her bestial alter ego may slowly develop a subtle aversion to confinement. Month by month, an urge may creep into her head to face her trigger not in a cramped cell, but under a blessedly open sky deep in the wilderness, far from other people, where surely — *surely* — she will do no harm.

An afflicted character should atone for all the evil deeds she commits while in bestial form. Religious characters may seek spiritual guidance from their church, while others may simply follow their own conscience. Ultimately, the decision of what to do must be up to the individual afflicted character. The character must be *truly* repentant and make a heartfelt attempt to remedy the ills she has caused.

Van Richten believed that acts of penance should reflect the crimes committed in nature and severity. Penance may take two forms, determined by their effectiveness: *acts of contrition* and *acts of absolution*.

Act of Contrition: More often than not, an afflicted lycanthrope has no way of truly repairing the harm the beast has caused. After all, restoring a slaughtered victim to life is no trivial matter. Any honest (but limited) attempt by an afflicted character to lessen the damage she has done is considered an act of contrition. For example, an afflicted character might replace a farmer's cow after having slaughtered its predecessor.

In many cases, nothing can be done to remedy the beast's rampages. (Parents or children cannot be replaced like livestock.) For lack of better options, an afflicted character can perform an act of contrition by punishing herself for the beast's sins. This punishment may be physical (self-flagellation, for example), spiritual (retreating from friends and loved ones to live as a hermit in the wilds), or societal (admitting your deeds to your victim's next of kin and begging their judgment). All are equally effective, but they must actually cause the character to suffer to be of any use. An afflicted character who is naturally reclusive isn't punishing herself by opting to live in seclusion.

Act of Absolution: In a few rare cases, an afflicted lycanthrope actually can completely undo the harm she has caused. A prime example would be a lycanthrope who afflicts another victim, extending the bloodline, but then quickly pursues and achieves her victim's cure before her own, successfully cleansing him of lycanthropy and restoring his normal life.

An *atonement* spell is of no use at this stage; the character's repentance must come from within. If the afflicted character does too little to atone in this step, or performs these acts callously or selfishly, she guarantees her failure in the final ritual.

The DM should keep track of the bestial rampages, acts of contrition, and acts of absolution an afflicted lycanthrope performs; they all come into play during the Rite of Purification, below.

Step Two: Sever the Bloodline. Before any afflicted lycanthrope in a bloodline can be cured, the progenitor of that bloodline must be destroyed. How the progenitor meets its end is largely unimportant, but for as long as it lives, none of its progeny can be cured. The progenitor is the font from which its bloodline flows; killing the progenitor severs the bloodline from the source of its power, weakening it enough to make a cure possible.

An afflicted lycanthrope seeking a cure need not personally kill her progenitor. Indeed, the bloodline is severed just as effectively if the progenitor dies of natural causes. However, an afflicted lycanthrope who personally slays her progenitor receives a +2 sacred bonus on her ritual saving throws during the Rite of Purification (see below). Only the individual who actually lands the killing blow receives this bonus, even if other members of the bloodline assist her in combat.

A killing blow must drop the progenitor to dying status (on negative hit points), quickly causing its death through hit point loss, or it must kill the progenitor outright. The latter overrides the former.

If a character was afflicted by another afflicted lycanthrope, it is still just the original progenitor that must die — the “links in the chain” in between are not important, and killing them does not, in itself, help to achieve a cure.

Step Three: The Rite of Purification. Once the progenitor is dead and the afflicted character feels she has properly atoned, she can undergo the final ritual to cleanse herself of the lycanthropic curse. This ritual is extremely demanding of both the afflicted subject and those present to help her.

Although some minor details of the rite of purification may differ depending on the faith and traditions of those performing it, all versions of the ritual adhere to the steps described below.

First, the rite must be performed while the afflicted character is in bestial form. This generally means that the purification rite is performed after the subject has been exposed to her trigger (such as the night of a full moon), but any other means of forcing the character into bestial form can suffice. A voluntary transformation is not acceptable; the ritual is largely empowered by the subject's desire to be rid of the beast within, so it cannot begin with her willing surrender. Once in bestial form, the *last* thing the beast wants is to be “cured.” (Typically, assistants chain or otherwise securely restrain the character before she changes and the ritual begins.)

With the subject now in bestial form, an attending divine spellcaster must cast three spells on the subject in quick succession: *atonement*, *remove disease*, and *remove curse*. The order of spells is symbolic and significant, though the magic can be supplied by more than one spellcaster (or even from scrolls and the like).

Atonement completes the spiritual revitalization begun by the subject's own acts of atonement. The moment the *atonement* spell is cast, the subject regains her own mind, unclouded by bloodlust and bestial evil, though she remains in bestial form. She must now be freed from all restraints. In addition, she must remain completely motionless throughout the rest of the ritual.

Next, *remove disease* rids the subject's body of the physical affliction. It can be cast without difficulty.

Lastly, *remove curse* erases the contagion's intangible effects and prevents its return. The moment the attending priest begins the *remove curse* spell, the afflicted subject's body is wracked with agony. When the spell is cast, the subject begins a slow metamorphosis, reverting to humanoid form over the course of 2d4 minutes. Regardless of the changes and the burning pain, the subject must remain utterly motionless. This requires succeeding on both a DC 20 Will save and a DC 20 Fortitude save. The Will save represents the subject's internal battle against spiritual anguish and the thrashing spirit of the beast within, while the Fortitude save is to conquer the sheer physical pain of the slow transformation.

The afflicted can make these saving throws in either order, but both must succeed. The subject can receive no outside aid on this saving throw of any kind (such as painkilling spells or concoctions); in the end, she must defeat the beast on her own. However, the situations listed on Table 5–2 apply circumstance modifiers to each of the subject's saving throws. These modifiers stack with each other; include all that apply.

Lycanthropic Atonement Modifiers	
Situation	Rite of Purification Saving Throw Modifier
Lycanthropic Hit Dice	–1 per HD
Night of slaughter	–1
Innocent killed or afflicted	–1
Act of contrition	+1
Act of absolution	+2
Personally slew progenitor	+2

Lycanthropic Hit Dice: The afflicted automatically suffers a penalty on each saving throw equal to the beast's Hit Dice. For example, a typical werewolf (with a 2 HD base animal) applies a –2 penalty. The more powerful the beast within, the harder it is to shed.

Night of Slaughter: The afflicted suffers a cumulative –1 penalty for each transformative episode in which her lycanthropic alter ego was allowed to kill humanoids or other intelligent, blameless creatures. Apply the penalty per episode, not per killing. In other words, if a werewolf transforms one night and kills two victims, she assumes a –1. If she gets loose again the next month and kills twenty people in a night, she still only adds another –1 penalty. For the purposes of the ritual, afflicting a victim with lycanthropy is as dire as killing them.

Innocent Killed or Afflicted: Innocents (creatures with the innocent quality, such as young children) are the exception to the above. Each individual innocent an afflicted lycanthrope slaughters or afflicts applies a cumulative –1 penalty to the subject's ritual saving throws.

Act of Contrition: Each act of contrition (see above) the afflicted performs in good faith grants her a cumulative +1 bonus on her ritual saving throws.

Act of Absolution: Each act of absolution (see above) the afflicted performs in good faith grants her a cumulative +1 bonus on her ritual saving throws.

If the character fails either saving throw, or if she moves for any reason once the *atonement* spell is cast, her humanoid mentality immediately flees. The beast within takes full control once more, and the character's body lurches back into bestial form. Furthermore, the beast is enraged by the pain and immediately flies into bloodlust, attacking everyone around it.

If the progenitor is not dead at the time of the purification ritual, then the pain in the final stage continues to redouble upon itself until it simply cannot be controlled, resulting in the ritual's collapse and failure. If the character succeeds on her saving throws but never

made any honest attempts to atone for the beast, then the cure may not actually take hold. Within a few months, the Dread Disease might regain its hold on an unrepentant heart.

An afflicted lycanthrope has only one chance to be rid of the dread disease in Ravenloft. If the Rite of Purification fails, the subject can *never* be cured of lycanthropy for as long as she remains within the Land of Mists. (If she is cured and later afflicted again, however, she can undergo the cleansing process again for one chance at curing *that* affliction).

Only afflicted lycanthropes can be cured of lycanthropy. The Dread Disease is as natural to true lycanthropes as breathing. Maledictive lycanthropes typically have exotic conditions required to lift their curses, although some may be able to undergo the Cleansing Cure.

The Hunger

The beast craves blood and raw flesh. The vitality and passion that the beast brings to its host is undeniable, but it comes at the cost of an eternal hunger, a perpetual nervous itch in the back of the mind to indulge in carnal desires, unleash the beast and fill their belly with hot, bloody meat.

Natural and maledictive lycanthropes must eat a number of pounds of raw meat per day equal to their curse of lycanthropy DC – 10. Thus, for most lycanthropes, this is 5 lb per day (approximately equivalent to one Tiny creature). Meat that is cooked or more than a few hours old is only worth half its weight for feeding the beast. If the lycanthrope doesn't slake their Hunger, they begin to starve.

Afflicted lycanthropes are not subject to the Hunger in humanoid form, but are subject to it when transformed, and continue to suffer the effects of starvation when they return to humanoid form. Because they rarely eat enough meat in humanoid form, the beast is often ravenous when it is finally released. Thus, the beast of an afflicted werewolf whose trigger is the full moon will emerge without having slaked its Hunger for 25 days since the last full moon. If it doesn't kill and eat something that night, it takes 1d6 points of nonlethal damage and is fatigued, and these conditions persist in humanoid form. While eating normal food in humanoid form will remove the penalties, the beast will again be unleashed at the edge of starvation, and the host will again wake up with penalties for starvation.

The Lycanthrope Template

Creating a Lycanthrope

"Lycanthrope" is an inherited (for natural lycanthropes) or acquired (for maledictive and afflicted lycanthropes) template that can be added to any humanoid.

Challenge Rating: Same as base creature or base animal (whichever is higher) + 1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of animal (referred to hereafter as the base animal) within one size category of the base creature's size. More rarely, a magical beast, vermin or ooze may be used as the base creature. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In hybrid or animal form the lycanthrope has the natural armour bonus of the base animal increased by +2.

Defensive Abilities: A natural or maledictive lycanthrope gains DR 10/special material in animal or hybrid form. An afflicted lycanthrope gains DR 5/special material in animal or hybrid form. See below for a list of typical special materials.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Melee: A lycanthrope gains natural attacks in animal and hybrid forms according to the base animal. They also gain 2 claw or slam attacks (as appropriate) when in hybrid form if the animal didn't already possess them.

Special Qualities: A lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or animal form it gains the special attacks, qualities, and abilities of the base animal. Natural lycanthropes gain scent in all forms; afflicted and maledictive lycanthropes gain scent in hybrid or animal form only. A lycanthrope also gains low-light vision and the following:

Bloodlust (Ex): When the lycanthrope takes damage in combat, it must make a Will save (DC 5) or transform into hybrid or animal form on its next turn and fly into a rage as a free action. Afflicted and maledictive lycanthropes must also save when they transform. The lycanthrope gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. The lycanthrope suffers a -2 circumstance penalty per werebeast or afflicted beast in bloodlust within 30 ft, and -1 circumstance penalty to its save per day that it has not assuaged its Hunger. Afflicted lycanthropes are not subject to bloodlust while in humanoid form, but do suffer the penalty for not eating raw flesh; thus they almost inevitably fly into bloodlust when they eventually transform.

Change Shape (Su) Many (but not all) lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form; restrictive clothing and armour gains the broken quality, and causes damage equal to the material's hardness to the lycanthrope. Magical equipment that is able to resize itself to suit its wearer, such as rings, are not affected.

A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. The rules for afflicted and maledictive lycanthropes are detailed above. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Chemical Bane (Ex): Lycanthropes in Ravenloft are typically vulnerable to a particular chemical or herbal substance, depending on their phenotype. This substance acts a poison for the lycanthrope in all of its forms. If the substance is normally toxic (as with wolfsbane, for example), the lycanthrope suffers the damage below in addition to the poison's normal effects.

Type poison, ingested **Save** Fortitude DC 20; **Frequency** 1/round for 6 rounds; **Effect** 1d4 Con damage; **Cure** 2 consecutive saves

Curse of Lycanthropy (Su) A lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude negates; DC 15 or 11 + half base animal's Hit Dice + base animal's Constitution bonus, whichever is higher). If the victim's size is not within one size category of the lycanthrope, this ability has no effect. Both natural and afflicted lycanthropes can spread lycanthropy.

Note lycanthropy is a disease-like curse of lethal power, not a disease.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted and maledictive lycanthropes only gain this ability in animal or hybrid form.

Herbivorous animals can sense the beast within regardless of the lycanthrope's current form as though they had the scent quality. Their starting attitudes decrease by one step.

Ability Scores: +2 Wis, -2 Cha in all forms (although see above for afflicted and maledictive lycanthropes); +2 Str, +2 Con in hybrid and animal forms. Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature's stats, a lycanthrope's ability scores change when he assumes hybrid or animal form. In human form, the lycanthrope's ability scores are unchanged from the base creature's form. In animal and hybrid form, the lycanthrope's ability scores are the same as the base creature's or the base animal's, whichever ability score is higher.

Phenotypes

Name	Animal Form	Weapon Vulnerability	Chemical Bane	Preferred Alignment	Curse of lycanthropy DC
Loup garou, lowland	Worg	Silver	Wolfsbane	Chaotic evil	15
Loup garou, mountain	Dire wolf	Gold	Wolfsbane	Chaotic evil	16
Sea stalker	Bunyip	Silver	Amaranth	Neutral evil	15
Wereape	Gorilla	Silver	Sulphur	Chaotic evil	15
Werebadger	Dire badger	Silver	Poppy	Chaotic evil	15
Werebat	Dire bat	Silver	Skullcap	Neutral evil	15
Werebear	Grizzly bear	Cold iron	Belladonna	Lawful evil	17
Wereboar	Boar	Oakwood	Camphor	Neutral evil	15
Werecrocodile	Crocodile	Flint	Mandrake	Neutral evil	15
Werefox	Silver fox (thylacine)	Silver or dog's bone	Juniper	Chaotic evil	15
Werehyena	Hyena	Silver	Hemlock	Chaotic evil	15
Werejackal	Jackal (riding dog)	Bronze	Fennel	Lawful evil	15
Werejaguar	Jaguar (cheetah, no sprint)	Ebony	Cocoa	LN (LE afflicted)	15
Wereleopard	Leopard	Silver	Mercury	Lawful evil	15
Werelion	Lion	Silver	Saffron	Neutral evil	15
Wereoctopus	Giant octopus	Whalebone	Lime	Neutral evil	20
Wereooze	Grey ooze	Silver	Rock salt	Neutral evil	21
Werepanther	Panther (leopard)	Silver	Mistletoe	Lawful evil	15
Wererat	Dire rat	Silver	Individual	Chaotic evil	15
Wereraven	Eagle	Silver	Unknown	NG (NE afflicted)	15
Wereray	Manta ray (with stingray poison)	Coral	Water lily	Chaotic evil	15
Wereshark	Shark	Silver	Mangrove	Neutral evil	15
Weresnake	Venomous snake	Silver	Hyacinth	Chaotic evil	15
Weretiger	Tiger	Obsidian	Ginseng	Neutral evil	17
Werewolf	Wolf	Silver	Wolfsbane	Chaotic evil	15
Werewolverine	Wolverine	Granite	Orchid	Chaotic evil	15

Wereoozes only spread the Dread Disease by killing another humanoid and consuming their body. The parent ooze then splits into 2, the original lycanthrope and the newly infected one, which is reborn unconscious and with 1 hit point.

Variant Lycanthropes

These simple templates further modify the lycanthrope template.

Degenerative Lycanthrope

These afflicted lycanthropes do not have the change shape ability or the shapechanger subtype. They transform only once, a lengthy transformation that can take hours, days, or weeks. Once transformed, the lycanthrope remains in single, bestial form (typically a hybrid form)—perhaps for seven years, perhaps until its death (or cure).

Some retain the change shape ability, but, in an inversion of most lycanthropes, are trapped in animal form until exposed to their trigger, which forces them back into human form.

Typical Lycanthropes: Werejaguar, wereleopard

CR Adjustment: +0.

Dire Lycanthrope

In a rare few cases, victims bitten by a lycanthrope may not become afflicted lycanthropes, effectively becoming natural lycanthropes instead. The newly afflicted lycanthrope must make a successful Fortitude save (DC = number of days since affliction) each night or permanently transform into a natural lycanthrope. The new lycanthrope must make a successful Will save each night thereafter (DC = number of days since becoming a natural lycanthrope) or permanently assume the alignment of the lycanthrope that created it. Only a *wish* or *miracle* can restore a victim so afflicted. This dire form of lycanthropy is usually accompanied by significant physical changes in the lycanthrope's humanoid form.

CR Adjustment: +0

Typical Lycanthropes: Werefox, werepanther, sea stalker

Naturebane Lycanthrope

These variant lycanthropes can infect animals of the werebeast's phenotype with lycanthropy. When exposed to their trigger, these animals assume hybrid form and the creator's alignment. They gain all of the special abilities of the lycanthrope template except Curse of Lycanthropy, and their Intelligence increases to 8 when in hybrid form (if it is not already higher).

Naturebane lycanthropes are vulnerable to the natural attacks of their phenotype, not their usual weapon vulnerability. Their animal empathy applies only to their afflicted progeny.

Animal Antipathy (Ex): Animals of the lycanthrope's phenotype loathe the lycanthrope. They will not suffer its presence, and will flee or wildly attack the lycanthrope instead. They gain a +4 morale bonus on magical and mundane attempts to calm or control them while in the lycanthrope's presence.

CR Adjustment: +0.

Pathological Lycanthrope

These afflicted lycanthropes do not physically change shape; when exposed to their trigger, they mentally become a raving beast, but retain their normal form. They gain a bite and 2 claw attacks as a creature of one size smaller than the base creature (unless they already have these attacks).

They only gain the bloodlust, curse of lycanthropy and lycanthropic empathy abilities, and the changes to their ability scores.

CR Adjustment: -1.

Skinwalking Lycanthrope

These lycanthropes require a magically prepared pelt to change shape. If the token is destroyed or lost, they can no longer transform. Only natural lycanthropes can be skinwalkers; afflicted progeny do not share this trait, transforming normally.

CR Adjustment: +0.

Typical Lycanthropes: Werewolf (loup du noir)

Spiritual Lycanthrope

These lycanthropes do not physically transform; instead they astrally project, possessing the nearest animal of correct phenotype. Instead of the normal weapon vulnerability, they are vulnerable to magic. They are not harmed if the host animal is killed, returning safely to their own body, which lies helpless and comatose while their spirit is missing.

Type and Subtype: A spiritual lycanthrope does not have the shapechanger subtype. While possessed by a spiritual lycanthrope, animals acquire the magical beast (augmented animal) type.

Astral Possession (Su): A spiritual lycanthrope has this ability instead of the change shape ability. It takes a full-round action for the spirit to find a host, but the closest host may be many miles away. When the lycanthrope wishes to return to its body, or is freed from its trigger, it requires another full-round action. The animal can make a Will save to resist the intrusion. This ability otherwise functions as *magic jar*.

CR Adjustment: +1.

Afflicted Beast

When an animal of a lycanthrope's phenotype gets bitten, a debased version of the Dread Disease may be passed on. The afflicted beast doesn't become a true lycanthrope and can't spread the Dread Disease, but when exposed to its trigger it grows strong and malevolent. While transformed, it gains several lycanthropic powers, and may fly into a mad rage if subjected to pain. Afflicted beasts experience the Hunger as afflicted lycanthropes.

Remove curse and *remove disease* are said to be able to remove the affliction.

The Afflicted Beast Template

Creating an Afflicted Beast

"Afflicted" is an acquired template that can be applied to any animal (referred to hereafter as the "base creature"). An afflicted beast has all the statistics and abilities of the base creature except as noted here.

Size and Type: Type does not change. Add the shapechanger subtype. Size is unchanged.

AC: Same as the base creature, +2 natural AC in lunar form.

Special Attacks: An afflicted beast retains all the special attacks of the base creature and gains those described below.

Special Qualities: An afflicted beast retains all the special qualities of the base creature. It gains the chemical bane and weapon vulnerability of the lycanthrope that infected it and gains those described below.

Bloodlust (Ex): When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Damage Reduction (Ex): An afflicted beast gains damage reduction 5/special material while in lunar form.

Lunar Form (Su): When exposed to its lycanthropic trigger, an afflicted beast involuntarily assumes lunar form as a standard action. An afflicted beast's lunar form is larger, more powerful, and more feral in appearance than the base creature. In lunar form, the afflicted beast is considered a magical beast rather than an animal.

Abilities: +4 Str, +4 Con, +2 Int, +2 Wis in lunar form.

Challenge Rating: Same as the base creature +1.

Alignment: Same as the base creature. While in lunar form, an afflicted beast assumes the bestial alignment of the lycanthrope that afflicted it.

Trickster Beast

Trickster beasts are creatures of the forest that have learnt to assume a wide variety of human forms. Many use this to dabble in the pleasures civilisation can offer them; some use it to more effectively stalk their prey. All are truly at home only in the wild, and their trickster natures makes them sly and cunning at best, and malicious at worst.

The Trickster Beast template

Creating a Trickster Beast

“Trickster Beast” is an acquired or inherited template that can be applied to any animal or vermin. A trickster beast retains all the base creature's statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature +2 (minimum 2).

Alignment: Any evil.

Type: The creature's type changes to magical beast and it gains the shapeshanger subtype. Recalculate the creature's base attack bonus and base save bonuses.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. The creature gains 2 racial Hit Dice. Recalculate the creature's hit points.

Defensive Abilities: The trickster beast gains DR 5/cold iron if the base creature has 4 Hit Dice or less, or DR 10/cold iron if it has more. It also gains a +1 dodge bonus to AC.

Saves: Base save bonuses are Fort +1/2 HD + 2, Ref +1/2 HD + 2, and Will +1/3 HD.

Attacks: If the base creature is a herbivore, its natural attacks become primary attacks, not secondary attacks.

In hybrid form, the trickster beast gains 2 claw or slam attacks if the base creature doesn't possess them appropriate to its size. These are secondary attacks.

Senses: The trickster beast gains darkvision 60 ft.

Special Qualities: The trickster beast gains salient abilities as described below, as well as the following special qualities.

Animal Empathy (Ex): A trickster beast can communicate and empathise with creatures related to the base creature's form. They can use Bluff as if it were Diplomacy to change their attitudes and receive a +4 racial bonus to do so.

Change Shape (Su): Trickster beasts have three forms. Its natural form is that of the base creature, but it can also assume humanoid or hybrid form as if using a *polymorph* spell. Changing forms requires a move equivalent action. Equipment does not meld with the new form between human and hybrid forms, but does between those forms and its animal form.

In humanoid form, the trickster beast can appear as either gender and any Medium or Small humanoid race. The trickster beast's humanoid form is more or less fixed, regardless of the race it assumes. A trickster beast masquerading as an elf will be recognisably the same as in human form. Although the creature can make minor cosmetic changes with an effort of will, its appearance remains similar, and when it next transforms, it assumes its habitual form.

In hybrid form, the trickster beast is the same size as the base creature or Medium, whichever is larger. It has only a single hybrid form.

A trickster beast can use its supernatural abilities in any form and retains its senses. Its ability scores remain constant regardless of form, barring alterations due to size changes.

Weapon Intuition (Ex): Trickster beasts are proficient with all Simple and Martial weapons.

Abilities: Str +2, Dex +4, Int +10, Cha +6. If the base creature is mindless, it loses that quality and gains Int 10.

Skills: The trickster beast gains a +2 racial bonus to Bluff. It also has 2 + Int modifier skill points per Hit Dice.

Feats: The trickster beast gains a feat from its increased Hit Dice. If the base creature was mindless, it gains feats for all its racial Hit Dice.

Salient Abilities

The trickster beast gains one ability from the following list, plus one per 2 Hit Dice of the base creature. Where relevant, the effects have a caster level equal to the trickster's Hit Dice or the minimum required to cast the equivalent spell. The save DC against a trickster beast's special attack is equal to 10 + half trickster's HD + trickster's Charisma modifier unless otherwise noted. Any creature that saves against a trickster's ability is immune to that effect for 24 hours. Trickster beasts are immune to the gaze and song attacks of other trickster beasts of the same type.

Charming Gaze (Su): Any creature within 30 ft that meets the creature's gaze must make a Will save or be affected by *charm person*. If the base creature has more than 5 HD, this ability functions as *charm monster* instead.

Disease (Ex): The creature's natural attacks carry a disease (typically filth fever or red ache). The beast itself is immune to that disease. This save is Constitution based.

Disorienting Bite (Su): The trickster's bite threatens for a critical hit on a 19+. On a successful critical hit, the trickster's victim must make a Fortitude save or be dazed for 1 round. Even on a successful save, the victim is shaken for a number of rounds equal to the trickster's Constitution bonus.

Echo of Reason (Su): When using the Bluff skill, the trickster treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

Energy Resistance (Ex): The trickster gains resistance 5 to one energy type per 4 HD.

Enthralling Song (Su): When the creature sings as a standard action, any creature within 60 ft must succeed at a Will save or be *enthralled* for as long as it continues to sing. This is a sonic, mind-affecting effect.

Feral Allies (Su): Once per day as a standard action, the trickster beast can summon 2d6 creatures of its base type (or equivalent). These creatures arrive in 2d6 rounds and serve the creature for 1 hour.

Gaze of Fatigue (Su): Any creature within 30 ft that meets the trickster's gaze must make a Will save or be fatigued. Creatures that are already fatigued are exhausted if the base creature has at least 5 HD; otherwise, they remain fatigued.

Gaze of Ruin (Su): Three times per day, the trickster can lock gazes with another creature as a standard action. The affected creature must make a Fortitude save or take a number of d6 of damage equal to half the trickster's Hit Dice.

Improved Abilities (Ex): One of the creature's abilities increases by 2.

Increased Natural Armour (Ex): The creature's natural armour bonus increases by 2.

Magic User (Sp): The trickster can cast spells as a sorcerer of level equal to its Hit Dice. It does not gain any bloodline abilities.

Sickening Gaze (Su): Any creature within 30 ft that meets the creature's gaze must make a Will save or be sickened for a number of rounds equal to 1d4 + the trickster's Hit Dice. This is a mind-affecting effect.

Sleep Gaze (Su): Any creature within 30 ft that meets the creature's gaze must make a Will save or *sleep* for a number of minutes equal to the trickster's Hit Dice. This is a sleep effect.

Song of Confusion (Su): When the creature sings as a standard action, any creature within 60 ft must succeed at a Will save or be *confused* for a number of rounds equal to the trickster's Hit Dice. This is a sonic, mind-affecting effect.

Song of Despair (Su): When the creature sings as a standard action, any creature within 60 ft must succeed at a Will save or be *paralysed* for a number of rounds equal to the trickster's Hit Dice. This is a sonic, mind-affecting effect.

Song of Lethargy (Su): When the creature sings as a standard action, any creature within 60 ft must succeed at a Will save or be *slowed* for a number of rounds equal to 1d4 + trickster's Hit Dice. This is a sonic, mind-affecting effect.

Song of Terror (Su): When the creature sings as a standard action, any creature within 60 ft must succeed at a Will save or be shaken for a number of rounds equal to 1d4 + trickster's Hit Dice. Creatures who fail the save by 5 or more are frightened instead. This is a sonic, mind-affecting fear effect.

Spell Resistance (Su): The beast gains SR equal to 11 + its final CR.

Weakening Gaze (Su): Any creature within 30 feet that meets the creature's gaze must make a Fortitude save or take 1d4 points of Strength or Dexterity damage (the ability type is chosen when the trickster beast is created and cannot be changed).

Sample Trickster Beasts

Name	Base Creature	Salient Abilities
Aranea	Giant spider	Improved ability (Cha) (3), magic user
Greater wolfwere	Dire wolf	Feral allies, song of lethargy, spell resistance
Jackalwere	Dog	Sleep
Red Widow	Giant black widow spider	Charming gaze, disease (infest), weakening gaze (on pin only)
Selkie	Seal (use Medium narwhal stats, minus tusk)	Echo of reason, energy resistance (cold), disorienting bite

Wolfwere	Wolf	Song of lethargy, spell resistance
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New feats

Beast Master

Your curse of lycanthropy is so virulent it can even infect animals.

Prerequisite: Lycanthrope

Benefit: If an animal of the same type as your base animal is injured by your bite in hybrid or animal form, they must save against your curse of lycanthropy or be infected, becoming an afflicted beast.

Control Progeny

You can your progeny obey your commands for as long as you are all in bestial form.

Prerequisites: Cha 13, lycanthrope.

Benefit: While both you and your lycanthropic progeny are in bestial form, you can control them as if they were animals under the influence of your animal empathy ability. Progeny so ordered must make a successful Will save (DC 10 + half your character level + your Cha modifier) to resist your commands.

To use this feat, you must be in bestial form, and it has no power over your progeny while they are in humanoid or hybrid form.

This is a supernatural, mind-affecting, charm effect.

fearful Howl

Your howl sparks primal terror in the hearts of those around you.

Prerequisite: Lycanthrope, trickster beast, Cha 13.

Benefit: While in animal or hybrid form, you can howl as a full round action that provokes attacks of opportunity, allowing you to make a single Intimidate check to demoralise all foes within 30 feet who can hear you.

This is a supernatural, mind-affecting fear effect.

Healing Transformation

The positive energy generated by your shapechanging ability allows you to consciously knit wounds and repair damage to your body. You shift the injured portions of your body to close wounds and staunch bleeding.

Prerequisite: Alternate form or change shape supernatural ability, Con 13.

Benefit: Once per day, as a free action while transforming, you may recover from damage as if gaining the benefits of 8 hours of bed rest (healing 1 hit point per level, 1 point of ability damage per ability score, and eliminating fatigue). This ability cannot be used if you are suffering from the Hunger. This is a supernatural effect.

Improved Control Progeny

You can control your progeny even in humanoid form.

Prerequisites: Cha 17, true or maledictive lycanthrope, Control Progeny, Trigger Progeny.

Benefit: This feat grants the same benefits of Control Progeny, but is still effective when you are in humanoid or hybrid form.

In addition, your afflicted progeny live under a continual enchantment, as the spell *charm monster* (caster level equals your character level). As with that spell, you must win an opposed Charisma check to force your progeny to do anything they wouldn't normally do, and your progeny will not perform obviously suicidal acts. (Note that what an afflicted lycanthrope "would normally do" can differ greatly depending on its current form and alignment.)

This enchantment affects your progeny regardless of their current form.

This is a supernatural, mind-affecting, charm effect.

Sense Bloodline

While you are in bestial form, you can sense the presence of other members of your bloodline, like a sweet scent hanging in the air.

Prerequisites: Wis 15, lycanthrope, scent ability.

Benefit: As a standard action that provokes attacks of opportunity, you can make a Wisdom check to detect the presence of other members of your lycanthropic bloodline. If you detect another member of your bloodline, you also gain a vague sense of direction and distance. Afflicted and maledictive lycanthropes can only use this ability in hybrid or animal form; true lycanthropes can also do it in humanoid form.

This Wisdom check has a DC of 5 plus the following modifiers.

Wisdom DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 100 feet of distance
+5	Subject is in humanoid form
+10	You are in humanoid form

Use a single Wisdom check to sense the presence of all nearby members of your bloodline; the same roll determines whether you detect each member of your bloodline in turn. You can retry the check once per hour.

The Track feat grants a +4 bonus on the Wisdom check.

This is a supernatural ability.

Tempered Hunger

The Hunger does not have a strong a grip on you.

Prerequisites: The Hunger, lycanthrope, Con 13.

Benefit: You require half as much flesh as normal to sate the Hunger.

Trigger Progeny

Your progeny's flesh is no match for your will. You can force your progeny to change shape, regardless of their trigger.

Prerequisites: Cha 15, true or maledictive lycanthrope, Control Progeny.

Benefit: As a standard action, you may target one of your afflicted progeny within 60 feet, willing them to transform into the shape you desire (be it humanoid or bestial). The subject immediately feels a transformation coming over her as if she has been exposed to her lycanthropic trigger. The targeted progeny can attempt to resist the change as normal. Rather than using the normal DC, however, this check has a DC of 10 + half your character level + your Cha modifier. If the target resists your control, they are immune to this ability for 24 hours.

This is a supernatural, mind-affecting ability. Forcing your progeny to assume the form of an evil werebeast warrants a powers check.

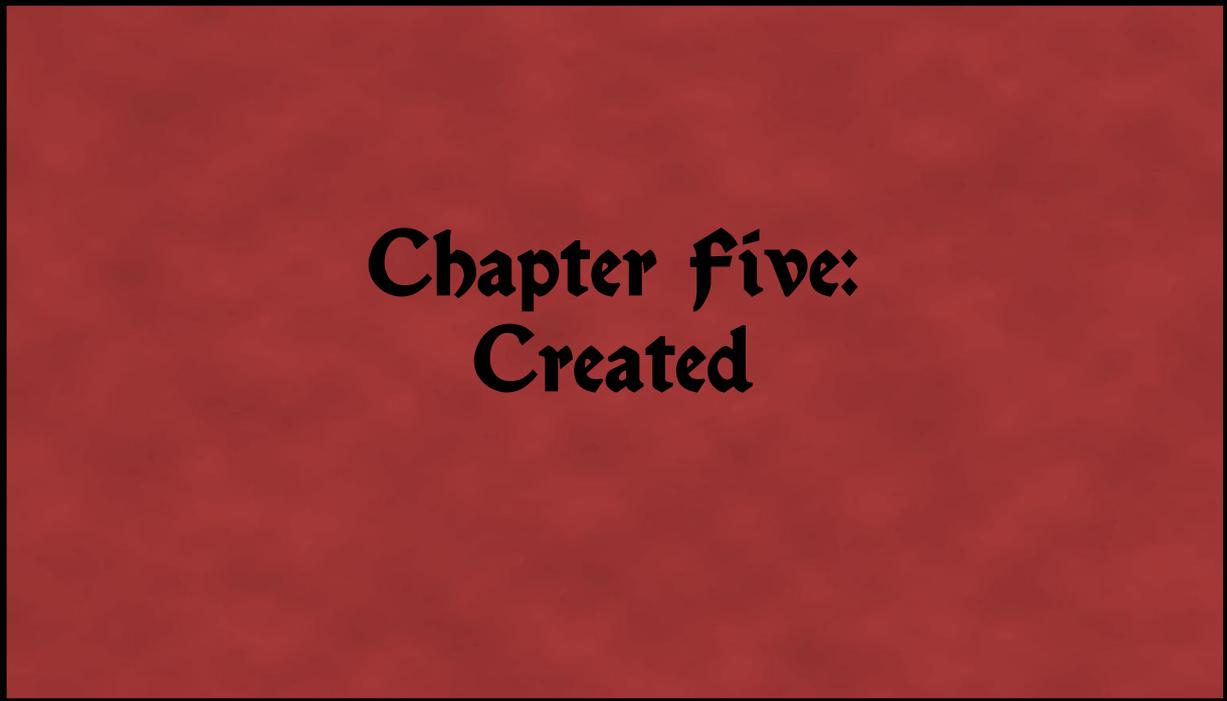
Triggered Healer

The presence of your trigger makes you heal at an unnatural rate.

Prerequisite: Lycanthrope, Healing Transformation, Con 15.

Benefit: When in animal or hybrid form and exposed to your trigger, you gain fast healing 1. You cannot be suffering from the Hunger to gain the benefits of this feat. This is a supernatural ability.





**Chapter five:
Created**

The Created

When mortal man takes it upon himself to create life, he tampers with forces that would best be left undisturbed. Unfortunately, some refuse to recognise the wisdom of remaining within the natural order. Whether the creator laboured through dark obsession, misplaced piety, or simple arrogance, the result is a twisted mockery of life, and tragedy almost always ensues.

Golems

Golems are magically created automatons of great power, and probably the most commonly made forms of constructs. The animating force for normal, magically created golems is usually a spirit from the Elemental Plane of Earth—typically, but not always, a mindless spirit. However, golems created through obsession may be animated by the powers of Ravenloft itself. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator. The resentful spirit can sometimes tear itself free of that control and run berserk.

The Awakened Golem Simple Template

CR: +0

Rebuild Rules: *Ability Scores* Gain 3d6 to Intelligence and Charisma; *Skills* Gain 2 + Int modifier skills per Hit Dice, speak language of creator and selects bonus languages from those creator speaks, no class skills; *Feats* Gain feats as normal; *Classes* No favoured class; *Special Qualities* Lose “Mindless” quality; can be affected by mind-affecting effects.

Control (Su): The golem can be controlled by creator but can break free with a contested Charisma check. The golem's creator, if within 60 feet, can try to regain control of the awakened golem, which requires a successful Intimidate check, but the golem gets a Will save (DC equal to creator's Intimidate result) to resist.

Berserk (Ex): The golem's berserk chance increases to 5%. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

The Golem of Obsession Template

Creating a Golem of Obsession

“Golem of obsession” is an inherited template that can be added to any construct. A golem of obsession retains all of the base creature's statistics and special abilities except as noted below.

Challenge Rating: As base creature +1

Armour Class: Natural armour increases by +4.

Weaknesses: Golems of obsession are not immune to mind-affecting effects. They also suffer from zeitgebers—involuntary responses triggered by certain sights, sounds or experiences. The zeitgeber usually mocks the creator's goals by rendering the golem unable to act as desired in certain situations. Typical responses include panic, cowering, confusion, fascination, involuntary singing and dancing, and so forth. If the golem is attacked while confronted with its zeitgeber, it can make a Will save (DC 25) to ignore the stimulus and respond, but its chance of running berserk increases by 5%.

Speed: Same as the base creature. The golem of obsession can run if the base creature could not.

Special Qualities: The golem of obsession loses the mindless special quality and gains the following special qualities.

Berserk (Ex): The golem has a cumulative 1% chance per round of combat to run berserk. It returns to normal after 1 minute, which resets the golem's berserk chance to 0%. If the base creature already has the berserk quality, this replaces it.

Fast Healing (Su): The golem gains fast healing 1, unless the base creature already has fast healing.

Self-controlled (Ex): The golem cannot be magically controlled by its creator.

Telepathic Bond (Su): At will as a free action, the golem is able to read its creator's mind, as though having observed them for 3 rounds with a *detect thoughts* spell. The creator does not receive a save to avoid the effect, and there is no range limit. The golem can communicate empathically with its creator through the bond. It always knows its creator's location.

Ability Scores: Dex +4. The golem has an Intelligence and Charisma score of 3d6.

Skills: The golem gains 2 + Int modifier skill points per Hit Dice. Acrobatics, Climb, Perception, Stealth, Survival and Swim are class skills. The golem can speak the language of its creator and selects bonus languages from those the creator speaks.

Feats: Gains 1 feat per 2 Hit Dice.

Alignment: Usually chaotic evil.

Construction: Golems of obsession are the products of the insanity and granted life by the powers of Ravenloft, rather than the relatively mundane force of magic. Any caster level, feat or magical requirements for the construction of the base golem are waived (including the Craft Construct feat). Instead of taking one day for each 1,000 gp of market price, the golem takes one week per 1,000 gp of market price to create. Even then, whether the golem animates or not is left to the whims of the Dark Powers.

In some cases, golems created by magic may spontaneously gain this template.

The Shield Guardian Simple Template

CR: +2

Rebuild Rules: The golem gains the following special qualities.

Controlled (Ex): A shield guardian that has the berserk special attack cannot go berserk as long as the wearer of its amulet is within 30 feet.

Fast Healing (Ex): A shield guardian has fast healing 5.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can locate the amulet's wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves to defend the wearer of its amulet. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the golem possesses.

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction: A shield guardian's base materials cost an additional 25,000 gp above the base golem's cost. The Craft check required to make the body is 4 higher than normal for the base golem's kind. The keyed amulet is fashioned at the same time—it costs 20,000 gp above and beyond the shield guardian's total cost. The creator must have a minimum caster level of 2 higher than the base golem's minimum required caster level. In addition, the following spells are added to the base golem's requirements: *discern location* and either *shield* or *shield other*.

Doll golem

CR 7 (XP 3,200)

N Tiny construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Defense

AC 20, touch 15, flat-footed 17 (+3 Dex, +5 natural, +2 size)

hp 49 (9d10)

Fort +3, **Ref** +8, **Will** +3

DR 10/bludgeoning; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee bite +14 (1d6+6/19–20 plus grab plus laughter), 2 claws +14 (1d4+3)

Special Attacks seek target, shearing jaws

Statistics

Str 17, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 5

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Immunity to Magic (Ex) A doll golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which deal half damage. In addition, certain spells and effects function differently against the creature, as noted below.

- Immersing the doll golem in water, or magical attacks that drench a doll golem, slows it (as the *slow* spell) for 2d6 rounds (no save). A subsequent attack that deals fire damage breaks the *slow* effect but otherwise affects the doll golem normally (that is, deals half damage).

Laughter (Su) Victims of the doll golem's bite must make a Will save (DC 17) or be affected by *hideous laughter*. The caster level is equal to the golem's Hit Dice (9 for most doll golems). This save is Constitution based and includes a +2 racial bonus.

Seek Target (Su) A doll golem's creator can place a drop of blood, lock of hair, or other portion of a creature's body in the doll golem's maw as a standard action. From that point on, the doll golem constantly knows what direction that creature is located in, and gains a +20 insight bonus on all Perception checks made to locate the creature. A new target cannot be assigned to a doll golem in this manner until its previous target is dead.

Shearing Jaws (Ex) All doll golems are crafted with oversized jaws capable of tearing and pulling, although these are usually hidden until the golem animates. A doll golem applies twice its Strength modifier to damage with a successful bite attack and threatens a critical hit on a roll of 19–20. A doll golem is treated as Large for all checks made to move a grappled opponent.

Construction

Crafting a doll golem requires fine porcelain, silk, and rare herbs and tinctures totalling 500 gp in cost.

CL 8th; **Price** 20,500 gp

Requirements Craft Construct, *hideous laughter*, *keen edge*, *locate creature*, creator must be at least 8th level; **Skill** Craft (pottery) or Craft (sculpture) DC 18; **Cost** 10,500 gp

Gargoyle Golem

CR 10 (XP 9,600)

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)

hp 102 (15d10+20)

Fort +5, **Ref** +8, **Will** +5

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Offense

Speed 30 ft, climb 10 ft.

Melee 2 slams +17 (3d6+2 plus petrification)

Special Plummet, pounce

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

Statistics

Str 15, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +15; **CMB** +17; **CMD** 30

Feats Combat Reflexes_B

Skills Climb +10, Stealth +11; this includes a +8 racial bonus to Stealth

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

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

- A *transmute rock to mud* spell slows a gargoyle golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

Petrification (Su) The attacks of a gargoyle golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

Plummet (Ex): Gargoyle golems are adept at plummeting down onto their victims from above. This functions as a ranged touch attack with a range increment of 20 ft, dealing 1d6 damage per 10 ft fallen. The golem is not damaged by this attack. For the purposes of making a pounce attack, plummeting is considered a charge.

Construction

Crafting a gargoyle golem requires a single block of hard stone of exceptional quality, costing 5,000 gp.

CL 11th; Price 51,500 gp

Requirements Craft Construct, *flesh to stone*, *geas/quest*, *prayer*, *air walk*, creator must be at least 11th level; **Skill** Craft (stonemasonry) or Craft (sculpture) DC 16; **Cost** 26,000 gp

Mud Golem

CR 8 (XP 4,800)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 21, touch 8, flat-footed 21 (-1 Dex, +13 natural, -1 size)

hp 85 (10d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.

Melee 2 slams +14 (2d10+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk, breath weapon (20-ft. cone, blindness, Reflex DC 15 negates, usable once every 1d4 rounds), engulf (3d6 bludgeoning damage, AC 16, hp 8)

Statistics

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

Base Atk +10; **CMB** +16; **CMD** 25

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Berserk (Ex) When a mud golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Breath Weapon (Ex) Victim's of the mud golem's breath weapon can make a new save every round to remove the blind condition. Additionally, the area affected by the gout of mud remains slippery, as a *grease* spell, for 1 round/Hit Dice (13 rounds for most mud golems; Reflex save DC 15).

Engulf (Ex) To use this ability, the mud golem must begin its turn grappling a creature. This ability otherwise functions as swallow whole, save that a creature that cuts its way out of a mud golem leaves no hole in the creature's body. The swallowed creature is automatically blinded with mud upon escape, and can make a Reflex save (DC 15) each round thereafter to remove the condition. A mud golem can engulf 1 Medium creature.

Immunity to Magic (Ex) A mud 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 *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- Any magical attack against a mud golem that deals fire damage slows the golem (as the *slow* spell) for 1d6 rounds.

- Any magical attack against a mud golem that deals acid damage heals 1 point of damage for every 3 points of damage it 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. A mud golem gets no saving throw against magical attacks that deal acid damage.

Construction

Crafting a mud golem requires a specially carved gem stone, treated with alchemical unguents, worth 1,000 gp to house the elemental spirit.

CL 9th; **Price** 26,000 gp

Requirements Craft Construct, *grease, soften earth and stone, transmute rock to mud*, creator must be at least 9th level; **Skill** Craft (pottery) or Craft (sculpture) DC 15; **Cost** 13,500 gp

Snow Golem

CR 9 (XP 6,400)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 23, touch 13, flat-footed 19 (-1 Dex, +10 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine or bludgeoning; **Immune** construct traits, cold, magic

Offense

Speed 30 ft.

Melee 2 slams +19 (2d8+8 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. cone, 9d6 cold damage, Reflex DC 16 half, usable once every 1d4 rounds), cold (1d6)

Statistics

Str 27, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21; **CMD** 30

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits. Whenever a character strikes a snow golem with a weapon (magical or nonmagical), the weapon takes 3d6 points of cold damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Immunity to Magic (Ex) A snow 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 electricity damage deals no damage to a snow golem. If it is grappling a creature, the damage is conducted through the golem's body and affects the grappled creature instead. If not, the damage is stored and conducted into the next creature it touches.
- A magical attack that deals fire damage slows an ice golem (as the *slow* spell) for 2d6 rounds, with no saving throw. It also causes an explosion of steam, which deals 1d6 damage to everything within 10 ft, and has the effect of an *obscuring mist* spell for 1d4 rounds.

- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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. An ice golem gets no saving throw against cold effects.

Construction

Crafting a snow golem requires a massive block of compressed snow weighing at least 1,000 lb. This block of snow is then treated with magical powders and unguents worth 3,000 gp.

CL 10th; **Price** 33,000 gp

Requirements Craft Construct, *shocking grasp*, *geas/quest*, *ice storm*, *chill touch*, *resist energy (cold)*, *cone of cold*, creator must be at least 10th level; **Skill** Craft (sculpture) DC 18; **Cost** 18,000 gp

Skeletal Golem

CR 9 (XP 6,400)

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defence

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +6, **Will** +4

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee bite +15 (1d8+4), 2 slams +15 (2d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks laugh

Statistics

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +17 (+21 disarm or grapple); **CMD** 29

Feats Improved Initiative_a

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Laugh (Su): As a standard action every 1d4 rounds, the skeletal golem can let out a blood curdling laugh. All living creatures within 30 ft are affected as if by a *phantasmal killer* spell. This is a mind affecting fear effect.

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

- Magical effects that heal living creatures slow a skeletal golem (as the *slow* spell) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A skeletal golem gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

Construction

The golem's body consists of bones from at least a dozen Medium or larger skeletons that have previously been animated as undead. The bones must be treated with oils and shellac worth 1,000 gp.

CL 10th; **Price** 41,000 gp

Requirements Craft Construct, *geas/quest*, *limited wish*, *phantasmal killer*, *animate dead*, creator must be at least caster level 10th; **Skill** Craft (sculpture) or Heal DC 15; **Cost** 21,000 gp

Spellrune Golem (Grisgol)

CR 14 (XP 38,400)

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; **Perception** +1

Defense

AC 31, touch 9, flat-footed 31 (+22 natural, -1 size)

hp 140 (20d10+30)

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

DR 15/adamantine and piercing; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slams +25 (2d6+6 plus 1d8+5 negative energy plus paralysis)

Space 10 ft.; **Reach** 10 ft.

Special Attacks choking dust, paralyzing touch, spell-like abilities

Spell-Like Abilities (CL 17th; concentration +12)

Constant—*see invisibility*

Statistics

Str 22, **Dex** 11, **Con** —, **Int** —, **Wis** 13, **Cha** 7

Base Atk +20; **CMB** +27; **CMD** 37

SQ Incite madness

Ecology

Environment any

Organization solitary or watch (2–4)

Treasure none

Special Abilities

Choking Dust (Ex) Striking the golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 20 Fortitude save or take 1d4 points of Constitution damage. Those who fail the first Fortitude save must make another DC 20 Fortitude save or contract the slimy doom disease. The save DC is Constitution-based.

Immunity to Magic (Ex) A spellrune 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.

- *Erase* delivered as a touch attack on a grisgol deals 2d6 points of damage (no save).
- Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Incite Madness (Su) After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader insane (Will DC 18 negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order. He dedicates every waking hour to this massive

undertaking, barely pausing to eat or rest, in order to finish this task as fast as possible. The victim always thinks, and tries to convince others, that he is on the brink of a revelation. His personal study becomes cluttered with diagrams, charts, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit current theories or hunches.

The subject takes 1 point of Intelligence drain when the curse is first activated, and takes another point of Intelligence drain every week the curse continues uncured. The subject dies when she reaches 0 Intelligence.

The Intelligence drain can't be restored while the curse is active. Only a *limited wish* or similarly powerful magic can relieve a victim of this curse. As a supernatural madness effect, standard methods of recovering from madness (time, hypnosis, and the like) have no effect.

Paralyzing Touch (Su) Like a lich, any living creature struck by the spellrune golem with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, DC 18). The effect cannot be dispelled. Anyone paralyzed seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma based.

Spell-Like Abilities (Sp) A spellrune golem is created with the ability to use ten different spells as spell-like abilities (one each of levels 0 through 9th), each one once per day. These spells can vary based on the creator's whim, and are either cleric spells (if the animating lich was a cleric) or sorcerer/wizard spells (if the animating lich was a sorcerer or wizard). Most creators choose simple spells, reasoning that the golem's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1-1/2 the spell's level (much like a magic item). Caster level 20th.

Construction

Crafting a spellrune golem requires the phylactery of a lich, which is used to provide the life force for the golem. The body is composed of old and broken magical items, wrapped in a skin of scrolls, costing 20,000 gp.

CL 17th; **Price** 180,000 gp

Requirements Craft Construct, *geas/quest*, *limited wish*, *magic circle against evil*, *symbol of insanity*, creator must be at least 17th level; **Skill** Craft (calligraphy) or Craft (calligraphy) DC 22; **Cost** 100,000 gp

Wax Golem

CR 3 (XP 800)

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

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

hp 42 (4d10+20)

Fort +1, **Ref** +0, **Will** +1

Immune construct traits, magic

Weaknesses vulnerable to fire

Offense

Speed 30 ft.

Melee slam +6 (1d6+3)

Statistics

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentience

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Attacks

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience, genuinely believing it is actually a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (so the second week the chance is 2%, the third week 3%, and so on, to a maximum of 5%). If this occurs, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. It also gains a +10 racial bonus on Disguise checks made to impersonate the specific individual it was crafted to appear as. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modelled after, it attempts to stealthily kill that person and take his place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after being afflicted with fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to the molten wax.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and 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. A wax golem gets no saving throw against cold effects.

Drain memories (Su) (CR +0) Some wax golems are deliberately crafted with the appearance of specific individuals to serve as spies and infiltrators. To better preserve this deception, they are capable of draining the memories of their targets. If that specific individual is grappled or struck by the wax golem's slam, they must make a Will save (DC 14) or suffer a negative level. The golem gains a fraction of their victim's memories. If the victim gains a number of negative levels equal to their Hit Dice, they are not killed but fall into a coma; the wax golem gains all of the victim's memories, and their mental attributes change to match the victim's. The negative levels are permanent until the wax golem is destroyed or reduced to half hit point by fire (as with conditional sentience). Draining memories links the vital essence of the golem with the life force of their victim; killing the victim also destroys the wax golem. The Will save is Wisdom based and includes a +2 racial bonus.

Wax golems with this ability cost 2,000 gp more than usual. As well as the normal requirements, their creator must also cast *modify memory* as part of their creation.

Construction

The construction of a wax golem requires a block of solid wax the size of whatever individual it is to be molded after, typically weighing over 1,000 pounds. The wax is treated with dyes and magical unguents worth at least 500 gp. The simplest wax golems require the creator to make a Craft (sculptures) check, with wax golems resembling specific races or individuals requiring higher DCs. While wax golems that look like living creatures possess greater versatility, they also have the potential of gaining a strange sort of sentience.

CL 9th; Price 12,500 gp

Requirements Craft Construct, *animate objects*, *confusion*, *major image*, creator must be caster level 9th; **Skill** Craft (sculptures) DC 15 (DC 20 if the creator wants the golem to look like a member of a particular race; DC 25 if the creator wants the golem to look like a specific individual); **Cost** 6,500 gp

Zombie Golem

CR 11 (XP 12,800)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 17, 1d4 rounds)

Defense

AC 25, touch 8, flat-footed 25; (-1 Dex, +17 natural, -1 size)

hp 112 (15d10+30)

Fort +5, **Ref** +4, **Will** +5

DR 10/adamantine; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slams +19 (4d6+5 plus 1d4 Strength damage)

Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk, foul stench, strength damage (Fortitude DC 17 negates)

Statistics

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

Base Atk +15; **CMB** +21; **CMD** 30

Languages none

SQ Subject to channelled energy

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Berserk (Ex) When a zombie golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immunity to Magic (Ex) A zombie 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.

- Magical effects that heal living creatures slow a zombie golem (as the *slow* spell) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A zombie golem gets no saving throw against attacks that deal negative energy damage.

- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.
- A *create undead* or *create greater undead* spell restores the zombie golem to full hit points immediately.

Construction

The pieces of a zombie golem must come from normal humanoid corpses that have previously been raised as zombies. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 1000 gp are also required. Note that creating a zombie golem requires casting a spell with the evil descriptor.

CL 14th; **Price** 101,000 gp

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *cloudkill*, *limited wish*, creator must be caster level 14th; **Skill** Craft (leather) or Heal DC 19; **Cost** 51,000 gp

Half-Golems

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique — those who underwent this process proved unable to withstand the trauma of the transformation and were driven mad by the elemental spirit now sharing their body.

A half-golem is a bizarre and horrifying melding of a golem and the character it once was. The materials of its golem limbs twine and crawl across its flesh, like ivy growing across a building or tree. In many cases, a half-golem's flesh is horribly scarred and has the pale gray colour of death. They speak whatever languages they spoke before their transformations, but their voices are harsh and strangled.

Construction

Crafting a half-golem requires a suitably equipped alchemical lab, which costs 200 gp to set up (but can be reused), as well as raw materials for creating the golem, which cost 500 gp. They can also be created as golems of obsession, in which case most of these requirements are waived (see the template above), but the Will save DCs to avoid madness both increase by 5.

CL 9th; **Price** 10,500 gp

Requirements Craft Construct, *animate objects* or *animate dead*, *bear's endurance*, *geas/quest*, *limited wish*; **Skill** As the modifying golem DC 15, plus Heal DC 20; **Cost** 5,500 gp

The Half-golem Template

Creating a Half-golem

“Half-golem” is an acquired template that can be added to any animal, humanoid, monstrous humanoid, or magical beast (referred to hereafter as the base creature). A half-golem retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Type: The creature's type changes to construct and it gains the augmented subtype for its original type. Do not recalculate BAB, saves, or skill ranks. The half-golem receives a +2 racial bonus to Fortitude saves.

Senses: A half-golem gains low light vision and darkvision 60 ft.

Armour Class: A half-golem has half the natural armour bonus of the modifying golem or retains the base creature's natural armour bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged. The half-golem also gains half the bonus hit points received by a construct of the appropriate size.

Defensive Abilities: A half-golem gains the modifying golem's immunity to magic. If its CR is less than that of the modifying golem after being adjusted for this template, it gains half the damage reduction of the modifying golem; if its CR is greater, it gains the golem's full damage reduction.

Special Attacks: A half-golem gains one of the special attacks or special qualities of the modifying golem (at the GM's discretion). If the berserk quality is chosen, the half-golem can instead rage as a barbarian, although the half-golem can't end the rage willingly, and it persists until either the half-golem or its opponent is dead. This berserk rage stacks with the barbarian ability.

Special Qualities: A half-golem gains the following special qualities.

Cling to Life: Although constructs, a beating heart still sustains life in the half-golem. Half-golems heal naturally (albeit at half the normal rate), but are not immune to effects requiring a Fortitude save, and are subject to massive damage normally.

Madness: Half-golems are at constant risk of the elemental spirits animating their golem limbs overwhelming their normal selves. Upon conversion to a half-golem, the creature must make a Will save (DC 15) or become neutral evil. The half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

The character must make further Will saves (DC 5) every month afterwards; while some are capable of retaining their sanity for years, all half-golems go mad eventually.

Abilities: Str +8, Dex -2, Int -6, Cha -6. Being a construct, a half-golem has no Constitution score.

Other Constructs

Golems and animated objects are not the only forms of the Created. Spellcasters have experimented with a wide range of materials, attempting to create the perfect servants: obedient, untiring, patient and able to hide among more mundane objects. Like golems, the powers of Ravenloft can also reward obsession by breathing life into these, more unusual, constructs.

Alchemical Children

Alchemical children are creatures given life by the power of alchemy. These uncannily lifelike constructs begin their existence in roiling chemical vats, and return to this viscous white fluid when destroyed.

Construction

Crafting an alchemical child requires a suitably equipped alchemical lab, which costs 200 gp to set up (but can be reused), as well as raw materials for creating the construct, which cost

500 gp. The creator must also supply some blood or other body part from the creature the child will be modelled on.

CL 9th; **Price** 500 gp + 1,000 gp/Hit Dice of the base creature

Requirements Craft Construct, *greater false life, twin form*; **Skill** Craft (alchemy) DC 20; **Cost** 500 gp + 500 gp/Hit Dice of the base creature

The Alchemical Child Template

Creating an Alchemical Child

“Alchemical child” is an acquired template that can be added to any corporeal living creature except outsiders and plants (referred to hereafter as the base creature). An alchemical child retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature.

Type: The creature’s type changes to construct. Do not recalculate BAB, saves, or skill ranks.

Senses: An alchemical child gains low light vision and darkvision 60 ft.

Armour Class: An alchemical child’s natural armour bonus increases by +2.

Hit Dice: Change all of the creature’s racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged. The alchemical child does not gain the bonus hit points received by a construct of the appropriate size.

Defensive Abilities: Alchemical children gain acid resistance 5 (if the base creature has 5 Hit Dice or less) or acid resistance 10 (if the base creature has more than 5 Hit Dice).

Special Qualities: An alchemical child gains the following special qualities.

Lifelike (Ex): Alchemical children mimic living biology. Although they don’t need to, the child can eat, drink, breathe and sleep. They appear to age (although they don’t suffer the negative effects of aging). An alchemical child is considered a creature of the base creature’s type with regard to the effects of alchemical formulae, elixirs and so on.

Mental Link (Su): When within 500 yards of each other, an alchemical child is constantly telepathically linked to its creator, able to receive commands and to transmit everything it sees and hears.

Abilities: Being a construct, an alchemical child has no Constitution score.

Carrionette

CR 1 (XP 400)

CE Diminutive construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 14, touch 14, flat-footed 14 (+4 size)

hp 11 (2d10)

Fort +0, **Ref** +0, **Will** +0

Immune construct traits

Offense

Speed 15 ft.

Melee straight razor +4 (1d4-2) or silver needle +6 (paralysis; Will DC 11)

Ranged silver needle +6 (paralysis)

Special possession

Spell-like abilities (CL 2nd)

At will—*ventriloquism*

Space 2 1/2 ft.; **Reach** 0 ft.

Statistics

Str 6, **Dex** 11, **Con** —, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** -2; **CMD** 6

Feats Weapon Finesse

Skills Climb +8, Stealth +12; racial bonus +8 Climb

SQ Wooden

Ecology

Environment any

Organization solitary or pack (2–8)

Treasure incidental

Special Abilities

Paralysis (Su) A creature struck by one of a carrionette's needles must make a Will save or the limb pierced by the needle is paralysed. On a critical hit, two limbs are paralysed. The effect of the paralysis is determined by the limb affected; normal carrionettes determine the limb randomly, ignoring any limbs that are already paralysed.

1 arm - The victim can't perform tasks requiring two hands and drops anything held in that hand.

2 arms - The victim drops anything held in their hands and can't perform tasks requiring the use of their arms. They lose their Dex bonus to AC and suffer an additional -2 penalty to AC. They are sickened.

1 leg - The victim gains the entangled condition.

2 legs - The victim falls prone, gains the entangled condition and is flat footed. If both arms are still functional, they can drag themselves at half speed as a full round action; otherwise, they can only drag themselves 5 ft as a full round action.

3 limbs (of any kind) - As well as suffering the relevant conditions described above, the victim is exhausted.

4 limbs - The victim is paralysed.

A needle can be removed as a move equivalent action that does not provoke an attack of opportunity and requires one hand. The effects of the paralysis fade 1d4 rounds after the needle is removed.

Possession (Su) A carrionette can possess (as *magic jar*) a helpless humanoid or monstrous humanoid by driving a silver needle into the base of its skull. The carrionette's essence is transferred into the creature's body immediately, while the creature's soul is transferred into the carrionette's and rendered unconscious for an hour. Carrionettes are not affected by their paralysis ability and can remove the needles easily.

A carrionette's life force remains tied to its doll body; if the puppet is destroyed, the carrionette's possessed body dies as well. For that reason, they are careful to lock their original bodies away carefully while they enjoy the possessed body.

A creature trapped in a doll body can return to its own body by driving a silver needle anywhere into their original body. Silver needles are improvised weapons in the hands of non-carrionettes. As before, the carrionette body is rendered inert for an hour, while the living body is functional immediately.

Savage (Ex) Carrionettes can use Medium sized light simple weapons as though they were Small, not Diminutive, incurring only a -2 penalty.

Wooden (Ex) A *warp wood* spell instantly destroys a carrionette.

Construction

Crafting a carrionette requires silver, silk and rare woods totalling 50 gp in cost.

CL 7th; **Price** 2,050 gp

Requirements Craft Construct, *animate objects*, *ventriloquism*, *magic jar*; **Skill** Craft (carpentry) or Craft (sculptures) DC 12; **Cost** 1,050 gp

Doom Guard

CR 3 (XP 800)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +4

Defense

AC 19, touch 10, flat-footed 19 (+9 masterwork half plate)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** +2

Immune construct traits **Resist** fire 10, cold 10

Offense

Speed 20 ft.

Melee longsword +6 (1d8+3; crit 19+)

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

Statistics

Str 17, **Dex** 11, **Con** —, **Int** 6, **Wis** 13, **Cha** 2

Base Atk +3; **CMB** +6; **CMD** 16

Feats Cleave, Power Attack

Skills Perception +4, Stealth +3

SQ Freeze

Ecology

Environment any

Organization solitary or prison (2–12)

Treasure incidental

Special Abilities

Freeze (Ex) A doom guard can hold itself so still it appears to be a normal suit of armour. A doom guard that uses freeze can take 20 on its Stealth check to hide in plain sight, disguised as normal armour.

Construction

Crafting a doom guard requires a masterwork suit of full plate mail, costing 1650 gp (which can be made for 330 gp), as well as quicksilver, rare oils and tinctures totalling another 1000 gp in cost.

CL 9th; **Price** 10,000 gp plus the cost of the armour

Requirements Craft Construct, *fabricate*, *geas/quest*, caster must be at least 9th level; **Skill** Craft (armour) or Craft (weapon) DC 15 (20 to make the armour); **Cost** 5,500 gp plus the cost of the armour



**Chapter Six:
Ancient Dead**

Ancient Dead

The ancient dead, also known as the deathless, the undying, or the eternal, were once living creatures who have simply refused to relinquish their grasp on their life force. Their grasp on life's spark is so strong that unlike other undead, they are animated by equal parts of positive and negative energy.

Because positive energy still flows through the deathless, their bodies are not ravaged by rot and decay, as is frequently the case with corporeal undead. Instead, the physical body of a deathless is often remarkably *well* preserved compared to the truly dead. Rather than decomposing, the deathless often simply shrivel and dry, their flesh desiccating and their skin turning leathery or papery. Their features may remain easily recognizable even millennia after their demise. Mummification is vital to the process; if the corpse is not properly preserved, the deathless spirit cannot return to its mortal shell. This mummification may occur naturally, but in the case of more powerful ancient dead, it is often the result of elaborate and deliberate funereal procedures.

The ancient dead are not intrinsically drawn to evil. Indeed, in other worlds, the deathless are often considered a mirror image to the undead, a good equivalent to their evil. Unlike many forms of undead, the ancient dead have neither the need nor the desire to feed on the living to preserve their existence. Most remarkably, deathless spirits are not trapped by their mortal ties. Their spirits are free to travel to the afterlife destined for them, returning to their mortal shells only when the need arises. Unlike the eternally restless undead, the deathless may spend years, decades, or centuries at a time lying in peace, their bodies inert while their departed souls are buoyed by the rewards of heaven.

In Ravenloft, however, the spirits of the ancient dead are as tightly bound by the Mists as all mortal creatures within the Dark Powers' grasp; they are denied the gates of heaven. When their spirits shed their mortal shells, they find only oblivion waiting for them. When they are not called to rise, they lie in restless slumber, a limbo of yawning nothingness punctuated only by their dreams and memories of the life behind them. It is not negative energy that turns the ancient dead to evil; it is their obsession with an increasingly distant mortal existence that sours their souls and turns them to madness; an unwillingness to relinquish a life that they have long since spent. Beware those who are offered eternity in the afterlife they have earned — and possess the force of will to refuse it.

An ancient's rank and (usually) salient abilities are fixed at the moment of its creation and cannot be changed, except in extremely unusual circumstances.

The Ancient Dead Template

Creating an Ancient Dead

"Ancient Dead" is an acquired template that can be added to any living corporeal creature. Most ancients are humanoids or animals. An ancient retains all the base creature's statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature, + ancient's rank.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, base attack bonuses or saves.

Senses: An ancient gains darkvision 60 ft.

Armour Class: The ancient's natural armour bonus improves by +5 over that of the base creature.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, ancients use their Charisma modifier to determine bonus hit points instead of Constitution.

Defensive Abilities: An ancient retains all of the defensive abilities of the base creature. It gains darkvision 60 ft., damage reduction 5/-, energy resistances as shown in the table below, and all of the immunities granted by the undead type. Ancients also gain the rejuvenation ability.

Rank	Str	Dex	Int	Wis	Cha	Resistances
1	+4	+0	-4	+2	+2	-
2	+6	+2	-2	+4	+2	Resist 1 energy type 10
3	+8	+4	+0	+6	+4	Resist 1 energy type 10, resist blows
4	+10	+6	+2	+8	+4	Immune 1 energy type, resist blows
5	+12	+8	+4	+10	+6	Resist 10, immune 1 type, resist blows

Energy Resistances/Immunities (Ex): Ancients are remarkably resistant to damage. Most powerful ancients have energy resistance 10 to a particular energy type (typically determined by their method of preservation, so those preserved in bogs or ice resist fire, for example). The most powerful ancients are completely immune to one energy type and have energy resistance 10 to another energy type.

Rejuvenation (Su): As if their physical invulnerability were not enough, the ancient dead are capable of drawing energy to repair their bodies and heal damage. This is a relatively slow process and requires the ancient to retreat into deathless slumber. As the ancient's spirit dreams of life, its physical body falls inert for a period of time. An inert ancient is essentially a corpse; it is incapable of action, cannot perceive its surroundings, and is a helpless defender. An ancient that has started the rejuvenation process cannot end it until it is completed.

The rate of rejuvenation depends on the ancient's rank. Also shown is the time an ancient must lie inert before beginning its rejuvenation, and the time it must lie inert after.

Rank	Rate	Rest
1	5 hp/day	1 week/1 day
2	6 hp/hour	1 day/1 day
3	12 hp/hour	1 day/1 hour
4	1 hp/min	1 hour/1 hour
5	2 hp/min	1 hour/none

Resist Blows (Ex): Ancients with this ability take only half damage from melee and ranged weapons, natural weapons and falls. This reduction is applied before damage reduction.

Speed: Ancients retain their previous speeds.

Melee: An ancient gains a slam attack if the base creature didn't have one. Damage for the slam is equal to a creature of one size larger than the base creature. Its slam also causes disease (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: An ancient retains all the special attacks of the base creature. It gains a number of salient abilities equal to half its Hit Dice plus twice its rank. The save DC against an ancient's special attack is equal to 10 + half ancient's HD + ancient's Wisdom modifier unless otherwise noted. Additional abilities beyond these can be designed at the GM's discretion

The ancient also gains the despair and disease special attacks.

Despair (Su): All creatures within a 30-foot radius that see an ancient must make a Will save or be frightened for 1d4 rounds. Whether or not the save is successful, that creature

cannot be affected again by the same ancient's despair ability for 24 hours. This is a mind-affecting fear affect. The save DC is Wisdom-based.

Disease (Su): Disease—slam (or claw); *save* Fort; *onset* 1 minute; *frequency* 1 day; *effect* 1d3 damage to 2 abilities, or 1d6 to one; *cure* —. Creatures afflicted with an ancient's disease do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. The save DC is Wisdom-based, plus the ancient's rank.

Abilities: As shown in the table above. As an undead creature, an ancient has no Constitution score.

Skills: Ancients have a +8 racial bonus on Perception and Stealth skill checks. An ancient always treats Appraise, Fly, Intimidate, Knowledge (history), Knowledge (religion), Perception, Sense Motive and Stealth as class skills. Otherwise, skills are the same as the base creature.

Salient Abilities

Animate Objects (Sp): Once per day, as a standard action, an ancient dead can animate an object as if using the *animate objects* spell cast by a cleric of a level equal to the ancient's Hit Dice.

Banish (Su): Once per day per rank, the ancient can teleport all creatures within 50 feet of it to randomly determined locations. The ancient can only banish creatures of which it is aware and to which it has line of sight. A successful Will save negates this effect.

An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet per rank) away from the ancient; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all.

The save DC is Wisdom-based. Ancients with this salient ability must select 1 less salient ability than normal.

Blinding breath (Su): Once every 1d4 rounds, the ancient can breathe a 20 ft cone, permanently blinding any creature in the affected area unless they succeed at the Fortitude save.

Breath of Death (Su): Once every 1d4 rounds, an ancient can breathe a 30-foot cone of tomb gas, sand, and dust. Each living creature in the area must succeed on a Fortitude save or gain 1d4 negative levels. A creature killed by an ancient's breath of death ability rises as a rank 1 ancient dead or a juju zombie in 1d4 rounds. A servitor created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. The ancient must be at least rank 3 to select this salient ability.

Burst of vengeance (Su): As a swift action, the ancient is affected by *haste* for 1 round. It can use this ability once per day, plus once per rank.

Change Shape (Su): The ancient possesses the change shape special quality and can alter its appearance at will. This takes effect as a *beast shape* spell of level equal to the ancient's rank. Thus, a rank 1 undead would cast *beast shape I*, whereas a rank 4 or 5 ancient would cast *beast shape IV*.

Channel Resistance (Ex): The ancient has channel resistance equal to 1 + its rank.

Command Animal (Su): The ancient can exert control over one specific type of animal. Common animals include cats, eagles, jackals, hawks, monkeys, rats, vultures, and wolves. The ancient can cast *summon nature's ally 3* / day as a druid of a level equal to the ancient's Hit Dice. The highest level of *summon nature's ally* available to a druid of that

level can be used. This power is most common among ancient who worship a deity associated with the given animal. This is a supernatural ability.

Create Spawn (Su): Any creature killed by an ancient's disease ability turns to dust and blows away on the wind. If the ancient that infected the creature with the disease is not destroyed within 1 week, the dust reforms next to it as a new ancient dead. An ancient created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

In some cases, other methods for preventing the victim's rebirth as an ancient may be possible, such as capturing the remains before they vanish and casting *remove curse*, *remove disease* and *resurrection*.

Curse of Vengeance (Su): The ancient can curse its opponents with greater ease than normal. When laying a curse of vengeance, the ancient gains a divine bonus to its curse check equal to +4 + ancient's rank.

Deathbringer (Su): The ancient's disease ability is increased in power. The effect of the disease is increased to dealing 1d6 damage to 2 abilities. If this salient ability is selected a second time, the damage increased to 1d8.

Delay Plague (Su): As a free action, the ancient can lengthen the incubation period of its ancient plague power if it wishes, making it potentially difficult for afflicted victims to tell exactly when or how they contracted the disease. The ancient can lengthen the incubation period to as long as its rank in days. The ancient can choose whether or not to use this ability each time it afflicts a new victim.

Demand Submission (Su): As a free action, an ancient can automatically command all undead within 30 feet that have fewer Hit Dice and lower Charisma scores than those of the ancient. These undead never attack an ancient unless compelled.

Desiccating Touch (Su): Each time an ancient with this ability touches a living creature, the creature must make a Fortitude save or take 4d6 points of damage as moisture is evaporated from its body. This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which take 4d8 points of damage. Even on a successful save, a creature still loses moisture, taking half damage. The save DC is Wisdom-based. All water deals damage to ancients with this ability as if it were holy water.

Divine Wrath (Su): The ancient deals extra holy or unholy damage equal to its Wisdom bonus when using its natural weapons.

Dominate (Sp): An ancient can crush a humanoid opponent's will as a standard action. Anyone the ancient targets must succeed on a Will save or fall instantly under the ancient's influence, as though by a *dominate person* spell (caster level 12th or the ancient's Hit Dice). The ability has a range of 30 feet. At the GM's discretion, some ancients might be able to affect different creature types with this power.

Elemental Affinity (Su): The ancient gains its choice of one of the four elemental cleric domains (Air, Earth, Fire, or Water) as a bonus domain. It receives the granted power for that cleric domain and, if it has cleric levels, can cast spells from that domain's spell list as domain spells. The ancient's other cleric domains, if any, are unaffected.

Elemental Command (Su): To qualify for this salient power, the ancient must also have the elemental affinity power. Once per day, the ancient can create an elemental from its own willpower. There is no risk of the elemental being corrupted or disobeying its master, and it does not have the extraplanar quality. The elemental serves for up to 1 hour per rank before dissipating, or until the ancient dismisses it (a free action).

The elemental's power is determined by the ancient's rank:

Ancient's Rank	Elemental Created
One	Small
Two	Medium
Three	Large
Four	Greater
Five	Elder

Energy Resistance (Ex): The ancient has the energy resistance of equivalent to an ancient of one rank higher.

Faithless (Su): The ancient's aura of despair is imbued with profane energy. The ancient and all undead creatures within 30 ft receive a +2 profane bonus on Will saves made to resist channelled energy and any effects based off that ability. For ancient of rank 3 or higher, the bonus increases to +4. This bonus stacks with channel resistance. This ability can be selected multiple times. Each time doubles the profane bonus or increases the radius of the effect by 30 ft.

Fast Healing (Su): The ancient gains fast healing equal to its rank. This ability can be selected multiple times.

Gaze of Despair (Su): Any creature within 100 feet of an ancient that meets its gaze must succeed on a Fortitude save or be subject to its despair aura.

Grab (Ex): The ancient gains the grab ability. The ancient must hit with a natural attack (such as its slam attack) to use this special attack.

Improved Abilities (Ex): One of the ancient's ability scores increases by 5. This salient ability can be selected more than once.

Improved Natural Armour (Ex): The ancient's natural armour bonus increases by 5.

Increased Speed (Ex): The ancient's speed is increased by 10 ft.

Onslaught (Ex): One of the ancient's types of natural attacks deals damage as though the ancient were one size larger. This ability can be selected more than once.

Overwhelming Despair (Su): The ancient's aura of despair increases in size by 30 ft.

Passage (Sp): The ancient can create passages through stone, earth, wood, or similar materials as if it were casting the spell *phase door* as cast by a sorcerer of a level equal to the ancient's Hit Dice. An ancient can create a number of passages each hour equal to its rank.

Pristine Appearance (Ex): The ancient's flesh has been perfectly preserved in death, retaining its mortal appearance. To all outward visual inspection, the ancient appears to be alive. This grants the ancient a +10 circumstance bonus on Disguise checks to pose as a living creature.

Spell Resistance (Su): The ancient dead gains spell resistance 10 + half ancient's Hit Dice + ancient's rank. If this ability is selected a second time, the ancient can also apply its Wisdom bonus to its spell resistance.

Spell-like Abilities (Sp): The ancient can cast a single spell 3/day (or 3 spells 1/day each) as a spell-like ability. The spell can be of any spell level able to be cast by a cleric of level equal to the ancient's Hit Dice (although it need not be selected from the cleric's spell list). The ancient's caster level is equal to its Hit Dice. Saves are Wisdom-based.

This salient ability can be selected more than once. Addition selections add more spells, or increase the number of uses per day from 3 to at will. Alternately, a previously selected spell-like ability becomes empowered. If selected twice, the spell becomes quickened instead.

Summon Swarm (Sp): At will, the ancient can call forth one or more swarms of rats or vermin such as scorpions, grave scarabs, or locusts. The ancient can control a number of swarms at once equal to its rank. This ability otherwise functions as the spell *summon swarm* (caster level = ancient's Hit Dice).

Symbiosis (Ex): The ancient's body is home to living parasites, such as scorpions, scarabs, green slime, yellow mould, or brown mould. Any opponent that grapples with the ancient or is struck by its natural weapons is exposed to the parasites. The ancient is unaffected by its own parasites.

Terrain Stride (Su): The ancient can move normally in difficult terrain of one particular type, such as desert sands or bogs.

Terrifying (Su): Instead of causing creatures to be frightened, the ancient's despair aura causes those who fail their saves to be panicked for 1d4 rounds. If this salient ability is selected a second time, they are paralysed with fear for 1d4 rounds instead. This is a paralysation effect.

Vengeance (Su): The ancient's disease ability is extremely pernicious; those who offend the ancient are cursed as well as diseased. The disease can only be cured if the curse is first removed, at which point the disease can be magically removed. A creature afflicted with the ancient's disease cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from this affliction turns to dust and cannot be raised without a *resurrection* or greater magic.

Vicious (Ex): Instead of gaining a single slam attack, the ancient gains 2 claw attacks. These inflict normal damage for a creature of the ancient's size. If selected again, the ancient gains a bite attack as a secondary attack.

Weightlessness (Su): To qualify for this salient power, the ancient must be at least third rank. A third-rank ancient can pass over water and similar liquids as if they were solid. A fourth-rank ancient gains the ability to *levitate* at will (caster level equal to Hit Dice; self only). A fifth-rank ancient gains a fly speed of 20 feet with clumsy maneuverability. These abilities are cumulative; a fifth-rank ancient can fly and gains all four abilities of lesser ranks.

Salient Weaknesses

Barrier (Ex): A solid line made out of some unusual substance (such as powdered silver poured across a doorframe or a circle of flower petals) presents a barrier to the ancient. The ancient must succeed on a Will save (DC 10 + half its own HD + that creature's Cha modifier) to cross the barrier. If the ancient fails the saving throw, it cannot even approach the barrier.

Bound (Ex): The ancient can only exist so long as a particular person (including perhaps another ancient dead), object or place is left intact. If the bound object is destroyed, the ancient is instantly destroyed too.

Dependence (Ex): The ancient must perform a particular ritual or ingest a certain rare substance at given intervals or it is weakened. If the ritual is prevented, it may lose certain powers or invulnerabilities, or even be destroyed.

Fated Object (Ex): The ancient may be particularly vulnerable to a specific object or material. This object is inescapably destined to aid in the ancient's downfall, and as such is always intrinsically tied to the ancient's mortal past. Careful investigation can often uncover such ties. For example, an ancient that was an infamous burglar in life may not be able to escape if wrapped in chains made of gold molded from its own stolen riches, regardless of its strength.

If the fated object is a weapon, then the fated weapon automatically bypasses the ancient's rank-based damage reduction (but not the 5/- it receives for its tough, dry flesh). In addition, the ancient suffers half again (+50%) as much damage from attacks made with that specific weapon. If the fated weapon deals enough damage to destroy the ancient, the deathless creature cannot rejuvenate and is permanently slain.

Hale (Ex): The ancient does not have the disease ability.

Reduced Damage (Ex): The ancient's slam attack deals normal damage for a creature of its size, rather than one size larger.

Reduced Damage Reduction (Ex): The ancient is less resistant to physical damage than is typical. If this salient ability is selected once, the ancient has DR 10/silver (a single special material) or DR 5/silver and magic (two special conditions). If selected again, the ancient has DR 5/silver or magic (two special conditions) or DR 10/bludgeoning or magic (two common conditions).

Reduced Despair (Ex): The ancient's aura is less supernaturally frightening than that of other ancients. Instead of causing creatures who fail their save to be frightened, they are only shaken for 1d4 rounds.

Alternately, it is the size of the aura that is reduced, not its effect. If this salient weakness is selected once, the ancient's aura of despair is reduced to only 10 ft. If selected again, the ancient either has no despair aura at all or, at higher ranks, can only cause fear with a successful slam or claw attack. Only one creature can be affected per round by a touch of despair.

Ritual of Retirement (Ex): Fifth-rank ancients can rejuvenate their bodies even from total destruction. The only way to permanently destroy a fifth-rank ancient is to perform a ritual of retirement. Rituals of retirement are ceremonies steeped in the ancient's culture, usually of a funereal bent. Most take at least an hour to perform and require some object that belonged to the ancient in life as its focus. The exact details of a ritual of retirement can vary greatly, but if a ritual of retirement is completed, the ancient it targets is instantly and permanently destroyed, no matter where it might be.

The details of rituals of retirement are often inscribed within the tomb of an ancient at the time of interment, but most ancients destroy these inscriptions upon animating. Discovering an ancient's ritual of retirement may therefore require extensive research into the history and culture from which the ancient hails.

Slow (Ex): The ancient's speed is decreased by 10 ft.

Vulnerability (Ex): The ancient is vulnerable to a particular type of energy or effect. It takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Ancients with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor).

Sample Ancients

Name	Base Creature	Rank	Salient Abilities	Salient Weaknesses	CR
Bog mummy	Human aristocrat 8	2	Create spawn, deathbringer, improved abilities (Str), improved natural armour (2), terrain stride, terrifying (2), vengeance	Slow, vulnerable to cold	6
Crypt Cat	Cat	1	Energy resistance		1/2
Crypt Thing	Half-elf aristocrat 8	1	Banish, channel resistance, improved abilities (Str, Int), improved natural armour, onslaught, spell-like abilities (3), vicious	Hale, reduced despair (size), reduced DR (2)	5

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Crypt Warden	Human warrior 9	3	Animate objects, divine wrath, improved natural armour, spell resistance (2), spell-like abilities (2)		8
Gholdako	Cyclops warrior 3	2	Blinding breath, deathbringer, energy resistance (2), improved abilities (2), improved natural armour (2), onslaught, vicious	Reduced DR, reduced despair	10
Huecuva	Human fallen cleric 3	1	Faithless (2), improved natural armour, spell-like abilities, vicious	Reduced DR (2)	3
Mummified creature	Template	1	Burst of vengeance, vengeance	Hale	+1
Mummy	Human aristocrat 8	1	Deathbringer, improved abilities (2, Str), improved natural armour (2), terrifying (2), vengeance	Slow, vulnerable to fire	5
Salt mummy	Human aristocrat 12	2	Desiccating touch, improved abilities (3, Str), improved natural armour (4), onslaught	Hale	8
Spawn of Kyuss	Human fallen cleric 4	3	Channel resistance, create spawn, deathbringer, fast healing (2), improved abilities (Cha, 2 Str)		5



Chapter Seven: fiends

fiends

There are few things in the Lands of the Mists as horrifying as fiends. They are the living embodiments of evil, creatures that exist solely to spread corruption and fear. Unlike the undead or werebeasts, fiends share nothing with the world of mortals. They are alien creatures, more inhuman than any aberration or ooze, driven by alien needs. They may enchant mortals, entrapping them with their beautiful illusions and honeyed promises, but to them, mortals are no more than flies or game pieces. They use mortals to get what they want and then kill them for sport when they have no further use.

Fiends are purely, relentlessly evil; they have no sympathetic qualities and are completely unable to ever truly understand the higher virtues of mortals, like true love or self-sacrifice. They are incapable of redemption.

However, they remain darker reflections of humanity. They are sin, temptation, despair, hatred, violence – *evil* – made solid. Simply meeting such bald-faced depravity should be devastating for any character. More horrifying, however, is the fact that many fiends can hide behind a charade of humanity, worming their way into the hearts and minds of those around them and using the subtlest of temptations to twist them into evil.

Phylacteries

Fiends in Ravenloft gain the following special qualities:

Disguise Thoughts (Ex): Like undead, fiends are able to project a screen of false thoughts, making them almost undetectable when masquerading as normal people. Should a mortal be unfortunate enough to make contact with the unrestrained malevolence of the fiend's pure thoughts, they must make a Madness save. Considering that most fiends communicate telepathically as well as verbally, this can make them truly terrifying to deal with. They can crush their opponents with a simple thought.

Reality Wrinkle (Su): See elsewhere.

Rejuvenation (Su): Upon entering Ravenloft, a fiend is granted a phylactery. The phylactery is typically an unusual object symbolic of the fiend's nature or personality. Examples include a golden pen, a porcelain doll or a huge black whip. Regardless of its form, the phylactery typically has 40 hit points, hardness 20, a break DC of 40 and a caster level equal to their fiend's Hit Dice plus its Wisdom bonus (minimum 10th). The fiend does not have to create the phylactery; it just appears in some safe place when the fiend is drawn into the demiplane.

When a fiend is reduced to 0 hp, its spirit retreats to the phylactery for 24 hours. After that time, the fiend can attempt to possess any living humanoid or monstrous humanoid that passes within 10 ft per Hit Dice of the phylactery, as *magic jar* (at the phylactery's caster level). If the fiend succeeds, its victim is killed and the fiend permanently takes possession of their body. Over the next few weeks, the victim's form slowly warps to recreate the fiend's natural form, although the fiend can typically use all of its special abilities from the moment it is reborn. If the *magic jar* fails, the humanoid is immune to possession attempts from that fiend for 24 hours. The fiend can make new possession attempts at will as a full-round action.

Power Rituals

Under normal circumstances, a fiend exerts no special powers within their reality wrinkle. However, through power rituals—arcane rites known only to fiends—the outsider can draw great power from the land. Each ritual is unique, and each fiend can only attempt one power ritual in each domain.

If the ritual is successful, the size of the fiend's reality wrinkle is decreased (divide the reality wrinkle's radius by its number of corruption points), and its bond to the Land of the Mists grows stronger. The fiend gains the land based power for the domain in which it performs the ritual. Although the fiend gains power, each successful ritual gives it 1d4 corruption points, making it harder to successfully complete power rituals or to return to the extraplanar realms.

If the ritual fails, the fiend suffers 6d10 points of damage, which can only be recovered through natural healing (not regenerated or magically healed). The fiend also suffers a permanent negative level, although this can be restored through magic. Other consequences are also possible.

Corruption Points	% Failure
0	0
1-2	10
3-4	20
5-6	30
7-8	40
9-10	50
11-12	60
13-14	70
15-17	80
18-21	90
22+	100

Land Based Powers

All land based powers are supernatural effects. Save DCs are equal to 10 + half fiend's Hit Dice + fiend's Charisma modifier. Unless otherwise noted, activating a particular power is a standard action, and a creature who is directly targeted by a land based power cannot be targeted by that power again for 24 hours.

Barovia (Obscuring Mist): The fiend can create an *obscuring mist* within its reality wrinkle at will. This mist has the same effect as the spell, save that it lasts until dismissed by the fiend. The fiend is unhampered by the mist.

Blaustein (Domination): At will, the fiend can force those around it to carry out its desires. The fiend can either affect as many people as it desires with a *command* spell, lasting 1 round per Hit Dice of the fiend, or focus its attentions on 1 person, affecting them with *dominate person* for 1 day per Hit Dice. All victims receive a Will save to resist the effect.

Borca (Poison Touch): Once per day the fiend can poison a living creature by making a successful touch attack. This virulent poison is identical in effect to black lotus extract.

Castle Island (Shatter): Once per day, the fiend can cast *shatter* over its entire reality wrinkle.

Darkon (Forget): Once per day the fiend can cause all creatures within its reality wrinkle to forget all events of the past 24 hours if they fail a Will save. Any mind-affecting spells that were influencing the affected creatures are dispelled by this effect.

Dementlieu (Mass Charm): Once per day, all humanoids of Medium-size or smaller in the fiend's reality wrinkle are affected as though the fiend had cast *charm person* on them. A successful Will save negates the effects. There is no limit to the number of creatures the fiend can have charmed in this manner at one time. The charm lasts one hour for every Hit Die the fiend has, or until the target is outside the fiend's reality wrinkle.

Demise (Petrification Gaze): Once per day, the fiend can make a gaze attack. Those who meet its gaze are petrified.

Dominia (Cause Insanity): Once per day, the fiend can drive one creature in its reality wrinkle mad. It can choose to afflict them with revulsion, a phobia, delusion, depression or hallucinations. The madness is permanent until cured. If the fiend can somehow remain in mental contact with its victim for a full 24 hours, they do not receive a save against the ability.

The Drowning Deeps (Suffocation): Once per day, the fiend can cast *mass suffocation*.

Falkovnia (Rage): Once per day, the fiend can enter a rage, as a 15th level barbarian, for 1 rd per Hit Dice.

Forlorn (Time Shift): At will, the fiend can displace itself in time. It gains an Initiative bonus of 1d10-1d6; each round it can roll again or keep the value as it desires.

Ghastria (Drain passion): At will, the fiend can dispel any mind-affecting spells or effects within its reality wrinkle, as a targeted *dispel magic*. The target of the effect is left feeling sour and joyless, gaining a -2 profane penalty to Cha-based skills for a number of hours equal to the fiend's Hit Dice. This penalty doesn't stack with itself.

Hazlan (Detect Magic): The fiend is constantly aware of any magic cast within its reality wrinkle. It knows the precise location of the casting, and which spell was cast.

Invidia (Corrupt Life): At will the fiend can cause all plant life within its reality wrinkle to shrivel and die. Animals will seek to flee the fiend's reality wrinkle the moment this power is used, but its use causes them no lasting harm.

Isle of Ravens (Fly): The fiend gains the exceptional ability to fly, at a speed of 40 feet and good manoeuvrability. If it can already fly, its speed increases by 20 feet, and its manoeuvrability increases to good (if it is not already good or perfect).

Kartakass (Siren Song): Once per day, the fiend can sing a soft, melodic song that is carried throughout its reality wrinkle. All who hear the song are affected as though a *sleep* spell had been cast on them. A successful Will save negates the effect. There is no limit to the number of creatures that can be affected by this spell.

Keening (Wail of the Banshee): Once per day the fiend can wail, killing 1 creature per Hit Dice. Those closest to it are affected first. Victims can make a Fort save to resist the effect.

Lamordia (Hyper-regeneration): The fiend begins healing at an amazing rate whenever its hit points fall to 0 or lower. The fiend regains 10 hit points a round until fully healed.

Liffe (Incompetence): This power can affect as many people in its reality wrinkle as the fiend wants. Once per day, the fiend can impose a -4 competence penalty to the highest ability score of its victims. The penalty lasts for 1 round per Hit Dice of the fiend.

L'île de la Tempête (Hypnotism): At will, the fiend can *hypnotise* all those within sight of it. Victims gain a Will save to resist this effect.

Markovia (Create Broken One): With a touch, the fiend can transform any living being that fails a Fort save into a broken one. The broken one acts as though permanently *charmed* by the fiend. It can use this ability once per day.

Mordent (Phantom Shift): At will, the fiend can create a phantom shift within its reality wrinkle. All creatures within the reality wrinkle are able to see and touch ethereal resonance. This effect lasts until the fiend dispels it.

Necropolis (Slay Living): Once per day, the fiend can cast *power word, kill*.

Nocturnal Sea (Dominate Undead): The fiend can control 1 undead creature, as though it were a human who had been affected by *dominate person*. The effect lasts 1 day per Hit Dice of the fiend, and it can use the ability at will. It cannot affect darklords or undead directly controlled by them.

Nova Vassa (Inner Turmoil): Once per day, the fiend can splinter the barriers between the good and evil parts of a person's psyche, causing them to swing wildly from extreme to extreme and stopping them from focusing. They effectively become *confused* for 1 hour per Hit Dice of the fiend.

Richemulot (Dominate Animals): Once per day, the fiend can force all the animals belonging to a single species (e.g. rats) in its reality wrinkle to obey its will for 1 round per Hit Dice. Animals, unless they are familiars or animal companions, do not get a save.

Sea of Sorrows (Geas): Once per day, the fiend can force any creature in its reality wrinkle to carry out a task for it, as though they were affected by a *geas* spell. The victim can make a Will save to avoid what would undoubtedly be a horrific assignment.

Shadow Rift (Deeper Darkness): At will, the fiend can darken the area around it. It can affect a circle of land of any radius, up to the limit of its reality wrinkle. At the limits of the affected area, the light is no more than a murky twilight; at the centre, it is as deep as a *deeper darkness* spell. The gloom lasts as long as the fiend desires, and doesn't affect the demon.

Sithicus (Shadowform): Three times per day, the fiend can transform itself into a creature of shadow. It becomes incorporeal and gains a flight speed of 40 feet (good). It can still use all of its mental abilities while in shadowform. The ability lasts up to 1 hour per Hit Dice each time it is used.

This power has only been available since the year 752 BC, when the original Lord of Sithicus vanished. Some fiends retain the original land-based power of *Modify Memory*. At will, the fiend can change or remove up to 10 minutes from the memory of the creature touched. The victim gains a Will save to resist the effect.

Tepest (Spell-like Abilities): The fiend gains 2 spell-like abilities of level 3 or lower, selected from the Druid, Witch or Sorcerer/Wizard spell lists. The fiend can use these abilities 3 times per day. It can choose spells that it already has access to; in this case, it simply gains 3 more uses per day of that power.

Valachan (Polymorph Touch): Once per day, the fiend can cast *polymorph other* on a successful touch attack. The victim is permanently transformed if they fail a Fort save; if they pass, they are only transformed for 1 round per Hit Dice of the fiend.

Vechor (Alter Reality): The fiend can affect the general nature of the land within its reality wrinkle at will. For example, it can alter the weather, cause minor cosmetic changes to a building, create an "eerie feeling" in an area, or make plants seem sick and wasted. This is largely a cosmetic change with few game effects. However, with enough concentration the fiend can permanently alter reality in a small area – causing the ground to crack open, buildings to decay or change position, etc. Such permanent changes are draining for the fiend; if it uses this ability to cause considerable changes to its surrounds, the land-based power cannot be used for another week while the fiend recovers.

Verbrek (Mass Polymorph): Once per day, the fiend can create a mass polymorph effect. All humanoids of Medium-size or smaller are affected as though a *polymorph other* spell had been cast on them. A successful Will save negates the effect. Failure means that the target is transformed into an animal of the fiend's choice. All targets are transformed into the same type of animal. The effect lasts one round per Hit Die of the fiend, or until the target leaves the fiend's reality wrinkle.

Al Kathos (Bestial Hunger): Three times per day, the fiend can force one creature to submit to its bestial passions as a gaze attack. At the fiend's discretion, its victim is subjected to *unnatural lust*, *cup of dust*, *feast of ashes* or *confusion*.

Bluetspur (Mindblast): Three times per day, the fiend can unleash a mindblast around itself in a burst with a radius of 10' per Hit Dice. Anyone caught in this burst must make a

Will save or be paralysed for 3d4 rounds. Those who fail their save by 10 or more must also make a Madness check.

Dat Cua Nhen (Rot): Three times per day, the fiend can cast *sands of time* in a 30 ft spread around itself.

Farelle (Aggression): Once per day, the fiend can cast *moonstruck* in a 30 ft spread around itself.

G'Henna (Cause Hunger): Once per day, the fiend can cause all creatures within its reality wrinkle to become insatiably hungry and thirsty if they fail a Will save. Those who fail the save are compelled to seek out and consume all food and drink they can find. They are only compelled to consume that which is actually edible, and are not compelled to consume that which they know to be poisoned. They are not compelled to act violently to satisfy this craving, though they might resort to theft. The effect lasts one round per Hit Die of the fiend, or until the target leaves the fiend's reality wrinkle.

I'Cath (Plant Shape): The fiend can cast *plant shape III* once per day.

Kalidnay (Desiccate): Once per day, the fiend can cast *horrid wilting*, affecting a radius of 10' per Hit Dice around it.

Kislova (Alchemical Vampirism): Once per day, the fiend can cast *phantasmal killer* as a spell-like ability with a range of touch. If its victim is killed by the effect, they rise from the dead 1d4 rounds later as an obyrine under the fiend's control. This is a necromantic poison effect, rather than a mind-affecting fear effect.

Mictlan (Abhorrent Regeneration): Once per day, the fiend can affect all within 30 ft with *howling agony*. For every creature that fails its save, the fiend heals a number of hit points equal to its Hit Dice. Any excess is retained as temporary hit points, to a maximum number equal to twice its Hit Dice.

Nightmare Lands (Control Dreams): The fiend can affect the dreams of a single person within its reality wrinkle. If the victim fails their Will save, the fiend can influence their dreams however it desires. Common effects might be to copy the effects of a *dream* or *nightmare* spell, influence the message contained in another caster's *dream* spell, or to drive their victim mad.

Nosos (Putrefy): Once per day, the fiend can cause any food or drink within its reality wrinkle to become rotten and filthy. This can affect anywhere between a single flask and every item of food in the wrinkle. No nutrition can be got from the food; water is stagnant and flat, and doesn't quench thirst. Those who eat it must make a Fort save (DC 11) or contract Filth Fever. Magical potions, holy water and food that has been blessed or conjured by divine magic are unaffected.

Odaire (Improved Possession): The fiend is more adept at possessing other people. Whenever it attempts to take possession of someone, the DC of the save increases by 4 due to the fiend's increased competence. Also, the fiend can possess people without a focus or fetish, but retain complete control over the victim's body. The victim's soul is trapped in their body while the fiend is in control, completely powerless to stop it, but able to remember what the fiend makes them do.

The Poison Sea (Desiccate): The fiend can cast *horrid wilting* once per day.

Rokushima Tayoo (Cause Strife): Once per day, the fiend can affect any number of people within its reality wrinkle with a *song of discord*. Victims may attempt a Will save to resist the effect.

Romagna (Bend Time): Once per day, the fiend can cast *memory lapse* over as much or as little of its reality wrinkle as it desires.

Scaena (Illusion): At will, the fiend can cast *major image*, affecting as much or as little of its reality wrinkle as it desires.

Souragne (Animate Dead): Once per day, the fiend can animate up to twice its Hit Dice in undead (usually skeletons or zombies). These undead are completely loyal to the fiend. The fiend can only ever have up to twice its Hit Dice in undead animated by this ability, although these minions don't count towards limits imposed by other abilities.

Staunton Bluffs (Ethereal Jaunt): Three times per day, the fiend can cast *ethereal jaunt*.

Har' Akir (Disease Touch): At will, the fiend can inflict a disease upon living creatures with a successful touch attack. The disease is identical in effect to devil chills.

Pharazia (Face of Evil): At will, the fiend can either *cause fear* or *charm person* everyone that can see its face. The fear lasts 1 round per Hit Dice, and the charm lasts 1 hour per Hit Dice.

Sebua (Detect Life): This ability is always in effect. The fiend knows the location of everything with a beating heart in its reality wrinkle. With a standard action, it can identify a particular life force. (For example, the fiend can sense that there are three living creatures within thirty feet of it. With a moment's concentration, it can discover the race, class and sex of any of those heartbeats. If it has met one of them before, it can distinguish them from another person of the same race, class and gender).

Sanguinia (Drain Humors): The fiend's tongue becomes grotesquely enlarged and a massive bony spur forms on its end. This mutation is present regardless of the form the demon takes; even polymorphing magic can't give the fiend a normal tongue. It becomes almost impossible for the fiend to speak normally.

However, the fiend's new tongue is prehensile and can be used to make ranged attacks. If the fiend forgoes its normal attacks that round, it can instead attack with its tongue at its normal ranged attack bonus. The tongue has a maximum range of 10 feet. The tongue drains the vital fluids from whatever region it strikes, doing 1d4 Constitutional drain.

Vorostokov (Alter Temperature): The fiend becomes able to alter the temperature in its reality wrinkle, turning the fiery air of a furnace into the chill of a blizzard and vice versa. The fiend can change the temperature from extremely cold to cold to temperate to hot to extremely hot. Each change requires a standard action. Thus, it would take 5 rounds to turn an extremely hot area to extreme cold.

The Endless Road (Bad luck): At will, the fiend can afflict all within its reality wrinkle with bad luck for as long as it concentrates, causing a -1 profane penalty to attack rolls, skill checks and saves, and a -4 profane penalty to Craft checks.

Avonleigh (Invisibility): The fiend can turn *invisible* at will, for as long as it wants. Actions that would dispel *invisibility*, like making an attack, disrupt the spell normally, but the fiend can renew it as a standard action.

Nidala (Conversion): Once per week, if the fiend is able to communicate with someone for 10 minutes without being interrupted, it can convert them to its alignment if they fail a Will save. This communication may be verbal or purely mental. The effect lasts for 1 day per fiend's Hit Dice, then the victim can make a Will save each day to return to their original alignment.

Shadowborn Manor (Animate Objects): Once per day, the fiend can animate all the objects within 50' per Hit Dice (to the limit of its reality wrinkle). Swords fly through the air, ropes lash like snakes, and tables walk. The effect lasts one round per Hit Dice of the fiend, during which the animate objects obey the fiend's mental commands.

Saragoss (Instil Paranoia): Once per day, one person in the fiend's reality wrinkle instantly and permanently becomes convinced that everyone around them is plotting against them, and keeping the things it needs hidden from it. In many cases, the paranoid eventually

shifts alignment to neutral or chaotic evil. The victim may attempt a Will save to resist this effect.

Sri Raji (Fear gaze): Any who meet the fiend's gaze must make a Fear save or be panicked for 1 round per Hit Dice of the fiend. It can activate this ability at will.

Wildlands (Steal Abilities): Once per day, the fiend can steal any one feat or supernatural or extraordinary ability from a person it touches, if they fail a Will save. The fiend can use this ability freely for 1 hour per Hit Dice; at the end of this time, the ability returns to the victim (who is unable to use the ability while it has been stolen). Memorised spells, spell-like abilities, the ability to turn undead, familiars and animal companions cannot be stolen in this way. Fiends also avoid stealing abilities from good priests and paladins.

Paridon (Aura of Terror): At those within 20 feet per Hit Dice of the fiend are frightened for 2d4 rounds if they fail a Fear save.

Timor (Compression): The fiend gains the ability to squeeze itself through tiny spaces, according to the table below. Any fiend can move through any hole at least 3 feet in diameter at their normal speed. For holes of smaller diameter, the rate is reduced.

Hole diameter	Time taken to move 10 feet through hole			
	Huge Demons	Large Demons	Medium Demons	Small Demons
3 feet	Move-equivalent	Move-equivalent	Normal	Normal
2 feet	Full round	Move-equivalent	Move-equivalent	Normal
1 foot	Two rounds	Full round	Move-equivalent	Move-equivalent
6 inches	Five rounds	Two rounds	Full round	Move-equivalent
4 inches	-	Five rounds	Two rounds	Full round
2 inches	-	-	Five rounds	Two rounds
1 inch	-	-	-	Five rounds

Fiendish Templates

A fiend can choose to adopt one of these templates when it is drawn into Ravenloft. It can later change templates with a successful power ritual.

The Fiend of Blasphemy Template

Creating a Fiend of Blasphemy

"Fiend of blasphemy" is an acquired template that can be added to any outsider with the Evil subtype and at least 7 Hit Dice. The fiend of blasphemy retains all the base creature's statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature +2.

Special Abilities: The fiend of blasphemy retains all of the special abilities of the base creature, and also gains the following.

Blasphemy (Sp): The fiend of blasphemy gains the ability to cast spells as a cleric of level equal to half its Hit Dice. It can choose whichever domains or subdomains it desires, although these typically reflect the fiend's philosophy or inner nature. It also gains the granted powers of those domains.

Blood Oath (Su): A fiend of blasphemy has the ability to perform a ritual of initiation that binds cult members to the fiend's service. The ritual forges a magical, mental bond between the fiend and those mortals who participate. It requires one day of preparation, during which time the fiend must meditate and ready a room in which the ritual will take place. The ritual itself lasts for 2 hours, plus an additional 10 minutes per mortal initiate. If

either the preparation or the ritual is interrupted, the process is ruined and the fiend must start again.

All creatures in the room (and no more than 60 feet away from the fiend of blasphemy) when the ritual begins or that enter that area during the ritual must make a Will save (DC 10 + half fiend's Hit Dice + fiend's Cha modifier) or be affected as if by an *enthrall* spell. Willing participants in the ritual receive a -4 penalty on this saving throw, while hostile onlookers receive a +4 bonus.

After the first 2 hours of the ritual, each initiate is subjected to the fiend's individual attention for 10 minutes, during which time the bond between the two is formed. If an initiate wishes to resist the bond, she can attempt a Will saving throw (DC 15 + half fiend's Hit Dice + fiend's Cha modifier). Willing participants may voluntarily fail their saving throws. If an initiate makes a successful saving throw, the fiend of blasphemy is aware that the bond was not properly formed, but this does not interrupt the ritual. Fiends often allow mortals to believe their resistance went undetected until after the ritual is complete.

At will as a move equivalent action, a fiend of blasphemy can use a supernatural power identical to *locate creature* to sense the location of any creature that has sworn a blood oath with the fiend. As a full-round action, a fiend of blasphemy can scry on any creature that has sworn it a blood oath, as if using the *scrying* spell. The fiend cannot scry on cultists on other planes (including other domains). The fiend can use this ability on any given cultist once every 24 hours, but there is no limit to how many cultists it can scry in a day.

The fiend can also inflict pain on those who have sworn it a blood oath. Distance is not a factor, but the fiend cannot torture a cultist who is on a different plane (or in a different domain). When the fiend uses this power (a full-round action), the target cultist suffers excruciating pain. The affected creature is nauseated for 1 round per Wisdom bonus of the fiend (minimum 1). A successful Fortitude save (DC 10 + half fiend's Hit Dice + fiend's Cha modifier) lessens the penalty to being shaken.

Most horribly, a fiend of blasphemy gains the ability to kill those who have sworn it a blood oath if they displease it (as a full-round action). Distance is not a factor, but the fiend cannot kill a cultist who is on a different plane (or in a different domain). The affected creature must make a Fortitude save (DC 10 + half fiend's Hit Dice + fiend's Cha modifier) or die. If the save is successful, the creature takes 2d6+6 points of damage. This is a death effect. If the cultist's save succeeds, it cannot be the target of this ability for 24 hours.

Liar (Su): A fiend of blasphemy gains immunity to *detect thoughts* and *discern lies* spells and abilities.

Sponsor Worshipper (Su): A fiend of blasphemy can channel spellcasting ability to mortals with levels in the cleric class. A fiend can sponsor a cleric whose level is no higher than twice the fiend's Wisdom modifier (to a maximum of the caster level of its spell-like abilities -2). Thus, a fiend of blasphemy with Wisdom 22 and caster level 14th can sponsor a cleric of up to 12th level, who receives access to the full complement of cleric spells as well as any two cleric domains offered by the fiend.

Transfer Spell-Like Ability (Sp): A fiend of blasphemy can use a power similar to the cleric spell *imbue with spell ability* to grant its cult members access to its spell-like abilities. A fiend can give one creature that has sworn it a blood oath access to as many of its own spell-like abilities as it desires. The cultist can use the ability once per day, with all variable characteristics (including caster level and save DC) determined as if the fiend were using the ability.

When it transfers a spell-like ability, the fiend cannot use the ability as often as usual: it can use abilities normally available at will only 4 times per day, and loses one use per day from other abilities. A fiend can bestow the same ability on multiple worshippers, or allow

worshippers to use the ability more than once per day, but in doing so loses more of its own daily uses of the ability.

For example, a glabrezu of blasphemy can grant two of its cultists the ability to use *dispel magic* once per day, or grant a single cultist the ability to *dispel magic* twice per day, but the glabrezu itself can only *dispel magic* three times per day as long as the cultists retain their ability.

The fiend of blasphemy can revoke the transfer at any time as a free action. If the cultist had already used the ability during the current day, it counts as if the fiend had used it that day as well.

The Fiend of Corruption Template

Creating a Fiend of Corruption

“Fiend of corruption” is an acquired template that can be added to any outsider with the Evil subtype and at least 7 Hit Dice. The fiend of corruption retains all the base creature’s statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature +1.

Special Abilities: The fiend of blasphemy retains all of the special abilities of the base creature, and also gains the following.

Change Shape (Su): The fiend of corruption gains the change shape ability, as the spell *alter self*. They can assume the form of any Small or Medium humanoid.

Fiend's Favour (Su): Once per day, a fiend of corruption can grant a touched creature a +2 profane bonus to one of the creature’s ability scores. This bonus stacks with any other bonus the creature may already have (including a succubus’ profane gift), and lasts for 24 hours. When the effect expires, the creature takes a –2 penalty to the same ability score for the next 24 hours. Another application of fiend’s favour not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability — at least at first. They often approach people who are in need of a short term ability boost for a specific situation, offer them the “favour” for free in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favour gets slightly higher, and so on — until a power-hungry character is willing to do just about anything in return.

Liar (Su): A fiend of corruption gains complete immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern its alignment.

Soul Bargain (Sp): A fiend of corruption gains the ability to enter a binding agreement with a mortal, at the cost of the mortal’s soul. The mortal victim must enter into the soul bargain willingly; the fiend cannot use any of its spells, spell-like abilities or supernatural abilities to coerce the victim, although it can use mundane trickery. Entering into a soul bargain is an unforgivably evil act, which might alter a character’s alignment, blocks divine spellcasters from receiving spells from good-aligned deities, and prevents resurrection.

A fiend of corruption can grant a *wish* to a mortal (not an elemental, fey, outsider, or nonliving creature) once per day. Using this ability inflicts a negative level on the fiend, so fiends never use this ability lightly.

Upon the mortal’s death (by any means), her soul is transferred to a gem (prepared as with the *soul bind* spell when the bargain is forged), even if the gem and the mortal are not on the same plane (or domain) at the same time. (A soul in Ravenloft cannot reach a gem outside the demiplane, however.) The fiend cannot directly cause the death of someone with a soul bargain.

The bargain requires 1 hour to complete, and is utterly inviolable once forged. The only way to escape a soul bargain is to recover the gem after the mortal’s death and break it,

freeing her soul and allowing her to be restored to life through the normal means. The fiend can break the contract at any time, although it only does so under extremely rare circumstances. Fiends can sense when a creature has sold their soul, and so don't waste their time bargaining with those who have nothing to offer them.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem in a safe place before returning to the Material Plane to hasten the victim's demise. Of course, this is not possible in Ravenloft, so fiends of corruption trapped within the Demiplane of Dread take pains to hide their soul gem collections.

The Fiend of Possession Template

Creating a Fiend of Possession

"Fiend of possession" is an acquired template that can be added to any outsider with the Evil subtype and at least 7 Hit Dice. The fiend of possession retains all the base creature's statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature +3.

Special Abilities: The fiend of possession retains all of the special abilities of the base creature, and also gains the following.

Hide Presence (Su): When possessing a creature or object, the fiend can attempt to hide its presence from any effect that would reveal possession: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via a paladin's detection ability. The fiend must make a caster level check, with a DC equal to the effect's save DC. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

If a possessed creature is subject to *smite evil* or *holy smite*, the fiend can attempt to hide its presence. If successful, the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting a spell).

Possess Object (Su): A fiend of possession can possess an object on the Material Plane with a melee touch attack. The object must be at least Tiny and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended nonmagical items are automatically possessed.

A fiend of possession becomes part of the object it possesses. The fiend is aware of what is going on around the object: it can see and hear up to 60 feet away as if using its normal senses. In any round in which it takes no other action (such as using a spell-like ability), it extends its senses to twice its normal range (120 feet). If the object has moving parts, the fiend can control that movement as a move-equivalent action.

The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but it is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its physical form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action. At will, the fiend can afflict anyone touching the item with *bestow dangerous curse* if they fail a Will save. The affected creature does not know that the curse came from the item, and in fact might not know right away that she is affected by the curse. Nothing about the object's

appearance suggests that it is possessed. The curse lasts until it is removed, even if the fiend vacates the object it possessed.

The fiend also gains the ability to make a possessed weapon or armour function as a magic item. The fiend can bestow powers on the item with a value as an enhancement bonus of up to half its Charisma modifier (minimum +1, maximum +5). If the possessed item is already magical, the fiend can increase the powers on the item by the same amount. When a fiend uses this power on a nonmagical item, the possessed item does not actually become magical. *Detect magic* does not reveal an aura on the item.

If a fiend possessing an item attempts to possess a creature that uses the item or keeps it on its person, the targets save DC increases by 1 for each day the possessed item has been on its person or in its use, to a maximum of +10. A character who makes a DC 25 Perception check while examining the possessed item can tell that there is “something strange” about it.

Once per week, the fiend can force an object to animate (as the *animate objects* spell; caster level equal to the fiend's Hit Dice).

Possess Creature (Su): A fiend of possession can also possess creatures with a melee touch attack. A *protection from evil* spell or similar magic wards a creature against being possessed in this manner. An unprotected target must make a Will saving throw. Evil creatures take a –2 penalty on this saving throw, as do creatures that are engaged in an evil act at the time the possession attempt occurs (at the DM's discretion). If the saving throw is successful, that creature is immune to that fiend's possession attempts for 24 hours. If the saving throw is failed, the creature is possessed, though it is not necessarily aware of this fact.

A fiend possessing a creature becomes part of the victim. It cannot be targeted by spells or attacks separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no effect on the fiend. If the victim dies, the fiend is forced back into its physical form.

The fiend can sense anything the victim can, even including the benefits of blindsight or other exceptional senses the victim may have. At any time, the fiend of possession can communicate with the victim telepathically, projecting words in any language the victim understands directly into the victim's thoughts. The fiend is constantly aware of the victim's current thoughts. It can also choose to probe the creature's memories as well, but the victim is allowed a Will save. If this saving throw is successful, the fiend cannot probe that creature's thoughts for 24 hours.

The fiend can reward or punish a creature it is possessing. If the possessed creature is aware of the fiend's presence and willing to host the fiend, the fiend can bestow a +4 profane bonus on any of the creature's ability scores. This bonus lasts as long as the fiend wants it to: The fiend can retract it as a free action at any time, particularly if the possessed creature starts acting contrary to the fiend's wishes. Similarly, a fiend of possession can bestow a –4 profane penalty on any of the possessed creature's ability scores, usually when attempts to control the creature have failed or the creature contradicts the fiend's wishes. As with the bonus, the fiend can remove this penalty at any time, as a free action. Bestowing either a bonus or a penalty is a free action for the possessing fiend.

A fiend of possession also gains the ability to exert direct control over a creature it is possessing. Attempting to establish control is a standard action for the fiend. The victim must make a Will save each round until the fiend abandons the attempt, or the victim fails a saving throw and the fiend gains control, or the victim makes three consecutive successful saves, indicating that the fiend cannot control the victim for 24 hours (though it remains in possession of the victim). Each round of struggle, the victim can take only a single move or standard action. Once the fiend gains control, it automatically maintains it for a number of rounds equal to its Wisdom modifier + its Charisma modifier, +1 for each previous occasion on which it has controlled this host.

While in control of a victim, the fiend of possession has access to all the creature's abilities, skills, feats, and spell knowledge. The fiend now acts as if it is the creature in all respects, until it loses or relinquishes control. The fiend uses its own Intelligence, Wisdom, and Charisma scores, but adopts all of the possessed creature's physical ability scores. It can make use of its own spell-like abilities as well. The fiend retains the creature's type, and is affected by spells and other effects as if it were the possessed creature except in regard to its alignment. For instance, a cornugon possessing the body of a wolf is subject to spells that affect animals, even though it is far more intelligent than a common wolf. A balor possessing the body of a paladin is not subject to *unholy blight*, however, but it is fully affected by *holy smite*.

The fiend can choose whether the possessed creature retains awareness of its body's senses and actions, in which case it can mentally communicate with the fiend, or simply blacks out for the duration of the control.

Spells such as *dismissal* and *banishment* are among the only effects that can target a fiend of possession separately from the object or creature it inhabits. When these spells are directed against a fiend of possession, the spell effect is resolved as if the fiend were in its normal, corporeal form, using its own Hit Dice, saving throws, ability scores, and so on.



**Chapter Eight:
The Vistani**

Vistani

The Vistani are the most enigmatic of Ravenloft's inhabitants. These wanderers, often referred to with a sneer as "gypsies" by Ravenloft's common folk, somehow seem to be both separate from and intertwined with everything that goes on in the Land of Mists. They are secretive and insular, keeping themselves isolated from the *giorgios*, yet provide services and entertainment to those same *giorgios* when the price is right. The mystery that surrounds them, and their notorious power to curse those who wrong them, cause them to be feared and hated by many, yet their independent spirit and ability to travel the night time wilderness without fear lead them to be respected and even admired by many others. They are a people composed of contradictions, and it is unlikely that anyone not of their blood will ever fully understand them.

Vistani Characters

Vistani are defined by their class levels—they do not possess racial Hit Dice. A Vistani's challenge rating is equal to their class level. All Vistani have the following racial traits.

+4 Wisdom, +2 Charisma: Vistani are insightful, proud, determined and manipulative.

Medium: Vistani are Medium creatures, and have no bonuses or penalties due to their size. They have the human and Vistani subtypes.

Normal Speed: Vistani have a base speed of 30 feet.

Cursemonger: Vistani gain the Voice of Wrath feat as a bonus feat at 1st level. Vistani can withdraw their curses at will, although they almost never do so.

Evil Eye: Vistani gain the following spell-like abilities: constant—*detect magic*; at will—*spark* (touch only), *cause fear*, *ill omen*, *hold person*; 1/day—*burning gaze* (nonlethal damage only), *bestow curse*, *suggestion*, plus another depending on their tasque, also usable once per day:

Kaldresh: *break*

Boem: *charm person*

Manusa: *true strike*, *unprepared combatant*

. The caster level for these effects is equal to the Vistani's level. The DC for these spells is equal to 10 + the spell's level + the Vistani's Charisma modifier.

Mist Navigation: Vistani can navigate the Mists with 95% success. Most Vistani are unable to summon the Mists, but can control where they go should they find themselves in them.

Moon Madness: During the period of the full moon each month (3 days out of every 28 in the Core, although isolated domains may have more or less frequent full moons), the Vistani is shaken if indoors at night during this period. The moon does not have to be visible for a Vistani to suffer from moon madness.

Survivor: Vistani gain a +2 racial bonus to Survival and Sense Motive checks.

Tasque Abilities: Each tasque of Vistani are particularly adept with some skill with which they typically make their living among the *giorgio*.

Canjar: +3 Spellcraft

Corvara: +3 Disable Device

Equar: +3 Handle Animal

Kamii: +3 Craft (any involving metalworking)

Naiat: +3 Perform (any)

Vatraska: +3 Heal and Craft (alchemy) rolls to create poisons and antitoxins.

Zarovan: +3 to Initiative checks.

The Sight: Female Vistani have the Sight, a magical sense that allows them to detect the hidden, predict the future, and explain the past. The strength of the Sight varies from person to person, from very minor effects—such as a tendency to be in the right place at the right time—to extremely powerful and accurate divinations. In game terms, the Sight increases their chance of a correct *augury* and allows divine spellcasters who are not Oracles to cast *divination*, plus any roleplaying benefits the GM sees fit to award.

Languages: Vistani begin play speaking Patterna and one other domain language. Vistani with high Intelligence can choose any language used in Ravenloft for their bonus languages.

Captains and Raunies

Each Vistani tribe is led by a raunie (seer) and a captain. The raunie is typically an 8th level cleric (often with the Knowledge domain and often also with the Travel or Community domain), an oracle with the Seer archetype, or a witch with the Portents patron. No one knows who or what patron supports these Vistani spellcasters; some say it is Madame Eva, the raunie of the sole caravan of the Zarovan tribe, while others say it is the Dark Powers or the Mists themselves (if there is a difference between the two).

To become raunie, the Vistani must be a female with the Sight, and must create a tarokka deck. There can only be one raunie per tribe, although she typically has an apprentice who takes over in the event of her death. A raunie's caster level is doubled for determining the success of *divination* and *augury*. She can speak to the Vistani's guardian birds, the *vistachiri*, and will o'mists at will.

The captain of the tribe is some male relative of the raunie, typically a husband or son. They are usually 8th level rangers with a hunter's bond to their tribe, although some have the Guide archetype. A Vistani captain cannot be fooled by *pass without trace*.

Vistani Tasques

The Vistani can be divided into three groups, each sharing similar cultures, attitudes, and ways of life. The Vistani call these "nations" *tasques*. The three *tasques* are the Kaldresh, the Boem, and the Manusa. Each *tasque* is further divided into tribes. The exact number of Vistani tribes is not known for certain, but van Richten's research uncovered seven: three in the Kaldresh *tasque* and two each on the Boem and Manusa *tasques*. Each tribe is then further divided into individual caravans that roam the Land of Mists independently.

Kaldresh

The Vistani of the Kaldresh *tasque* are generally the most practical of the Vistani, concerning themselves more with crafts and trade than entertainment or mysticism. Kaldreshites tend to be physically fit and well suited for long travel and hard labor. They are pragmatic and somber in both dress and demeanor, eschewing unnecessary ostentation.

The Kaldresh are polite to *giorgio* and put up with insults and harassment that Vistani of other *tasques* would not likely suffer. This is merely an extension of their practicality, as they recognize the importance and necessity of *giorgio* coin. This is not to say that they are friendly with *giorgios*; Kaldreshites suffer their company but almost never accept them as friends.

The Kaldresh also have an unusual talent for locating conflict. Whenever blood is about to be spilled in war, it seems as though the Kaldresh have already arrived, ready to sell weapons or provide healing to the soldiers — for a price. They have an understandable

reputation as carrion crows. They are apparently extremely long-lived, and indeed, the Kaldresh believe they are removed from time altogether. They do not appear to mean this metaphorically, and their powers of fortunetelling would seem to support their beliefs. A Kaldreshite seer is able to see events far in the past or in the future as if they were occurring now, and to the Kaldresh that may indeed seem to be the case.

Three tribes make up the Kaldresh: the Kamii (expert smiths and metal workers), the Equaar (expert breeders, herders and animal trainers) and the Vatraska (herbalists and poisoners, who dabble with metalworking and so might be mistaken for the Kamii).

Boemians

Unlike the Kaldresh, the Boemians strive for ostentation. They lack the Kaldreshite talents for crafts, so their turn to services instead, and the service they specialize in is entertainment. The Boem flair for entertainment pervades their lives. Boem caravans are constantly accompanied by music. The people sing as they go about their daily business. Their *vardos* are heavily decorated and their clothing brightly colored. Even *giorgio* who fear and hate the Vistani cannot help but be entranced by the sounds and sights of a passing Boem caravan.

The Boemians are a passionate people, and their moods shift abruptly. In public, out among the *giorgio*, the Boemians are charming, lively, and romantic. They are open and friendly but cultivate just enough mystery to leave the *giorgios* curious and eager. In private, amongst only themselves, the Boemians are dark, angry, and brooding. They lament having to play the clowns for foolish townspeople who despise them. They bitterly deride *giorgios* for their settled lifestyle, yet they are equally jealous that they have no home to call their own. Boem camps are quiet and tense with a palpable feeling of anger in the air. They do not sing at night as they do in the day, instead telling tales of tragedy and horror. The Boemians are a tormented people, yet every morning they find the resolve to go forth and make merry once more.

They do not see themselves as removed from time as the Kaldresh do, and indeed their lifespans appear to be much shorter than those of the Kaldresh, closer to those of *giorgios*. For them, time marches on inexorably and immovably, and no creature is capable of escaping it. This does not mean the Boemians lack the Kaldreshite skill at fortunetelling, however. Indeed, if the past and future are fixed and certain, as the Boem believe, all one has to do is map their course. Boemian seers are often able to see specific moments in the past or future with total clarity, but what lies between then and now may be a mystery. How well a seer guesses what lies between then and now is the true measure of her skill.

Boemians are, above all, performers. Virtually anything that might serve to entertain can be found at a Boem camp. Indeed, a Boem camp resembles a carnival more than it does a caravan. Musical performances, plays, acts of prestidigitation, fortunetelling, and more can all be seen for a small price. The Boemians supplement these performances by selling a variety of trinkets and potions. They lack the skill of the Kaldresh in crafting such items, but they would never tell a *giorgio* such a thing. Indeed, the Boemians are quite skilled at making a worthless trinket seem like a priceless treasure.

The Boemians also offer other, more illicit services. Thievery, smuggling, and even kidnappings or assassinations can be contracted at Boem camps if one seeks them out. The Boemians do not advertise such services, but they have an uncanny knack for sniffing out and pulling aside interested buyers.

The Naiat are expert animal handlers, although they raise animals to be entertainment, not workers. They also excel at illusions. The Corvara offer more unsavoury entertainment, such as cockfighting, gambling, drinking and narcotics. They really only excel at confidence games and disabling locks.

Manusa

The Manusa are the most exotic and aloof of the three *tasques*. Their numbers are far fewer than those of the other *tasques*, with perhaps as few as one caravan representing each tribe. Unlike other Vistani *tasques*, they do not market goods or services to the *giorgios*. Seeking out their company is a wasted effort, for they are never found unless they wish to be, and they usually wish to be alone. Even other Vistani find the Manusa impossible to track down.

When they are encountered, the Manusa are taciturn and distant. They rarely answer questions, and when they do their responses are cryptic. When they wish to speak, their words are direct and brief, with no time wasted on pleasantries. They care little for their appearance and are often disheveled and dirty as a result. They grow their hair long, and the men do not trim their beards or moustaches. The men dress in simple wool robes and caps, while the women wear colorful dresses and scarves. The Manusa appear older on average than most Vistani, and more burned and beaten by the weather. Their eyes are bright and piercing.

The Manusa appear to be able to manipulate time as if it were a plaything. While the Kaldresh stand removed from time, and the Boemians know it as an irresistible force, the Manusa bend it to suit their whims. They can see through time as others might through a window, walk through it as others might through a doorway. They can even take others with them if they choose. Time is so malleable to them as to be almost meaningless.

The Manusa also seem to be able to command the very Mists themselves, a power at least as impressive and daunting as their control over time. They can cause the Mists to rise at will and can use them to travel to any part of Ravenloft they wish in an instant. According to some legends, they could even use the Mists to travel to other worlds, should they so wish.

The Manusa do not have a craft in the way the Kaldresh and Boemians do. They do not interact with the *giorgios* with any frequency and seem able to provide for themselves in all respects. When the Manusa seek out a *giorgio*, it is almost certainly because they wish to request a service, not because they wish to provide one.

The Manusa *tasque* includes two known tribes: the Canjar and the Zarovan. All members of the Canjar tribe possess an innate talent for magic. They are superb crafters of magic items, but such items are never available for sale. They might provide them as payment for services or as gifts to extraordinary individuals.

Even other Vistani fear the Zarovan, for to the Zarovan other Vistani are as ignorant and helpless as the *giorgio*. The Zarovan bear their cousins no ill will, but the Zarovan have an unsettling degree of power over the other Vistani tribes. The Vistani believe that the Zarovan are the source of all Vistani magic. All the special abilities that separate the Vistani from the *giorgios* are said to flow from the Zarovan, and the Zarovan are thought to be able to cut or redirect that flow as they wish. Fearful of this power, the Vistani honour and respect the Zarovan while at the same time trying to avoid their attention.

Mortu and the Karash

Mortu (a Patterna word meaning undead) are outcasts from Vistani society. A person who willingly leaves a tribe, or who is *karash* (banished without being cursed), or who can no longer travel as a Vistani are all outcast, which they see as being the same as being undead. For the Vistani, life without movement and family is not living at all.

A Vistani under the *karash* loses the special abilities that come from being the captain or raunie of a caravan, the Vistani subtype, the Sight and Mist Navigation abilities, and suffer

1d4 points of permanent Charisma drain. No known power can restore this ability drain. Other Vistani treat someone under the *karash* (which they can automatically detect) as a *giorgio*, which is torture to them.

Should a Vistana stop travelling, they become *mortu*. As well as suffering the effects of the *karash*, they also lose the Evil Eye special ability. This is known as static burn (CR -1).

fahtah

A *fahtah* is a Vistana who has turned her back on her Vistani kin, choosing to live in solitude, communing with unseen spirits. A *fahtah* often retires from Vistani life because of some great tragedy, curse, or madness that has afflicted her or her immediate family.

A *fahtah* gains the Ghostsight feat, a +2 racial bonus to Charisma checks to lay curses and a +2 racial bonus to the save DCs of any spell with the curse descriptor or to spells cast through their Evil Eye. Their caster level is treated as 2 higher for casting divination spells. However, they suffer a -6 age penalty to all physical abilities, and a +3 age bonus to their mental abilities. (CR +1)

The Dukkar

Sometimes, a male Vistani is born with the Sight. These boys are always killed when their Vistani kin discover them, but sometimes they remain undiscovered or out of the Vistani's reach. An agent of the Vistani's shadowy enemies, this abomination will embark on an astounding array of atrocities for which both gods and giorgios blame the Vistani, bringing great suffering upon them. Eventually, a *dukkar* will lead to the downfall or destruction of the entire Vistani people. The *dukkar* is immune to any divination spell cast by the Vistani; he is a blind spot in their Sight. Many are also immune to the Evil Eye.

Hysoksa, the Canjar seer who predicted the Grand Conjunction, and Malocchio Aderre, dictator of Invidia, are both *dukkar*. The Zarovan tribe has the duty to locate and destroy any *dukkar* before he reaches adulthood.

Darklings

Darklings are Vistani who have been cursed with the *shalach-ti* and cast out of the fellowship for unforgivable crimes against other Vistani (such as murder). While they appear much as other Vistani, their features are generally sunken and starved, and their eyes burn with hatred. They believe the world has done them a great wrong and now owes them a great debt.

Darklings lose the Vistani subtype, their tasque ability, the power of Mist Navigation, and the Sight (if they had it). They are not subject to static burn if they stop travelling, but are trapped in their current cluster or Island, rejected by the Mists. They gain the Poison Use ability, and can cast *doom* at will through their Evil Eye. Many darklings have also failed Powers Checks, giving them further abilities; powers of foresight are particularly common (CR +0).

Vehrtieg

Vehrtieg are the ancient enemy of the Vistani. They appear similar (although vehrtieg are always female), and vehrtieg and Vistani are able to instantly recognise each other. The Vistani will typically flee, while the vehrtieg will do what she can to make the Vistana suffer.

Vehrtieg sustain themselves by feasting on pain, evil and suffering, doing what they can to inflame evil and encourage perversity. Their venom, which they can spread through

biting, scratching or more intimate contact, drives mortals mad with fury and paranoia. They avoid violence themselves, however. Many (perhaps almost all) are bards.

Vehrtieg Characters

Vehrtieg are defined by their class levels—they do not possess racial Hit Dice. A vehrtieg's challenge rating is equal to their class level. All vehrtieg have the following racial traits.

+2 Charisma: Vehrtiegs are seductive and manipulative.

Medium: Vehrtiegs are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Vehrtiegs have a base speed of 30 feet.

Evil Eye: Vehrtieg gain the following spell-like abilities: constant—*detect magic*; 2/day—*charm person*; 1/week—*suffocation*. The caster level for these effects is equal to the vehrtieg's level. The DC for these spells is equal to 10 + the spell's level + the vehrtieg's Charisma modifier. If a person charmed by the vehrtieg's evil eye is the target of that vehrtieg's *suffocation*, they suffer a -2 profane penalty to their save. Those poisoned by the vehrtieg's venom ability suffer a -4 profane penalty to their save.

Vehrtiegs can also automatically sense sinkholes of evil.

Fast Natural Healing: Vehrtiegs heal 25% of their full hit points through natural healing when active, or 50% of their full total with bed rest.

Immortal: Vehrtiegs are immune to aging. They are immortal unless they meet with violent death.

Immunities: Vehrtiegs are immune to all divination magic, to spell-like abilities cast through the Evil Eye ability, and the negative effects of sinkholes of evil.

Venom: The saliva and natural attacks of vehrtiegs provoke madness and evil. Injury—*save* Fortitude (Charisma based); *frequency* 1/8 hours for 1 day; *initial effect* paranoia madness effect; *secondary effect* psychosis madness effect; *cure* 2 saves.

Languages: Vehrtieg begin play speaking Patterna and one other domain language. Vehrtieg with high Intelligence can choose any language used in Ravenloft for their bonus languages.



Chapter Nine: Hags

Hags

Hags are a unique species of malevolent creatures, perhaps related to the fey races, but a species dependent on human males to reproduce. They are intrinsically magical, having particular aptitude for witchcraft, and their presence is anathema to the natural cycles of life. They use their magical abilities to disguise themselves as human females and conceive children while in these guises. The hag abandons the child—either swapping them at birth with a human family, or using magic to swap them in the womb. The changeling child appears to be a normal human female, albeit one that often has some unnerving aura about her, until she reaches advanced middle age. Somewhere between the ages of 40 and 50, she undergoes the Change and begins to physically change into a hag.

Of course, being creatures of foul magic, hags can also use rituals to transform their offspring (or even normal women) into hags. Female spellcasters who are cursed or who delve too deeply into the black arts might also spontaneously change into hags.

The Hag Template

Creating a Hag

“Hag” is an acquired template that can be added to any living female humanoid. A hag retains all the base creature’s statistics and special abilities except as noted below.

Age	Category	Natural armour and SR bonus	Ability bonus	Salient Abilities	CR
40-199	Novice	See below	See below	See below	+0
200-399	Mistress	+1	+2 Dex	+1	+1
400-599	Matron	+2	+2 Con	+2, improved natural weapons	+2
600-799	Ancient	+3	+2 Int	+3	+3
800+	Crone	+4	+2 Wis	+4, improved natural weapons	+4

Challenge Rating: Same as the base creature, modified as above.

Alignment: Any evil.

Type: The creature’s type changes to monstrous humanoid. Do not recalculate the creature’s base attack bonus, saves, or skill points.

Hit Dice: Change all of the creature’s racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

Special Abilities: The hag retains all of the special abilities of the base creature, and also gain darkvision 60 ft and the following.

The Change (Ex): Each hag is affected differently by the Change. Some are almost unaltered by the process; others are reworked to be unrecognisably different.

Changelings lose the hag trait racial ability. Instead, they gain ability bonuses as shown below.

Hag Trait	Ability Modifiers
Hulking changeling, mist childg	+2 Str, +2 Wis
Green widow, object of desire	+2 Wis, +2 Cha
Ocean’s daughter, sea lungs	+2 Dex, +2 Cha

Claws (Ex): The hag gains 2 claw attacks as a creature of its size, if it did not already possess them.

Corruptive Aura (Su): A hag's aura disrupts the natural world around it, corrupting births, subtly disturbing the seasons and allowing druids to detect their presence. A hag's corruptive aura has a diameter of 100 ft. per HD. This allows them to be detected by druids, but otherwise (normally) has only cosmetic effects.

Covens (Su): When three hags of any type gather, they can form a coven to gain increased magical ability. Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph*, *blight*, *bestow curse*, *clairaudience/clairvoyance*, *charm monster*, *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana*, *reincarnate*, *speak with dead*, *veil*, *vision*.

All three hags must take a full round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier.

At the GM's discretion, certain more powerful hag covens might have additional spell-like abilities. A hag coven that includes a hag with the ghost template, for example, gain the following additional coven spell-like abilities: *create undead*, *fire storm*, *nightmare*, *waves of exhaustion*.

Natural Armour (Ex): The hag's natural armour bonus increases by +1.

Spell Resistance (Ex): The hag gains spell resistance equal to 10 + half its Hit Dice + its Intelligence modifier.

Witchcraft (Ex): Every age category (including the first) that a hag possesses counts as 1 witch level when determining whether they have access to major hexes and grand hexes. (Thus, a crone hag witch 5 can choose a major hex upon gaining a level). A hag must have at least 1 level of witch for this ability to have an effect.

Abilities: Str +10, Dex +2, Con +6, Int +2. If the base creature was not a changeling, the hag also gains +2 to 1 attribute.

Salient Abilities

Hags gain a number of salient abilities equal to 3/4 their Hit Dice, plus one per age category beyond the first.

Aquatic (Ex): The hag gains a swim speed equal to its land speed (unless it already has a better swim speed) and the amphibious special quality. Some—although not all—aquatic hags are vulnerable to fire.

Bleed (Ex): The hag's claws deal 1d4 bleed damage on a successful hit.

Blood drain (Ex): The hag gains the blood drain ability, dealing 1d2 Constitution damage.

Bite (Ex): The hag gains a bite attack as a creature of its size. This is a secondary attack. Alternately, the hag may gain bite as a primary attack, as a creature one size smaller.

Breath weapon (Su): The hag can exhale a 30 ft cone of one type of energy, which deals 1d6 damage plus 1 per age category and blinds victims for 1d6 rounds. Creatures who make a Reflex save take half damage and are not blinded. The hag must wait 1d4 rounds before she can use the breath weapon again.

Camouflage (Ex): The hag is camouflaged in her natural environment, gaining a racial bonus to Stealth checks in that environment equal to her Hit Dice.

Captivating Song (Su): A hag's song has the power to infect the minds of those that hear it, calling them to the hag's side. When a hag sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Will saving throw or become captivated. A creature that successfully saves is not subject to the same hag's song for 24 hours. A victim under the effects of the captivating song moves toward the hag using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the hag simply stands and offers no resistance to the hag's attacks. This effect continues for as long as the hag sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Cloying scent (Su): All humanoids and animals that come within 15ft of the hag take a -2 penalty to saves against mind affecting effects.

Constrict (Ex): The hag has the constrict special attack. To select this salient ability, the hag must have the grab salient ability.

Curse of scales (Su): If the hag grapples a humanoid for 3 consecutive rounds, her victim must make a Fortitude save each round or be transformed into a monster (e.g. a grindylow, a broken one, etc). Once transformed, the creature is slavishly devoted to the hag that created it. The transformation lasts for 1 hour or until the creature is slain. The hag can make the transformation complete with a ritual that takes 10 min to complete and deals half the hag's total hit points in damage to her. This is a curse and polymorph effect.

Damage Reduction (Ex): The hag gains DR 2/bludgeoning and +2 natural armour. The hag must have the natural armour salient ability to select this ability.

Alternately, reduce the hag's natural armour and spell resistance each by 2. The hag gains DR 5/adamantine. The DR increases by 5 per 5 HD.

Detonate (Su): The hag must have the elemental form ability. In her elemental form, the hag can explode in a 30 ft radius that deals energy damage (1d6 per CR). Victims can make a Reflex save for half.

Disease (Ex): The hag's natural attacks carry a disease.

Dreadful Gaze (Su): Three times per day a hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Will save or become panicked for 10 rounds. Creatures that are panicked by a hag's dreadful gaze must succeed on a Fortitude save or die from fright. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Elemental Eye (Su): The hag is affiliated with one particular element, with which she can magically improve her vision. While holding or otherwise in contact with a piece of the element at least the size of a human eye, the hag gains blindsight 60 ft (or her blindsight increases by 60 ft, if she already has blindsight), and views her surroundings as if via *true seeing*. Typical elemental eyes include gemstones, small fires, or pieces of ice.

Elemental form (Su): As a standard action, the hag can assume *gaseous form* for a number of rounds equal to its Hit Dice. The hag retains her AC and has immunity to nonmagical attacks and effects. The hag can do this a number of times per day equal to her Intelligence bonus. After leaving her elemental form, the hag must wait 1d4 rounds before assuming it again.

If selected a second time, the hag's *gaseous form* is imbued with a particular type of energy. If the hag enters the same space as another creature, she stops and deals 1d6 damage to the creature per age category. The creature can make a Reflex save to avoid the damage.

Energy Resistance (Ex): The hag gains resistance 5 to one energy type per 4 HD.

Entangling Hair (Su): The hag can use her hair as a natural attack with a reach of 10 ft. It can do 1d4 damage as a secondary attack, and has the constrict quality, dealing 1d4 + Str modifier damage when constricting.

Enthrall (Su): A hag can mentally enslave any humanoid it kisses. If the target is not willing to be kissed, the hag must start a grapple with the target. Once kissed, the target must succeed on a Will save to negate the effect of the enthrallment. An enthralled target sees the hag as a beautiful woman, and firmly believes that the hag form everyone else sees is an illusion. The effect is otherwise like a *charm person* spell, except that the target can attempt a new save whenever he sees the hag in her true form, or he is presented with incontrovertible evidence that she means to harm the victim.

Evil Eye (Su): Three times per day, a hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a hag uses her evil eye on someone already afflicted by this curse, the victim must make a Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Fortitude save or perish. The evil eye is a mind affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: Gaze—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Eyes of night (Su): The hag is immune to gaze attacks and effects that rely on vision. Despite this, the hag's senses remain intact. However, sudden exposure to bright light blinds the hag for 1 round, and then dazzles it for as long as it remains in the area.

Grab (Ex): The hag gains the grab ability with her claw attacks. If she has the entangling hair ability, that may gain the grab ability as well.

Hand of fate (Su): As a swift action, the hag can provide either a +2 bonus or -2 penalty to one creature within 30 ft. The modifier applies to one of the following: AC, ability checks, attack rolls, saving throws, or skill checks. A Will save negates the effect, which otherwise lasts for 1d6 rounds. This is a mind affecting gaze effect.

Horrific Appearance (Su): The sight of the hag is so revolting that anyone within 30 feet (other than another hag) who sets eyes upon one must succeed on a Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind affecting effect. The save DC is Charisma-based.

This salient ability can be selected more than once. Each time it is selected, the range increases by 30 ft.

Hypnotic Gaze (Su): As a standard action, the hag can fascinate (as the spell *hypnotism*) those who meet her gaze. There is no Hit Dice limit for the fascinate effect. If this ability is selected a second time, there is also no penalty for using the ability in combat.

Ice walking (Su): This functions as *spider climb*, except the hag can only use it on icy surfaces. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Immunities (Ex): The hag is immune to a number of effects equal to her age category, such as charm, disease, fear or sleep effects.

Improved Abilities (Ex): One of the hag's abilities increases by 2.

Improved Senses (Ex): The hag's darkvision range increases by 30 ft. This ability can be selected multiple times. If selected twice, the hag gains scent. If selected three times, she gains blindsight 60 ft, and if she selects it four times, she gains blindsense 30 ft.

Improved Natural Weapons (Ex): One type of the hag's natural weapons (e.g. claws) do damage as if she were one size larger.

Increased Speed (Ex): One of the hag's speeds increases by 10 ft.

Large (Ex): The hag is large sized. She gains a +10 bonus to her speed.

Mimicry (Ex): A hag can imitate the sounds of almost any animal found near its lair.

Moon's Blessing (Su): The hag can become invisible at will as a standard action, but only at night time. If she attacks, the *invisibility* is lost as usual.

Natural Armour (Ex): The hag's natural armour bonus increases by +3.

New Movement Type (Ex): The hag gains a new movement type, such a climb, swim or fly, at a rate equal to her land speed. If she can fly, it is of average manoeuvrability.

Nightfall (Su): As a free action, the hag can create or suppresses an aura of *darkness* and *silence* with a radius of 15 ft. The hag is immune to the effects of these spells. The aura can be dispelled as if they were spells (CL equal to hag's Hit Dice).

Nightmare wine (Ex): The bite of the hag causes horrifying hallucinations. If the victim fails a Fortitude save, they are stunned for a number of rounds equal to 1d6 + hag's Con modifier. This is a mind-affecting poison effect. The hag must have the bite salient ability to select this ability.

The nightmares induced by some hags may instead cause *confusion*, nausea, or similar effects.

No sleep (Ex): The hag doesn't need to sleep and is immune to sleep effects.

Poison (Ex): One of the hag's natural weapons secretes dangerous venoms. Injury; 1/rd for 6 rounds, cure 1 save; effect 1d3 Con (hag's CR less than 5); 1d4 Con (CR 5-10); 1d6 Con (11+).

Reach (Ex): One of the hag's natural attacks increases its reach by 5 ft. If selected a second time, the reach increases by a further 10 ft.

Rend (Ex): The hags gains the ability to rend if both claws hit her target. Medium hags do 2d4 damage (2d6 for large hags) plus 1 ½ times her Strength modifier.

Shaping Touch (Su): The hag's touch can reshape flesh like clay. As a full round action that provokes attacks of opportunity, the hag may alter the appearance of a grappled or helpless victim as a permanent *alter self*. Unwilling victims may make a Fortitude save to resist the touch. A hag able to work for 10 minutes may increase a victim's age category by one step (without providing mental ability bonuses). Creatures can only be targeted by this effect (whether successful or not) once per month.

Silencing poison (Su): One of the hag's natural attacks (often a bite) carries a magical venom. Will save negates. Frequency 1 day. Effect 1 Cha damage and permanently silenced after 4 Cha damage. Fully healing the Cha damage cures the silence.

Snow vision (Ex): The hag can see perfectly well in snowy conditions and doesn't take any Perception penalties while in snow.

Soothing Song (Su): Three times per day the hag can sing a soothing lullaby. All living creatures within 60 ft (except hags) must make a Will save or fall asleep, as a witch's *slumber* hex.

Spell-like Abilities (Sp): The hag gains a number of spell-like abilities equivalent to a number of spell levels equal to her Intelligence modifier + 1/3 her Hit Dice. She gains an addition spell level per age category beyond the first. 0-level spells count as half a spell level.

These spells can be selected from the druid or witch spell lists and are usable 3/day each. The spells cannot be of higher level than the highest level that could be cast by a druid or witch of level equal to the hag's Hit Dice.

A spell can be chosen multiple times; if so, it can be used at will, instead of 3/day. The hag's caster level is equal to her Hit Dice.

Spell Resistance (Ex): The hag's spell resistance increases by +2.

Steal Skin (Su): As a full-round action, the hag may steal the skin of a creature of Small, Medium, or Large size with a roughly humanoid shape. The target creature must be

dead, helpless, or willing. If the target creature is alive, the hag must make a successful coup de grace attack to steal its skin. The hag can don or remove a stolen skin as a move action. When wearing a stolen skin, the hag takes on the likeness of the skin's original owner, including the victim's voice, build, and size, but gains none of the creature's abilities. The stolen skin grants the hag a +10 bonus on Disguise checks, with none of the usual penalties for different gender, race, age, and size. A hag may only steal and use a number of skins equal to her Intelligence score. The skin, however, rots as the original body decomposes (barring the application of a *gentle repose* spell), making it useless within a week of the victim's death. The hag may choose to discard unwanted skins to make room for new ones at any time.

If the hag uses her natural attacks, the skin is shredded and is ruined. A hag can remain in its humanoid form until it rots or she chooses to assume a new one. A change in form cannot be dispelled, but a bog hag reverts to its natural form when killed, its stolen skin bursting and peeling away. A *true seeing* spell or ability reveals its natural form.

Suggestion (Sp): A hag can project a *suggestion* into the mind of an unwary character up to 100 feet distant. This is a mind-affecting ability, but not language-dependent. It otherwise functions as the spell (caster level equal to the hag's Hit Dice). A hag can use this ability as often as she desires, but it does not function on a creature that knows the hag's true nature or views her as a threat.

Weakness (Su): A hag's claws sap strength from those she strikes. Each time a hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Fortitude save. Alternatively, a hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Sample Hags

Name	Base Creature	Age	Salient Abilities	CR
Annis	Human commoner 11	Mistress	Bite, damage reduction, grab, large, natural armour (2), rend, spell-like abilities	6
Blood Hag	Changeling aristocrat 8	Mistress	Bite, blood drain, damage reduction, detonate, elemental form (2), immunities, improved natural armour, spell-like abilities (3)	8
Bog Hag	Human expert 6	Novice	Aquatic, disease, grab, steal skin	3
Dune Hag	Human warrior 12	Novice	Bite, damage reduction, enthrall, grab, large, natural armour, spell resistance (2), spell-like abilities	6
Graeae	Human warrior 6	Matron	Damage reduction, elemental eye, improved natural armour, hand of fate, spell-like abilities (2)	5
Green Hag	Human warrior 9	Mistress	Improved senses, mimicry, natural armour (2), new movement type (swim), spell-like abilities (4), weakness	5
Hannya	Human expert 8	Novice	Bite, constrict, grab, natural armour, spell-like abilities, suggestion	4
Hebi-no-onna	Human witch 12	Novice	Bite, immunities, hypnotic gaze (2), nightmare wine, poison, spell-like abilities (3)	11
Marzanna (Frost Hag)	Human expert 8	Matron	Dreadful gaze, natural armour, new movement type, rend, spell-like abilities (3)	6

Qallupilluk	Human warrior 8	Matron	Aquatic, bite, cloying scent, curse of scales, damage reduction, energy resistance (2), grab, improved natural armour, spell-like abilities (2), no spell resistance	7
Rokurokubi	Changeling sorcerer 12	Matron	Bite, damage reduction, improved natural armour (2), improved abilities (2), improved natural attack, no sleep, nightfall, reach (2), silencing poison	14
Sea Hag	Human warrior 4	Matron	Aquatic, evil eye, horrific appearance (2), increased speed (swim)	4
Stygira	Changeling expert 9	Ancient	Damage reduction, disease, elemental eye, evil eye, eyes of night, improved senses (3), natural armour	7
Winter Hag	Human warrior 10	Mistress	Breath weapon, damage reduction, ice walking, improved natural armour (2), snow vision, spell-like abilities (2)	

Name	Spell-like Abilities
Annis	3/day— <i>alter self, fog cloud</i>
Blood Hag	Constant— <i>detect magic</i> ; At will— <i>inflict moderate wounds, scorching ray, spider climb</i> ; 3/day— <i>deep slumber</i>
Bog Hag	-
Dune Hag	3/day— <i>disguise self, hallucinatory terrain</i>
Graeae	At will— <i>arcane sight, fly</i> ; 5/day— <i>ill omen</i> ; 3/day— <i>augury, enthrall, feast of ashes</i> ; 1/day— <i>ray of exhaustion</i>
Green Hag	Constant— <i>pass without trace, tongues, water breathing</i> ; At will— <i>dancing lights, disguise self, ghost sound, invisibility, pyrotechnics, tree shape, whispering wind</i>
Hannya	At will— <i>alter self, detect thoughts</i>
Hebi-no-onna	At will— <i>speak with animals</i> (reptiles only), <i>dominate animals</i> (reptiles only), 1/day— <i>greater teleport, insanity</i>
Marzanna (Frost Hag)	At will— <i>dancing lights, ghost sound, pass without trace, ray of frost</i> ; 3/day— <i>alter self, bestow curse, wall of ice, ice storm</i>
Qallupilluk	At will— <i>water breathing</i> ; 3/day— <i>charm animal, charm person, chill metal, sleet storm</i> ; 1/day— <i>commune with nature, divination</i>
Rokurokubi	-
Sea Hag	-
Stygira	-
Winter Hag	Constant— <i>pass without trace, see invisibility</i> ; At will— <i>chill metal, detect magic, fog cloud, frostbite, whispering wind</i> ; 3/day— <i>alter self, charm monster, invisibility, major image</i> ; 1/day— <i>cone of cold, control weather, wall of ice, waves of fatigue</i>

Goblin Beasts

The feral equivalent of calibans, goblin beasts are warped by exposure to foul magic, dire curses, powerful sinkhole of evil or the corruptive aura of hags. Goblins are noted for their affinity with these twisted creatures and sometimes train them for use as mounts or guard animals. As well as being physically deformed (and more robust), their minds are infused with malign cunning. Should they survive their births, goblin beasts can breed true, producing more of their tainted kind. Worgs are the most notorious example of goblin beasts; these tainted wolves have spread far and wide.

Note that a goblin dog is a particularly large rodent used by goblins as a mount; it is not a goblin beast created by the fell powers of hags as described here.

The Goblin Beast template

Creating a Goblin Beast

“Goblin Beast” is an acquired or inherited template that can be applied to any animal or vermin. A goblin beast retains all the base creature's statistics and special abilities except as noted below.

Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Type: The creature's type changes to magical beast. Recalculate the creature's base attack bonus and base save bonuses.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. The creature gains 2 racial Hit Dice. Recalculate the creature's hit points.

Saves: Base save bonuses are Fort +1/2 HD + 2, Ref +1/2 HD + 2, and Will +1/3 HD.

Attacks: If the base creature is a herbivore, its natural attacks become primary attacks, not secondary attacks.

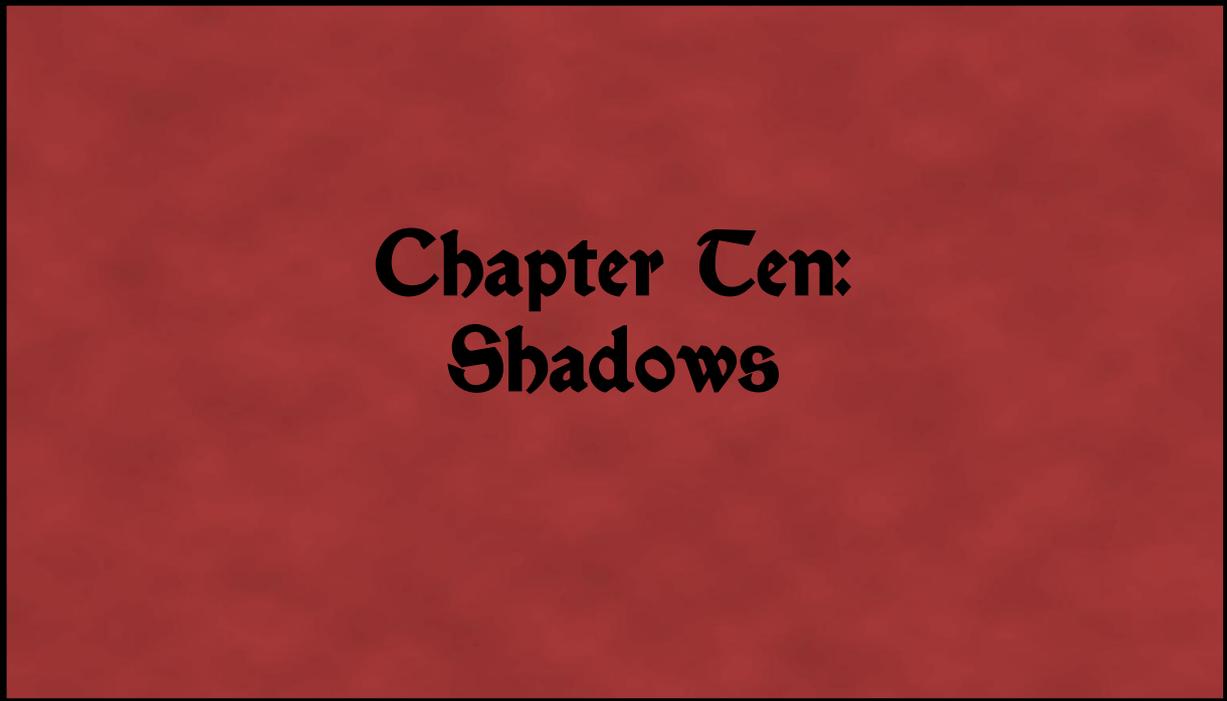
Senses: The goblin beast gains darkvision 60 ft.

Abilities: Str +2, Con -2, Int +4, Wis +2, Cha +4. If the base creature is mindless, it loses that quality and gains Int 4.

Skills: The goblin beasts gains a +2 racial bonus to one skill, typically Stealth. In some cases, the racial skill bonus of the base creature may be reassigned in whole or in part to a new skill. It also has 2 + Int modifier skill points per level.

Feats: The goblin beast gains a feat from its increased Hit Dice. If the base creature was mindless, it gains feats for all its racial Hit Dice.





**Chapter Ten:
Shadows**

Shadows

Shadows are spirits from the Plane of Shadows, twisted projections of the living from a twisted mockery of the Material Plane. Their origins are poorly understood; they may be native creatures of the plane parodying the living, spirits of the dead trapped in the darkened netherworld, or even fragments of souls splintered away from repressed psyches upon death. Whatever their origins, shadows are creatures maddened by the suppressed truths and hidden half-lies of their Plane, any intellects they once had worn away by a corrosive hunger for life and a desperate but impossible need for acceptance and belonging in the world of the light.

Shadows are known for their abilities to create others like themselves through draining the life force from the living. Most horrifyingly, however, is their ability to absorb the souls of those they kill, melding spirits in an unholy union of pain and despair and longing.

Shadows appear quite differently on the Plane of Shadows and the Material Plane. To the living, the weakest are nothing more than shadows cast by invisible creatures; to planeswalkers, they appear as bleached spectres. The more powerful they are, the more tortured they appear in their home plane—forming bizarre animalistic totems of hundreds of screaming faces, or things even more horrific—while in the material world, they gain increased solidity, with forms that only tangentially resemble their true forms.

The Shadow Template

Creating a Shadow

“Shadow” is an acquired template that can be added to any living creature that has a Charisma score of at least 4 (see below). A shadow retains all the base creature’s statistics and special abilities except as noted below.

Rank	Dex mod.	Int mod.	Wis mod.	Cha mod.	Min. Cha	Senses	CR	Salient abilities
1	+2	-4	+2	+2	4	Darkvision 60 ft.	+2	1/4 HD
2	+4	-2	+2	+2	6	Lifesense 60 ft.	+3	1/4 HD
3	+4	+0	+4	+4	8	Low light vision, improved lifesense	+4	1/3 HD
4	+6	+2	+4	+6	10	Darksense 60 ft.	+5	1/3 HD
5	+8	+4	+6	+8	12	-	+6	1/3 HD

Challenge Rating: Same as the base creature, modified as above.

Alignment: Any evil; usually chaotic.

Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. Shadows of ranks 1 to 3 gain the incorporeal subtype.

Armour Class: Against material foes, an incorporeal shadow gains a deflection bonus equal to its Charisma modifier. It loses the base creature’s natural armour bonus, as well as all armour and shield bonuses not from force effects or *shadow touch* items. These bonuses still apply to foes on the Plane of Shadows, however.

A corporeal shadow gains a natural armour bonus equal to its Charisma modifier (minimum +1). It can wear armour as usual.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Shadows use their Charisma modifiers to determine bonus hit points instead of Constitution.

Note that some deaths are so traumatic that shadows gain extra racial Hit Dice. Base save bonuses granted by racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2. The base attack bonus is equal to 3/4 its racial Hit Dice.

Defensive Abilities: A shadow retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function (if incorporeal). Shadows gain channel resistance +2, improved senses as shown in the table above, the incorporeal ability (but see corporeal below), and all of the immunities granted by its undead traits.

Darksense (Su): The shadow gains *true seeing* in dim light and darkness.

Improved Lifesense (Su): The shadow can sense the strength as well as the presence of any lifeforces in its presence, gaining permanent *deathwatch*. This can be prevented by *mind blank* and *nondetection*.

Lifesense (Su): The shadow can detect living creatures within 60 ft, as though it possesses the blindsight ability. This can be prevented by *mind blank* and *nondetection*.

Speed: Incorporeal shadows lose their previous speeds and gain a fly speed of equal to its previous base speed +10 with good manoeuvrability, unless the base creature has a higher fly speed. Corporeal shadows retain their previous speeds.

Melee and Ranged Attacks: An incorporeal shadow loses all of the base creature's attacks against material foes (although not against foes on the Plane of Shadows). If it could wield weapons in life, it can wield *shadow touch* weapons as a shadow.

Corporeal shadows retain all of the base creature's attacks, and gain 2 natural attacks depending on their form.

Special Attacks: A shadow retains all the special attacks of the base creature, but any relying on physical contact do not function (if incorporeal and attacking material foes). It also gains the create spawn, damaging touch and gestalt abilities below.

A shadow gains salient abilities as shown in the table above.

The save DC against a shadow's special attack is equal to 10 + half shadow's HD + shadow's Charisma modifier unless otherwise noted. Additional shadow abilities beyond these can be designed at the GM's discretion.

Create Spawn (Su): Any creature of the same type as the base creature that is killed by a shadow's ability damage becomes a rank 1 shadow under the control of its killer in 1d4 rounds.

Damaging Touch (Su): The shadow gains a touch attack that deals 1d6 ability damage from any one ability score on a hit (typically Str or Con). On each such successful attack, the shadow heals 5 points of damage to itself. If the ability score is reduced to 0, the victim dies.

Gestalt (Su): Any shadow of rank 2 or greater is able to absorb the life force of those it kills, including any other shadows it encounters, trapping their spirits within itself and growing strong off their energy. As a full round action, whenever the shadow kills a creature or merges with another shadow, it can gain a growth point. Each growth point adds another Hit Dice and AC bonus; either recalculate the shadow's statistics, or use the quick rules below. For every 4 growth points, it increases in size by one category and gains a feat. The shadow also gains an extra salient ability for every 4 (ranks 1 or 2) or 3 (ranks 3 to 5) growth points. For every 2 growth points, its CR increases by 1.

Quick Rules: It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point, and its AC, CMD, save DCs and caster level for spell-like abilities increases by 1.

Special Qualities: Shadows of ranks 4 or 5 gain the shade special quality.

Shade (Ex): The most powerful and corrupt shadows become shades. Unlike their weaker brethren, they are able to give their shadowy vessels on the Material Plane corporeality, although the price for this is the loss of its channel resistance, damaging touch and gaining an aversion to sunlight (see salient weaknesses). Shades gain damage reduction 15/good and silver, and SR equal to 11 + their CR. They gain 2 natural attacks (usually slams or claws) which deal damage according to their size plus 4d6 cold. Alternatively, the shade gains 1 natural attack with the vicious salient ability. They also gain the ability to channel negative energy as a cleric of a level equal to its base CR, and a desecrating aura. This aura has a 30-foot radius emanation equivalent to a *desecrate* spell centred on a shrine of evil power. Undead within this radius (including the shade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channelled negative energy is increased by +6. This aura can be negated by *dispel evil*, but the shadow can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Abilities: As shown in table above; as an incorporeal undead creature, a shadow has no Constitution score and no Strength score against creatures not on the Plane of Shadow.

Skills: Rank 1 to 3 shadows gain a +4 racial bonus to Stealth in dim light, and a -4 racial penalty to Stealth in bright light. Shades suffer no penalty to Stealth in bright light and gain a +8 Stealth bonus in dim light and darkness. A shadow always treats Fly, Intimidate, Knowledge (arcana), Knowledge (planes), Knowledge (religion), Perception, Sense Motive, Spellcraft and Stealth as class skills. Otherwise, skills are the same as the base creature.

Salient Abilities

Animate Shadow (Su): Creatures touched by the shadow must make a Fortitude save. If they fail, their shadow is animated as a rank one shadow under the control of the original shadow. It remains animated for a number of rounds equal to the CR of the animating shadow. The shadow animated by this ability may be no higher than the shadow's CR minus 2. The animator can control as many shadows as it has points of Wisdom bonus.

Aura of Cold (Su): The shadow is surrounded by an aura of deathly cold. Any living creature that enters the aura suffers 1d6 cold damage per shadow's rank (Fortitude save for half). The aura has a radius of 5 ft per rank. As a full round action that provokes an attack of opportunity, the shadow can extinguish any nonmagical source of fire the size of a small campfire or smaller.

If this ability is selected a second time, those who fail their saves are *slowed* for a number of rounds equal to the shadow's Charisma modifier. Alternately, they take 1d4 points of nonlethal damage and are fatigued until the nonlethal damage is healed.

Aura of Shadow (Su): The shadow has an aura of *deeper darkness* with a radius of 60 ft. Any magical light effect within this radius at the beginning of the shadow's turn is dispelled (treat as *greater dispel magic*).

Blackest Depths (Su): This ability only takes effect in water. The waters in which the shadow swims become as chill, dark, and heavy as those in the ocean's deepest reaches. All waters within 60 feet are completely dark (as *deeper darkness*), and creatures within this radius take 1d6 + 1d6/rank points of damage (half cold, half bludgeoning) at the end of their turn each round if they remain in the area at this time. A Fortitude save negates the crushing damage. Incorporeal creatures and creatures with the aquatic or water subtypes native to deep waters do not take this damage, and *freedom of movement* protects completely against the damage. Any magical light effect within this radius at the beginning of the shadow's turn is

dispelled (treat as *greater dispel magic*). This effect does not extend out of the water. The save DC is Charisma-based.

Brutal Touch (Su): The amount of ability damage dealt by the shadow's touch attack increases by 1 dice type. This ability can be selected multiple times.

Caustic (Su): When the shadow is damaged, shadowstuff sprays in all directions, inflicting a number of points of energy damage (typically acid or negative energy) equal to the shadow's rank to all living creatures within 5 ft.

Chill Aura (Su): The shadow radiates an aura of negative energy for (15 x shadow's rank) feet. All food and drink in this area becomes spoiled. Any holy water or magical potions, oils, foods or ointments in this area must make a Fortitude save or be destroyed. If the save is successful, the item is immune to that shadow's *chill aura* for one day.

Concealing Shadows (Su): The shadow gains a 20% miss chance in dim light, regardless of whether their opponent has darkvision.

Corpsetheft (Su): Once per round a shadow can possess an adjacent corpse, merging with the remains and reanimating them as a skeleton or zombie. The skeleton or zombie animated by this ability may be no higher than the shadow's CR minus 2. If the animated corpse is destroyed, the shadow reappears in the corpse's square and cannot possess another body for 1d4 rounds. The animated body retains the shadow's mental ability scores, alignment, and base attack bonus. The shadow loses any touch attacks, auras or attacks based on its appearance it possesses while animating a corpse.

If this ability is selected a second time, the shadow retains its touch attacks while animating a corpse. It still loses any aura or appearance-based salient abilities.

Corrosive (Su): The shadow can make a sunder attempt as a swift action when it hits with its touch or natural attacks.

Damage Reduction (Ex): The shadow's gains DR 10/magic and slashing (or similar).

Dazzling Aura (Su): All creatures within 20 ft of the shadow are dazzled.

Distorted (Ex): The shadow's reach increases by 10 ft.

Draining Touch (Su): Instead of dealing ability damage with its touch, the shadow deals an equivalent amount of ability drain.

Energy Drain (Su): The shadow's touch attack inflicts 1 negative level. This ability can be taken a second time.

Energy Immunity (Ex): The shadow is immune to one type of energy, typically cold.

Energy Touch (Su): The shadow deals an additional 1d6 damage of one energy type (typically cold or negative energy) with its touch attack. This ability can be selected multiple times.

Evasion (Ex): As the rogue ability.

Fast Healing (Ex): The shadow gains fast healing 2 when in darkness. Some variants flourish instead in bright light, which casts stronger shadows.

Fear gaze (Su): If the shadow's victim fails a Will save, they must cower in fear for 1 round. This gaze attack has a range of 30 ft. This is a mind-affecting fear effect. The save DC is Charisma-based.

Frightful Moan (Su): The shadow can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become frightened for 1d4 rounds (rank 1), panicked for 2d4 rounds (rank 2 or 3) or cower for 1d3 rounds (rank 4 or 5). In some cases, a shadow may have this power at a lower rank, but the form of the ability is fixed at the shadow's creation. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same shadow's moan for 24 hours.

Alternate from of this ability that are not sonic attacks also exist. Some shadows have this power as a touch attack, in which case the fear effects can stack with another touch salient ability.

Frightful Presence (Su): The shadow gains the frightful presence ability to a range of 10 ft per rank.

Gaze of Death (Su): Those within 60 ft who meet the shadow's gaze are paralysed with fear for 1 round. A Will save negates the effect. A creature that is already paralysed by this gaze attack and fails a saving throw to resist being paralysed for 1 more round gains 1 temporary negative level. The paralysis effect of this gaze is a mind-affecting fear effect, but the negative level is not. Shadows with this ability have one fewer salient ability than usual.

Improved Natural Armour (Ex): The shadow's natural armour bonus increases by 3, or (if incorporeal), its deflection bonus increases by 2. This ability can be taken multiple times.

Improved Salient Ability (Ex): For one salient ability with effects dependent on a shadow's Hit Dice or CR (e.g. the caster level of a spell-like ability), the shadow is treated as 1 Hit Dice or CR higher.

Improved Senses (Ex): The shadow gains senses equivalent to a shadow of one rank higher. A rank 4 shadow gains tremorsense 60 ft; a rank 5 shadow gains tremorsense 120 ft. This ability can be selected multiple times.

Increased Abilities (Ex): The shadow has been empowered by the transition to undeath. The shadow can improve any of their ability scores by 4 points. This ability can be chosen multiple times.

Increased Speed (Ex): The shadow's speed increases by 20 ft. If this ability is selected a second time, the shadow's speed increases another 30 ft.

Magic Drain (Su): When the shadow attacks a foe, the victim must make a Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The shadow heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If the shadow attempts to sunder a magic item with its bite, its magic-draining renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a Will save. Damage dealt to an item is applied after the effects of magic drain are applied.

Malevolence (Su): Once per round, the shadow can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the shadow's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the shadow must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same shadow's malevolence for 24 hours.

New Movement Type (Ex): The shadow gains a new movement type, select from the following list: burrow 30 ft, fly 30 ft (good), swim 60 ft. If selected again, the speed is doubled.

Plague Shadow (Su): The shadow can infect those it touches with a foul disease.

Shadow blight: curse and disease; *save* Fortitude; *onset* 1 minute; *frequency* 1/day; *effect* 1d8 Strength damage, upon death, the victim becomes a plague shadow; *cure* successfully casting both *remove curse* and *remove disease* within 1 minute of each other.

Poison (Su): The touch of the shadow carries a foul spiritual poison that attacks the victim's shadow.

Shadow poison—injury; *save* Fortitude; *frequency* 1/round for 6 rounds; *effect* 1d4 ability damage (ability drain if rank 3 or higher) plus 2d6 cold (if rank 3 or higher); *cure* (rank -2; minimum 1) consecutive saves. The save DC is Charisma-based. If the shadow can drain energy, it inflicts 1 negative level per failed save instead of the cold damage.

Shadow Blade (Su): When the shadow wields a weapon of a particular sort (slashing, for example), it can imbue the weapon with magical abilities equal to half its Charisma modifier (maximum equal to its rank). The abilities bestowed are fixed at the time of the shadow's creation. The weapon need not be given a minimum +1 bonus before applying special effects. For example, a corporeal shadow might apply *keen* and *frost*; an incorporeal shadow might apply +1 and *shadow touch*.

Shadow Blending (Su): Attacks against the shadow in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

If this ability is selected a second time, the shadow's opponents have a 50% miss chance in all but bright light.

Sickening Attack (Su): The shadow's touch attacks can also cause its victim to become sickened if the fail a Will save. The effect lasts for 2 minutes per rank.

Slime (Su): Any creature that is hit by the shadow's touch, passes through its square, or hits it with a natural weapon or unarmed strike must make a Fortitude save. On a failure, it is nauseated for 1d4 rounds +1 per two ranks; on a pass, it is staggered for 1 round + 1 per two ranks. The slime persists for 1d10 minutes but has no harmful effect after initial contact. Creatures immune to poison or disease are immune to this ability.

Stench (Ex/Su): The shadow has an aura of stench. Creatures approaching with 30 ft must make a Fortitude save or be sickened for a numbers of rounds equal to 5 times shadow's rank. If incorporeal, this is a supernatural ability.

Spell-like Abilities (Sp): 3/day, the shadow can cast a number of spells equal to 1 + half rank + half Cha modifier. . The caster level is equal to the shadow's CR. The DCs are 10 + spell level + the shadow's Charisma modifier. The spells cannot be of higher level than the highest level that could be cast by a wizard of level equal to the shadow's CR.

A spell can be chosen multiple times; if so, it can be used at will, instead of 3/day.

Spell Resistance (Su): The shadow has spell resistance equal to 11 + its CR. Incorporeal undead with this ability gain CR +1.

Steal Breath (Su): A creature hit by this shadow must make a Will save or become fatigued for 1 hour. A fatigued creature that is hit is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour. The sleeper can only be roused by destroying the shadow or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Swallow Whole (Ex): A shadow must be Large or larger to select this special ability. The shadow gains the grab ability and can swallow opponents whole. Being swallowed by a corporeal shadow deals bludgeoning damage equal to the shadow's CR divided by 4 x d10. Being swallowed by an incorporeal shadow deals an equal number x d6 cold damage. If the shadow can drain energy, being swallowed whole also inflicts 1 negative level per round.

Terror (Su): If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the shadow's touch attempts to dispel one such effect with *greater dispel magic*. The caster level is equal to the shadow's CR.

Trample (Ex): The shadow has the trample ability. Trampling does minimum damage from its damaging touch, and may also expose victims to other salient abilities reliant on touch.

Umbral Web (Su): The shadow can weave semisolid webs out of shadowstuff. These webs are not strong enough to bear any but the lightest weight. A shadow can use these

umbral webs in two different ways, as detailed below, each of which requires a separate salient ability.

Attacking: Up to a number of times per day equal to twice its rank, a shadow can hurl a mass of umbral webs at a target. This is similar to an attack with a net but has a maximum range of 25 feet per rank, with a range increment of 10 feet, and is effective against targets up to one size category larger than the shadow. An entangled creature gains 1d4 temporary negative levels while entangled, and can attempt to escape with a successful Escape Artist check, or may try to burst the web with a Strength check (DC 15 + half Hit Dice + Dex modifier). The negative levels granted by an umbral web vanish as soon as the entangled character escapes from the web. Multiple umbral webs can entangle a single foe—the DCs to escape do not increase, but the temporary negative levels they cause stack. A creature that gains a total number of negative levels equal to its Hit Dice is immediately slain.

Warding: By encasing all surfaces of an enclosed area, such as a cavern or a room, with thick layers of umbral webs, a shadow can infuse that area with necromantic energy. A chamber warded by umbral webs is treated as if under the effects of an *unhallow* spell with a *deeper darkness* spell fixed to the effect. A single shadow can maintain one such infused area at a time, to a maximum size of one 20-foot cube per Hit Die possessed by the shadow. Maintaining an umbral web ward does not limit its use of these webs to attack.

Vicious (Ex): The shadow's natural attacks (of one type) deal damage as though the shadow were one size larger. This ability can be selected multiple times.

Salient Weaknesses

Salient weaknesses reduce the power of a shadow. They tend to be individual quirks and limitations, although some are more common than others. Each salient weakness allows a shadow one salient ability above those allowed by its rank and Hit Dice.

Corporeal (Su): As noted above, a corporeal shadow gains a natural armour bonus equal to its Charisma modifier (minimum +1). It can wear armour as usual. Corporeal shadows retain all of the base creature's attacks. If the base creature doesn't already have them, they gain one of the following: a bite, 2 claw or 2 slam attacks. Obviously, they don't have the incorporeal subtype.

No ability drain (Ex): The shadow lacks the draining touch ability common to most shadows. They typically have some other ability to feed on the living, such as energy drain or a gaze of death.

Reduced channel resistance (Ex): The shadow lacks channel resistance.

Spawnless (Ex): The shadow lacks the create spawn ability.

Sunlight aversion (Ex): A shadow in bright light becomes sickened—the penalties from this condition are doubled when the shadow is in natural sunlight. If this weakness is selected a second time, instead of being sickened, the shadow is staggered and can't attack.

Some shadows are instead staggered and unable to attack when in complete darkness.

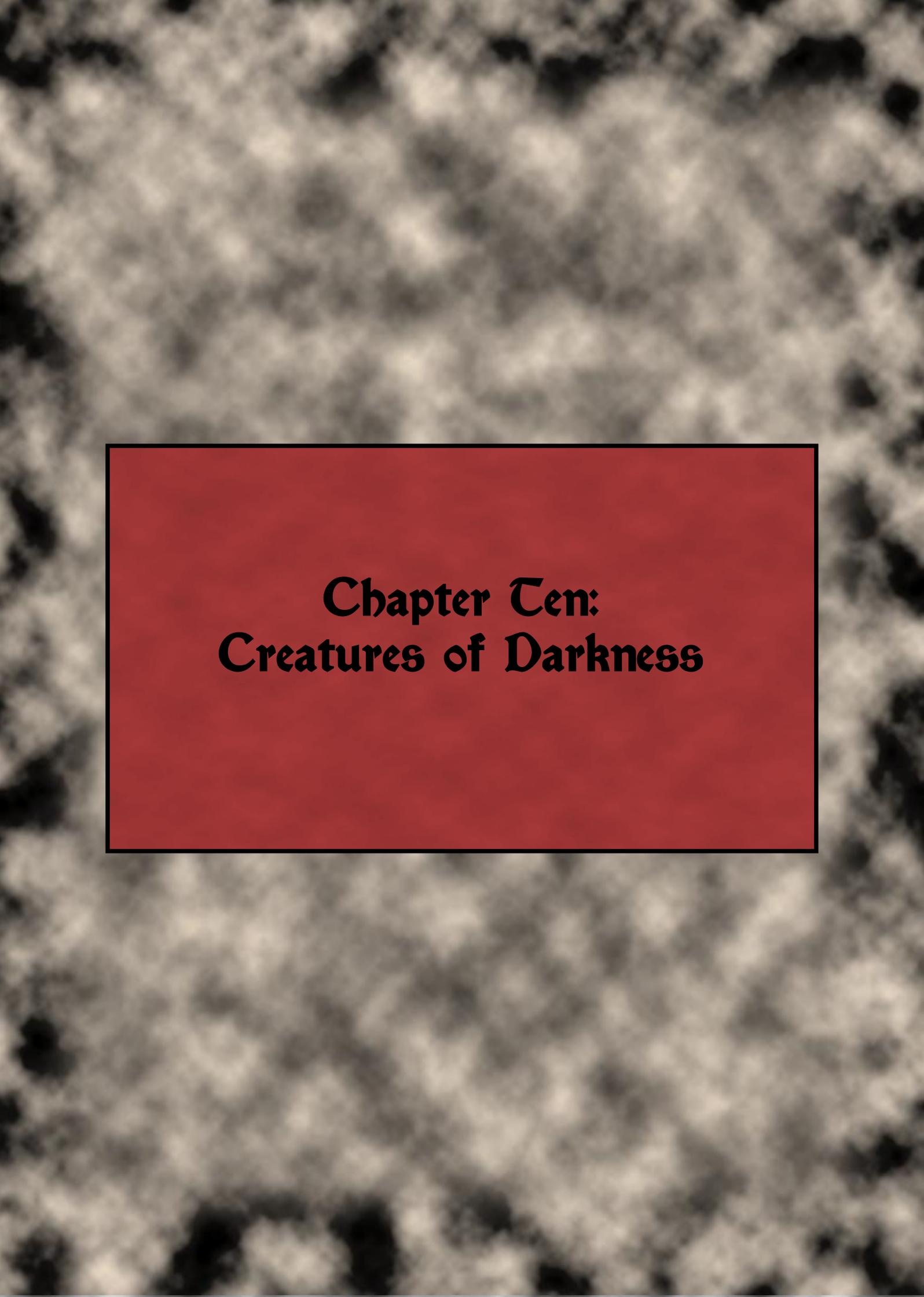
Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a shadow at a distance of 300 feet. They do not willingly approach nearer than 30 ft and panic if forced to do so unless a master succeeds at a Handle Animal, Ride, or wild empathy check. The DC for this check is 15 + 5 x the shadow's rank. A panicked animal remains so as long as it is within 30 feet of the shadow.

Sample Shadows

Name	Base Creature	Rank	Salient Abilities	Salient Weaknesses	CR
Dread wraith	Human aristocrat 8 + 4 growth points	2	Brutal touch, draining touch (Con), energy touch (2 x negative), increased abilities (Cha), increased speed	Sunlight aversion (2), unnatural aura	9
Festering spirit	Human fighter 7	1	Shadow blade, slime, stench aura, trample	Site bound, reduced damaging touch	8
Greater shadow	Human commoner 11	2	Brutal touch, increased abilities (Dex)	-	8
Lost soul	Human commoner 4	2	Fast healing	-	5
Nightcrawler	Human aristocrat 12 + 12 growth points	5	Immunity (cold), improved senses, improved natural armour (3), burrow (2), poison, energy drain, swallow whole, spell-like abilities (3)	Spawnless	18
Nightskitter	Human aristocrat 6 + 8 growth points	4	Immunity (cold), improved natural armour, vicious, poison, umbral web (2), spell-like abilities	Spawnless	12
Nightwalker	Human aristocrat 12 + 8 growth points	5	Immunity (cold), improved natural armour, fear gaze, spell-like abilities (4), corrosive	Spawnless	16
Nightwave	Human aristocrat 8 + 20 growth points	5	Blackest depths, Immunity (cold), improved natural armour (3), increased speed, flight (2), energy drain (2), swallow whole, spell-like abilities (4)	Spawnless	20
Nightwing	Human aristocrat 10 + 8 growth points	4	Immunity (cold), improved natural armour, increased speed, magic drain, spell-like abilities (4), vicious (2)	Spawnless	14
Salt shadow	Human aristocrat 5	1	Caustic, corrosive, malevolence	Sunlight aversion (2)	4
Sea Bonze	Human expert 10 + 12 growth points	3	Capsize, damage reduction, energy immunity (3), gaze of death, increased natural armour (3), new movement type (swim)	Corporeal, no ability drain, reduced channel resistance, spawnless	6
Shadow	Human aristocrat 3	1	-	-	3

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Slow shadow	Human aristocrat 6	3	Aura of cold (2), steal breath	Unnatural aura	7
White wraith	Human aristocrat 10	3	Dazzling aura, draining touch (Con), energy touch (negative), increased abilities (Cha)	Unnatural aura	9
Wraith	Human aristocrat 5	2	Draining touch (Con), energy touch (negative), increased abilities (Cha), increased speed	Sunlight aversion (2), unnatural aura	5



**Chapter Ten:
Creatures of Darkness**

Arak (Shadow fey)

The Arak are an ancient and immortal race of fey, created millennia ago by the Sorcerer-Fiend on the Plane of Shadow. They now inhabit the Shadow Rift, although they can find their way through Fractures into many of the Lands of the Mists. Many are members of the Seelie or Unseelie Courts, but all are fickle, alien creatures, fascinated with the lives of mortals.

The Shadow fey Simple Template

This template can be applied to any fey creature. All fey born in the Shadow Rift gain this template. Gwydion can also bestow this template on fey creatures who visit the Obsidian Gate. This template has already been applied to the Arak below.

CR: +0

Rebuild Rules: *Senses* gains darkvision 120 ft; *Defensive Abilities* gains a +3 luck bonus to AC; *Special Qualities* Gains Sunlight vulnerability (Ex): In direct sunlight, Seelie Breeds take damage equal to their CR each round. They do not take damage when shaded. Unseelie Breeds take damage equal to half their CR each round in direct sunlight, and 1 point of damage per round when shaded.

Muryan

CR 4 (XP 1,200)

CN Medium fey

Init +3; **Senses** darkvision 120 ft, low light vision; Perception +9

Aura *slow*, 30 ft, Will DC 13 negates

Defense

AC 18, touch 18, flat-footed 15 (+3 Dex, +2 deflection, +3 luck)

hp 27 (5d6+10)

Fort +3, **Ref** +7, **Will** +5

Defensive Abilities DR 5/mithral, **Immune** wooden weapons, electricity, **SR** 15

Weaknesses sunlight vulnerability 2/1

Offense

Speed 40 ft

Melee Scimitar +4 (1d6+2, crit 18+, plus sickened 1d6 rounds, Fort DC 15)

Missile Composite longbow +5 (1d8+2, crit x3)

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +4; **CMD** 17

Feats Power Attack, Step Up, Combat Reflexes

Skills Acrobatics +11 (5), Climb +10 (5), Escape Artist +13 (5), Knowledge (nature) +9 (5), Perception +9 (5), Perform (dance) +11 (5), Survival +9 (5)

Languages Sylvan, Aklo

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Spells Prepared (CL 5th); DC 11 + spell level

0th – *bleed*, *touch of fatigue*, *flare*, *ray of frost*

1st – *magic missile*, *shocking grasp*, *magic weapon*

2nd – *scorching ray, spontaneous immolation*

Change shape (Su) weasel, dire weasel; *beast shape II*; up to 3 hours duration

Blinding strike (Ex) On a critical hit with its scimitar, the muryan's victim must make a Reflex save (DC 15) or be blinded for 1 hour. The save is Dexterity based.

Powrie

CR 4 (XP 1,200)

CE Tiny fey

Init +9; **Senses** darkvision 120 ft, low light vision; Perception +9

Defense

AC 20, touch 20, flat-footed 15 (+5 Dex, +2 size, +3 luck)

hp 17 (5d6)

Fort +1, **Ref** +9, **Will** +5

Defensive Abilities DR 10/platinum, **Immune** slashing weapons, electricity, **SR** 15

Weaknesses sunlight vulnerability 2/1

Offense

Speed 20 ft, fly 60 ft (good)

Melee Bite +7 (1d3 plus blindness; DC 13, permanent, plus 3d6 sneak)

Missile Dagger +7 (1d2, crit 19+, plus 3d6 sneak)

Statistics

Str 11, **Dex** 20, **Con** 10, **Int** 13, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +0; **CMD** 15

Feats Weapon Finesse, Improved Initiative, Stealthy

Skills Acrobatics +13 (5), Disable Device +13 (5), Escape Artist +13 (5), Perception +9 (5),

Stealth +23 (5), Survival +9 (5), Use Magic Device +9 (5)

Languages Sylvan, Aklo

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Spells Prepared (CL 5th); DC 11 + spell level

0th – *daze, ghost sound, dancing lights, bleed*

1st – *silent image, vanish, ventriloquism*

2nd – *blur, haunting mists*

Change shape (Su) wasps; *vermin shape II*; up to 3 hours duration

Leer (Su) As a standard action, the powrie can frighten creatures within 30 ft who fail a Will save (DC 13; 1d6 rounds). This is a mind-affecting fear effect and a gaze attack. The save is Charisma based.

Shriek (Su) As a standard action, the powrie can deafen all creatures within 30 ft who fail a Fortitude save (DC 13; 1 hour). The save is Charisma based.

Shee

CR 5 (XP 1,600)

TN Medium fey

Init +6; **Senses** darkvision 120 ft, low light vision; Perception +12

Defense

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 luck)

hp 24 (7d6)

Fort +2, **Ref** +8, **Will** +7

Defensive Abilities DR 10/lead, **Immune** stone weapons, fire, heat, **SR** 16

Weaknesses sunlight vulnerability 7/0

Offense

Speed 40 ft.

Melee Rapier +6 (1d6, critical 18-20)

Missile Shortbow +6 (1d6 plus cursed arrows, crit x3)

Statistics

Str 11, **Dex** 15, **Con** 10, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +3; **CMD** 15

Feats Spell Focus (enchantment), Weapon Finesse, Improved Initiative, Skill Focus (Knowledge [history])

Skills Acrobatics +12 (7), Diplomacy +13 (7), Perception +12 (7), Knowledge (history) +13 (7), Knowledge (local) +7 (2), Knowledge (nature) +8 (3), Knowledge (planes) +7 (2), Perform (sing) +13 (7), Sense Motive +12 (7), Use Magic Device +13 (7)

Languages Sylvan, any 2 mortal languages

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Spells Prepared (CL 7th); DC 15 + spell level

0th – *daze, dancing lights, resistance, prestidigitation*

1st – *charm person, memory lapse, sleep*

2nd – *touch of idiocy, unnatural lust, blur*

3rd – *deep slumber, suggestion*

Change shape (Su) birds; *beast shape III*; up to 8 hours duration

Cursed arrows (Su) Anyone struck by an arrow from a shee's bow must make a Will save (DC 16) or be affected by *doom* (CL 7th). This is a mind-affecting effect. The save is Charisma based.

Perilous beauty (Su) Any living creature that attempts to attack the shee must make a Will save (DC 16). If the save fails, the creature must roll twice for all attacks against the shee and take the worst roll. A target who saves against this effect is immune to the perilous beauty of that shee for 24 hours. Outsiders with the Evil descriptor are also immune. This is a mind-affecting effect. The save is Charisma based.

Charming kiss (Su) Any willing or helpless creature kissed by a shee must make a Will save (DC 16) or be permanently charmed, as *charm monster* (CL 7th).

Lore master (Ex) As the bard ability of the same name.

Sith

CR 5 (XP 1,600)

LE Medium fey

Init +3; **Senses** darkvision 120 ft, low light vision; Perception +11

Aura frightful presence (30 ft, DC 14, shaken 2d6 rounds, can suppress aura as a free action)

Defense

AC 21, touch 17, flat-footed 17 (+3 Dex, +1 dodge, +3 luck, +4 *mage armour*)

hp 24 (7d6)

Fort +2, **Ref** +9, **Will** +6

Defensive Abilities DR 10/silver, **Immune** wooden weapons, fire, heat, **SR** 16

Weaknesses sunlight vulnerability 3/1

Offense

Speed 40 ft.

Melee Rapier +7/+7 (1d6, critical 18-20)

Missile Ray +6

Statistics

Str 11, **Dex** 17, **Con** 10, **Int** 17, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 16

Feats Spell Focus (necromancy), Weapon Finesse, Silent Spell, Still Spell

Skills Acrobatics +13 (7), Perception +11 (7), Knowledge (arcana) +10 (7), Spellcraft +10 (7), Knowledge (religion) +10 (7), Stealth +13 (7), Intimidate +8 (7), Sense Motive +11 (7), Use Magic Device +11 (7)

Languages Sylvan, Draconic, Aklo, Infernal

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Spells Prepared (CL 7th); DC 15 + spell level

0th – *bleed*, *disrupt undead*, *touch of fatigue*, *mage hand*

1st – *ray of sickening*, *interrogation*, *chill touch*

2nd – *blindness/deafness*, *spectral hand*, *command undead*

3rd – *ray of exhaustion*, *vampiric touch*

Unnerving gaze (Su) As a standard action, the sith can panic creatures within 30 ft who fail a Will save (DC 14, 2d6 rounds). This is a mind-affecting fear effect and a gaze attack. The save is Charisma based.

Blinding speed (Ex) The sith is permanently affected by *haste*.

Shadow form (Su) As a standard action, the sith can assume the form of a shadow. This has the effect of *gaseous form*, but has unlimited duration.

Mage armour (Su) The sith can cast *mage armour* (CL 7th) as a swift action.

Ceg

CR 3 (XP 800)

NE Small fey

Init +6; **Senses** darkvision 120 ft, low light vision; Perception +8

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +1 size, +3 luck)

hp 16 (3d6+6)

Fort +2, **Ref** +6, **Will** +5

Defensive Abilities DR 5/gold, **Immune** wooden weapons, electricity, **SR** 14

Weaknesses sunlight vulnerability 2/1

Offense

Speed 20 ft, burrow 20 ft

Melee Bite +5 (1d4+2) plus 2 claws +5 (1d3+2 plus grab)

Statistics

Str 15, **Dex** 16, **Con** 14, **Int** 12, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 16

Feats Improved Initiative, Self-sufficient

Skills Climb +8 (3), Heal +8 (3), Knowledge (nature) +7 (3), Perception +8 (3), Stealth +13 (3), Survival +10 (3), Swim +8 (3)

Languages Sylvan, Aklo

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Spells Prepared (CL 3rd); DC 12 + spell level

0th – *create water, flare, resistance, spark*

1st – *deadeye's lore, entangle*

2nd – *barkskin*

Change shape (Su) fox; *beast shape II*; up to 6 hours duration

Howl of confusion (Su) All those within 60 ft who hear the teg's howl must make a Will save (DC 13) or be *confused* for 1d6 rounds. Those who save cannot be affected by the howl of that teg for 24 hours. This is a mind affecting effect. The save is Wisdom based.

Kin (Changeling)

Arakkin or changelings are the facsimiles the Arak leave in the place of mortals they spirit away to the Shadow Rift. They are passive and unresponsive, like Lost Ones, except when performing the task that first attracted their maker to that mortal—tasks which range from healing to hunting to entertaining to murder.

Creating an Hrakkin

“Kin” is an acquired template that can be applied to any living corporeal humanoid.

CR: 1 + half Hit Dice

Alignment: As the Arak that created it.

Type: Changes to construct. It retains any subtype except alignment subtypes. The kin retains all of the special abilities of the base humanoid except as noted below.

Armour Class: Gains a +2 natural armour bonus, unless the base creature has better.

Hit Dice: Drop any Hit Dice gained from class levels and change any racial Hit Dice to d10s. Creatures without racial HD are treated as though they have 1 HD. They gain bonus hit points as a construct of the relevant size.

Saves: All base save bonuses are +1/3 HD.

Abilities: As a construct, the kin has no Constitution score.

BAB: A kin's base attack bonus is equal to its Hit Dice.

Skills and Feats: The kin retains the skills and feats of the base humanoid. They are able to use these feats even when they no longer have the prerequisites.

Carrion Bat

CR 1 (XP 400)

N Tiny magical beast

Init +2; **Senses** blindsense 60 ft, lowlight vision; Perception +6 (+10 with blindsense)

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +2

Offense

Speed 5 ft., fly 40 ft. (good)

Melee Bite +5 (1d3-1)

Space 2-1/2 ft. **Reach** 0 ft.

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 6, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** -1; **CMD** 10

Feats Weapon Finesse, Flyby Attack

Skills Fly +10 (0), Perception +6 (+10 with blindsense; 1), Stealth +10 (0)

Ecology

Environment temperate forest

Organization solitary or colony (10-40)

Treasure none

Special Abilities

Screech (Su): Once per day as a standard action, a carrion bat can produce an ear-splitting screech in a 10-foot-radius burst. All creatures within the area must make a DC 11 Fortitude save or be staggered for 1d3-1 rounds (min 1). Other carrion bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Corpse Lord

Also known as “zombie lords,” corpse lords are typically formed when evil creatures are slain by the undead, and then subject to resurrection magic that goes awry. They are the archetypal example of “coming back wrong,” and their familiarity with undeath allows them power over the lesser forms of the Walking Dead.

The Corpse Lord Template

Creating a Corpse Lord

“Corpse lord” is an acquired template that can be added to any living corporeal creature, referred to hereafter as the base creature.

CR: As base creature +2.

Alignment: Any evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes and subtypes that indicate kind.

Armour Class: A corpse lord’s natural armour bonus increases by +4.

Hit Dice: Change all the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, corpse lords use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: Corpse lords gain channel resistance +4, DR 5/magic and slashing (or DR 10/magic and slashing if it has 11 HD or more), and fire resistance 10. They are immune to cold, electricity, and *magic missile*.

Speed: A winged corpse lord’s manoeuvrability drops to clumsy. If the base creature flew magically, its fly speed is unchanged. Retain all other movement types.

Attacks: A corpse lord retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage as a creature one size category larger than its actual size.

Special Abilities: The corpse lord retains all the special abilities of the base creature, and gains the following special abilities:

Miasma (Su): All living creatures within 90 feet must succeed on a Fortitude save (DC 10 + half the corpse lord’s HD + corpse lord’s Cha modifier) or be sickened for 1d4 rounds. Those who fail by more than 5 are nauseated instead. Those within 30 feet must succeed on a second Fortitude save or be infected by slimy doom. Creatures that roll a 1 on their saves are killed instantly and reanimate as a zombie under the corpse lord’s control.

Creatures that successfully save against the miasma (at each intensity) cannot be affected again by the same creature's miasma for 24 hours.

Zombie Master (Su): The corpse lord can enslave and mentally command all zombies within sight as a free action. If the zombie is intelligent, it must make a contested Charisma check with a +4 racial bonus to gain control. The zombie's enslavement lasts a number of days equal to the corpse lord's Charisma bonus. The corpse lord can use the senses of any zombie it has enslaved with a range of 1 mile as a move equivalent action that provokes attacks of opportunity. The corpse lord is unable to use its own senses during that time, but is instantly aware if it is attacked. The corpse lord can also *speak with dead* as a standard action that provokes attacks of opportunity; this ability can be used at will by touching a corpse.

Zombify (Su): This ability can only be used once per day. The corpse lord can *animate dead*, with a caster level equal to its Hit Dice (minimum 12th). It can only create zombies with the spell. Alternately, as a touch attack, the corpse lord can slay a living creature with fewer Hit Dice than the corpse lord. The creature rises 1d4 rounds later as a zombie under the corpse lord's control.

Abilities: Str +4, Dex +2. A corpse lord has no Con score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves, or any special ability that relies on Constitution.

Feats: A corpse lord gains Improved Initiative and Toughness as bonus feats.

Skills: A corpse lord gains a +8 racial bonus on all Climb checks.

Dream Spawn

Pale Morph

CR 1 (XP 400)

LN Tiny outsider (dream, extraplanar)

Init +1; **Senses** darkvision 60 ft; Perception +5

Defense

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +3

Immune fear

Offense

Speed 15 ft, fly 15 ft (poor)

Melee 2 claws +4 (1d2)

Space 2 1/2 ft. **Reach** 0 ft.

Special Abilities lullaby (fatigue; concentration; Will DC 9), memory drain (DC 9), seeming, detect thoughts (DC 9), fear eater

Statistics

Str 10, **Dex** 13, **Con** 10, **Int** 5, **Wis** 10, **Cha** 7

Base Atk +2; **CMB** +0; **CMD** 11

Feats Skill Focus (Disguise)

Skills Bluff +2 (1), Disguise +6 (2), Fly +1 (0), Perception +5 (2), Sense Motive +4 (1), Stealth +11 (0)

Ecology

Environment any

Organization solitary, pair, gang (3-6) or pack (7-20)

Treasure none

Special Abilities

Detect thoughts (Su): A dream spawn can read the surface thoughts of any creature in the dreamscape it inhabits as if it had studied the creature for 3 rounds with *detect thoughts* as a move equivalent action.

Fear eater (Ex): If a dream spawn is targeted by a magical fear effect, or is within 5 ft of a creature that is affected by a fear effect, they heal a number of hit points equal to the spell level. Excess hit points are gained as temporary hit points for a number of rounds equal to the caster level. For effects that don't have an equivalent spell level, those that cause the victim to be shaken heal 1 hit point; frightened, 3 hit points; panicked, 5 hit points; and cowering or paralysed, 7 hit points. Temporary hit points remain for an equivalent number of rounds.

Seeming (Su): The dream spawn can use the Disguise skill to appear as any type of creature or object in a dreamscape without penalty. Outside a dreamscape, the dream spawn can still disguise itself, but suffers the normal penalties.

Lullaby (Su): As a standard action, the dream spawn can cause all opponents in 20 ft to become drowsy. This has the effect and duration noted above.

Memory drain (Su): 1/day, the dream spawn can make a touch attack that deals 1d4 Int damage. The dream spawn gains a +4 competence bonus to Disguise checks to appear as specific creatures or objects known to the creature whose memories were stolen.

Grey Morph

CR 3 (XP 800)

LN Small outsider (dream, extraplanar)

Init +2; **Senses** darkvision 60 ft; **Perception** +8

Defense

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 26 (4d10+4)

Fort +2, **Ref** +6, **Will** +5

DR 5/good

Immune fear

Offense

Speed 20 ft, fly 20 ft (average)

Melee 2 claws +6 (1d3+1)

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

Special Abilities lullaby (fatigue; concentration + 1d4 rds; Will DC 13), memory drain (DC 11), seeming, detect thoughts (DC 11), fear eater

Statistics

Str 12, **Dex** 15, **Con** 12, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +4; **CMD** 16

Feats Ability Focus (Lullaby), Skill Focus (Disguise)

Skills Bluff +6 (4), Disguise +9 (4), Fly +4 (0), Perception +8 (4), Sense Motive +8 (4), Stealth +13 (4)

Ecology

Environment any

Organization solitary, pair, gang (3-6) or pack (7-20)

Treasure none

Special Abilities

Detect thoughts (Su): A dream spawn can read the surface thoughts of any creature in the dreamscape it inhabits as if it had studied the creature for 3 rounds with *detect thoughts* as a move equivalent action.

Fear eater (Ex): If a dream spawn is targeted by a magical fear effect, or is within 5 ft of a creature that is affected by a fear effect, they heal a number of hit points equal to the spell level. Excess hit points are gained as temporary hit points for a number of rounds equal to the caster level. For effects that don't have an equivalent spell level, those that cause the victim to be shaken heal 1 hit point; frightened, 3 hit points; panicked, 5 hit points; and cowering or paralysed, 7 hit points. Temporary hit points remain for an equivalent number of rounds.

Seeming (Su): The dream spawn can use the Disguise skill to appear as any type of creature or object in a dreamscape without penalty. Outside a dreamscape, the dream spawn can still disguise itself, but suffers the normal penalties.

Lullaby (Su): As a standard action, the dream spawn can cause all opponents in 20 ft to become drowsy. This has the effect and duration noted above.

Memory drain (Su): 1/day, the dream spawn can make a touch attack that deals 1d4 Int damage. The dream spawn gains a +4 competence bonus to Disguise checks to appear as specific creatures or objects known to the creature whose memories were stolen.

Shadow Morph

CR 5 (XP 1,600)

LE Medium outsider (dream, extraplanar)

Init +3; **Senses** darkvision 60 ft; **Perception** +11

Defense

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

hp 49 (6d10+12)

Fort +4, **Ref** +8, **Will** +7

DR 5/good

Immune fear

Offense

Speed 30 ft, fly 30 ft (good)

Melee 2 claws +9 (1d4+3)

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

Special Abilities lullaby (exhaustion; concentration + 1d4 rds; Will DC 16), memory drain (DC 14), seeming, detect thoughts (DC 14), fear eater, howl (DC 14)

Statistics

Str 16, **Dex** 17, **Con** 14, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 22

Feats Ability Focus (Lullaby), Skill Focus (Disguise), Power Attack

Skills Bluff +10 (6), Disguise +13 (6), Fly +7 (0), Intimidate +10 (6), Perception +11 (6), Sense Motive +11 (6), Stealth +12 (6)

Ecology

Environment any

Organization solitary, pair, gang (3-6) or pack (7-20)

Treasure none

Special Abilities

Detect thoughts (Su): A dream spawn can read the surface thoughts of any creature in the dreamscape it inhabits as if it had studied the creature for 3 rounds with *detect thoughts* as a move equivalent action.

Fear eater (Ex): If a dream spawn is targeted by a magical fear effect, or is within 5 ft of a creature that is affected by a fear effect, they heal a number of hit points equal to the spell level. Excess hit points are gained as temporary hit points for a number of rounds equal to the caster level. For effects that don't have an equivalent spell level, those that cause the

victim to be shaken heal 1 hit point; frightened, 3 hit points; panicked, 5 hit points; and cowering or paralysed, 7 hit points. Temporary hit points remain for an equivalent number of rounds.

Howl (Su): As a standard action, the dream spawn can howl, causing all those within 60 ft to make a Will save or be paralysed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected by that dream spawn's howl again for 24 hours. All dream spawn are immune to this ability.

Seeming (Su): The dream spawn can use the Disguise skill to appear as any type of creature or object in a dreamscape without penalty. Outside a dreamscape, the dream spawn can still disguise itself, but suffers the normal penalties.

Lullaby (Su): As a standard action, the dream spawn can cause all opponents in 20 ft to become drowsy. This has the effect and duration noted above.

Memory drain (Su): 1/day, the dream spawn can make a touch attack that deals 1d4 Int damage. The dream spawn gains a +4 competence bonus to Disguise checks to appear as specific creatures or objects known to the creature whose memories were stolen.

Ennuí

CR 7 (XP 3,200)

LE Medium outsider (dream, extraplanar)

Init +4; **Senses** darkvision 60 ft; **Perception** +15

Defense

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +10, **Will** +9

DR 10/good and cold iron

Immune fear

Offense

Speed 30 ft, fly 60 ft (perfect)

Melee 4 claws +14 (1d4+4)

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

Special Abilities lullaby (sleep; concentration + 1d4 hours; Will DC 19), memory drain (DC 17), seeming, detect thoughts (DC 17), fear eater, rend (2 claws; 1d4+6)

Spell-like Abilities CL 9th, +12 concentration

At will—*invisibility*, *fear*

3/day—*greater polymorph*

Statistics

Str 18, **Dex** 19, **Con** 16, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 27

Feats Ability Focus (Lullaby), Skill Focus (Disguise), Power Attack, Weapon Focus (claws), Dazzling Display, Flyby Attack B

Skills Bluff +15 (9), Disguise +18 (9), Fly +12 (0), Intimidate +15 (9), Knowledge (arcana) +15 (9), Knowledge (planes) +15 (9), Perception +15 (9), Sense Motive +15 (9), Stealth +16 (9)

Ecology

Environment any

Organization solitary, pair, or gang (3-6)

Treasure none

Special Abilities

Detect thoughts (Su): A dream spawn can read the surface thoughts of any creature in the dreamscape it inhabits as if it had studied the creature for 3 rounds with *detect thoughts* as a move equivalent action.

Fear eater (Ex): If a dream spawn is targeted by a magical fear effect, or is within 5 ft of a creature that is affected by a fear effect, they heal a number of hit points equal to the spell level. Excess hit points are gained as temporary hit points for a number of rounds equal to the caster level. For effects that don't have an equivalent spell level, those that cause the victim to be shaken heal 1 hit point; frightened, 3 hit points; panicked, 5 hit points; and cowering or paralysed, 7 hit points. Temporary hit points remain for an equivalent number of rounds.

Seeming (Su): The dream spawn can use the Disguise skill to appear as any type of creature or object in a dreamscape without penalty. Outside a dreamscape, the dream spawn can still disguise itself, but suffers the normal penalties.

Lullaby (Su): As a standard action, the dream spawn can cause all opponents in 20 ft to become drowsy. This has the effect and duration noted above.

Memory drain (Su): 1/day, the dream spawn can make a touch attack that deals 1d4 Int damage. The dream spawn gains a +4 competence bonus to Disguise checks to appear as specific creatures or objects known to the creature whose memories were stolen.

Dreamweaver

CR 1/2 (XP 200)

LN Tiny outsider (dream, extraplanar)

Init +5; **Senses** darkvision 60 ft; **Perception** +4

Defense

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +8, **Will** +3

Immune mind-affecting effects

Offense

Speed 20 ft, climb 20 ft

Melee Bite +8 (1d3-4 plus poison)

Space 2 1/2 ft. **Reach** 0 ft.

Special Abilities poison, weaving

Statistics

Str 3, **Dex** 21, **Con** 10, **Int** -, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +4; **CMD** 9 (22 vs trip)

Feats Weapon Finesse

Skills Acrobatics +13, Climb +21, Perception +4, Stealth +17; racial modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

Ecology

Environment any

Organization solitary, colony (3-6) or swarm (7-20)

Treasure none

Special Abilities

Poison (Ex): Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Wis plus sleep 1 hour; *cure* 1 save.

Weaving (Su): Any creature that sleeps within 60 ft of a dreamweaver will have their dreams woven by the spider. Light-coloured dreamweavers spin pleasant dreams and restful sleep; those suffering from nightmares are not affected by them, while for those not suffering

from nightmares, each hour of sleep counts as 2 for natural healing, preparing spells and so on. Dark-coloured dreamweavers, however, automatically cause *nightmares*.

Sunlight vulnerability (Ex): Dreamweavers are killed instantly when exposed to natural sunlight.

Ermordenung

A seductive, twisted group from the domain of Borca, ermordenung are created by Ivana Boritsi to become her most loyal and elite operatives and assassins. Living as members of the ruling class, they appear as normal human beings of beauty, nobility and grace. Both men and women are marked by coal-black hair, dark, hypnotic eyes and an unusually pale complexion. Although immune to most forms of poison, ermordenung have no natural resistance to the toxic touch of their peers. Forever denied normal physical pleasures, inner suffering and agony leads most of them to become cruel and heartless, carrying out the orders of Ivana Boritsi without question.

The Ermordenung Template

Creating an Ermordenung

“Ermordenung” is an acquired template that can be added to any living humanoid with the Great Fortitude or Endurance feats or Con 12+, referred to hereafter as the base creature. Ivana typically only selects those with high Charisma.

CR: As base creature +2.

Alignment: Any evil, usually lawful.

Defensive Abilities: Ermordenung are immune to poison, except that of other ermordenung (including Ivana Boritsi).

Special Abilities: The ermordenung retains all the special abilities of the base creature, and gains the following special abilities:

Toxic Touch (Ex): The touch of an ermordenung is extremely toxic. If the ermordenung successfully touches the skin of another creature (as a normal melee attack, but ignoring natural armour), or if a creature hits an ermordenung with a natural weapon, there are exposed to the venom. Contact; onset 1 rd; 1/rd for 2 rounds; effect 1d6 Con damage; cure 2 saves. Fort DC is 10 + half ermordenung's Hit Dice +Con modifier.

Kiss of Death (Ex): If an ermordenung kisses a foe (requiring a successful grapple check), the victim is exposed to their poison. The poison's DC increases by 4, and there is no onset time.

Abilities: Str +6, Dex +4, Con +4, Int +2, Wis +2, Cha +4.

Feats: An ermordenung gains Great Fortitude, Iron Will and Improved Unarmed Strike as bonus feats.

fenbound

CR 4 (XP 1,200)

CG Medium outsider (native, Mists)

Init +2; **Senses** darkvision 60 ft, scent; Perception +7

Aura frightful presence (evil creatures and quarry only; frightened, 60 ft, DC 14)

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +3, **Will** +6

Immune kindred magic

DR 10/evil

SR 15

Offense

Speed 50 ft

Melee Bite +9 (3d6+6 plus trip)

Special Attacks

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

Statistics

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 21 (25 trip)

Feats Endurance, Combat Reflexes, Run

Skills Intimidate +5 (1), Survival +7 (2), Perception +7 (2); +4 Survival when tracking by scent

Ecology

Environment any marsh

Organization solitary, pair or pack (3-8)

Treasure none

Special Abilities

Kindred Magic (Ex): Fenhounds are unharmed by spells from the Sun and Glory domains, and by any spell cast by a god of the moon, moors or revenge.

Quarry (Su): Fenhounds can only appear on the three nights of the full moon. Although they are creatures of the Mists, each fenhound pack has a particular swamp they consider their territory. Any creature that performs an act worthy of a Powers check within their swamp will draw their ire; the fenhounds will chase them down the next time the full moon rises. If someone else performs an evil act in the fenhounds' swamp, or if their quarry seeks *atonement*, the fenhounds will seek out new quarry instead.

The quarry can also avoid them by evading their grasp by remaining far enough away from the swamp that the fenhounds can't get within a mile of them for three successive nights of the full moon. The fenhounds can travel 50 miles in a night. On the first night of the full moon, the fenhounds must arise from their own swamp. Although they must disappear with the dawn, they are able to rest in any sizeable body of still water (such as another swamp, or lake) to begin their pursuit anew the next night. Thus, their quarry must either stay ahead of them by moving 50 miles per day, or ensure they are 150 miles from the fenhound's swamp before the next full moon.

Any creature, regardless of alignment, who kills a fenhound becomes the new quarry of the pack, and is affected by their frightful presence.

Swampfoot (Ex): Fenhounds ignore difficult terrain in swamps, and are able to cross lakes and rivers as difficult terrain.

Ghoul Lord

Ghoul lords are the cursed souls of those who dared to taste the flesh of their own race. Damned to rise as the Hungry Dead for their cannibalism, they often command large hives of ghouls and ghouls.

The Ghoul lord Template

Creating a Ghoul lord

“Ghoul lord” is an acquired template that can be added to any humanoid or monstrous humanoid, referred to hereafter as the base creature.

CR: As base creature +1.

Alignment: Any evil, usually chaotic.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes and subtypes that indicate kind.

Armour Class: A ghoul lord's natural armour bonus increases by +4.

Hit Dice: Change all the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, ghoul lords use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: Ghoul lords gain channel resistance +4.

Speed: Same as the base creature.

Attacks: A ghoul lord retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. If it doesn't already have them, it also gains a bite attack as a creature of its size and 2 claw attacks as a creature of one size larger.

Special Abilities: The ghoul lord retains all the special abilities of the base creature. It also gains the following special abilities (DC 10 + half ghoul lord's Hit Dice + Cha modifier):

Aura of evil (Su): The ghoul lord is surrounded by the stench of evil. Any good creature within 60 ft must make a Will save or suffer a -2 penalty to attack rolls, saving throws, skill checks and ability checks. This penalty increases by 2 per 5 Hit Dice of the ghoul lord (i.e. -4 at 5 Hit Dice). Victims of the aura of evil suffer an additional -2 penalty to fear effects.

Create spawn (Su): Anyone killed by the ghoul lord's natural attacks rises as a ghost under the control of the ghoul lord in 1d4 days.

Paralysis (Su): The ghoul lord's natural attacks cause paralysis for a number of rounds equal to 1d6 + ghoul lord's Cha modifier (min 1). This paralysis can affect elves.

Ravenous fever (Su): The ghoul lord's bite causes ravenous fever. Injury; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. While affected by the fever, the victim must also make a Will save each day. On one failed save, they are compelled to eat raw meat. After two failed saves, the victim gains the Psychosis madness effect. After three, they are compelled to eat the raw flesh of their own species and they will become a ghoul lord upon death unless they *atone*.

Abilities: Str +2, Dex +4, Int +2, Wis +2, Cha +4. As an undead, a ghoul lord has no Con score.

Feats: A ghoul lord gains Multiattack as a bonus feat.

Skills: A ghoul lord gains a +8 racial bonus on all Climb and Stealth checks.

Goblyn

CR 3 (XP 800)

NE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft; Perception +6

Defense

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

hp 30 (4d10+8)

Fort +5, **Ref** +7, **Will** +4

SR 13

Immune sleep, mind-affecting effects

Offense

Speed 30 ft

Melee 2 claws +6 (1d4+2), bite +6 (1d6+2)

Special Attacks rend (2 claws; 1d6+3 plus xenophobia from scarring), grin

Space 5 ft, **Reach** 5 ft

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 19

Feats Endurance, Great Fortitude

Skills Climb +8 (3), Intimidate +7 (3), Perception +6 (3), Stealth +7 (1), Survival +5 (2)

Ecology

Environment any

Organization solitary, gang (2-5), or pack (7-10)

Treasure standard

Languages Forfarian

Special Abilities

Grin (Ex): Goblins can attempt to demoralise opponents as a move-equivalent action rather than a standard action.

Gremishka (Gremlin)

CR 2 (**XP** 600)

CE Tiny fey

Init +9; **Senses** darkvision 60 ft, low light vision; Perception +5

Defense

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 13 (3d6+3)

Fort +1, **Ref** +8, **Will** +2

DR 5/cold iron

SR 13

Uncanny dodge

Offense

Speed 30 ft, climb 10 ft

Melee 2 claws +4 (1d2+1), bite +4 (1d3+1 plus attach)

Special Attacks swarm

Space 2 1/2 ft, **Reach** 0 ft

Statistics

Str 12, **Dex** 20, **Con** 11, **Int** 12, **Wis** 9, **Cha** 14

Base Atk +1; **CMB** +0 (+4 sunder and steal); **CMD** 15 (19 vs. trip)

Feats Improved Initiative, Toughness

Skills Acrobatics +11 (3), Climb +15 (3), Craft (traps) +7 (3), Disable Device +8 (3), Escape Artist +11 (3), Perception +5 (3), Stealth +19 (3)

Ecology

Environment any

Organization solitary, pair, or swarm (3–10)

Treasure standard

Languages Gremishka, Aklo

Special Abilities

Attach (Ex): When a gremishka hits with a bite attack, it automatically grapples its foe, although the foe is not considered to be grappling the gremishka. Each round the gremishka grapples its foe, it automatically deals bite damage.

Nuisance (Ex): Gremishka gain a +4 racial bonus to sunder and steal manoeuvres.

Skitterish (Ex): Gremishka must make a Fear save (DC 15) if suddenly exposed to bright light.

Spell-like Abilities (CL 3rd; concentration +5): at will—*prestidigitation*; 1/hour—*break, snare*

Swarming (Ex): Up to two gremishka can share the same square at the same time. If two gremishka sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Grim

CR 4 (XP 1,200)

NG Medium magical beast

Init +6; **Senses** darkvision 60 ft, low-light vision; Perception +12

Defense

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

hp 47 (5d10+20)

Fort +8, **Ref** +6, **Will** +3

Immune necromancy

Offense

Speed 50 ft (dog form); 10 ft, fly 40 ft (average) (owl form); 40 ft (cat form)

Melee Bite +8 (2d6+6 plus trip) (dog form); bite +8 (1d6+3) plus 2 claws +8 (1d4+3) (owl form); bite +8 (1d6+3) plus 2 claws +8 (1d4+3)

Special Attacks pounce (cat form only), channel positive energy 5d6 (DC 17; 3/day)

Spell-like Abilities CL 9th

Constant—*magic circle against evil*

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

Statistics

Str 16, **Dex** 16, **Con** 19, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 21

Feats Alignment Channel (evil) B, Channel Smite, Power Attack, Improved Initiative

Skills Fly +9 (3) Intimidate +5 (3), Knowledge (history) +2 (1), Perception +12 (3), Sense Motive +11 (3), Stealth +8 (2); racial modifiers +4 Perception, +6 Sense Motive

Ecology

Environment any land

Organization solitary

Treasure none

Special Abilities

Change shape (Su): A grim can assume one of three forms: a huge black hound, a great horned owl, or a sleek black panther. It determines at sunset which form it will take, and must stay in that form until the following dawn.

Detect corruption (Su): Grims are immediately alerted if an undead or an evil outsider come within 60 ft of it, or enter its warded area. They are also able to detect those who have failed Powers checks with a 20% chance per failed Powers check. They may make the check each time the creature enters their area of detection, and they remain able to detect them for as long as they remain in the area.

Howl (Su): As a standard action, the grim can howl (or shriek or yowl). Any evil creature within 100 ft must make a Will save (DC 14). If successful, they are shaken for 1d6 rounds; if they fail, they are frightened for 5d6 rounds. They cannot be affected by that grim's howling for 24 hours.

Nocturnal (Ex): A grim is invisible and intangible during daylight hours. It remains aware of any events in its warded area during the day. When it reforms at dusk, any hit point damage or ability damage or drain is restored.

Warded area (Ex): Grimms are created to guard particular areas, such as churchyards, tombs and so on. The area must be a specific location with (at the time of creation), clear boundaries. The grim is unable to leave this area, but will guard it for eternity (continuing their vigil long after any structures or fences marking the area have crumbled to dust).

King's Raven

CR 1 (XP 400)

LN Tiny magical beast

Init +2; **Senses** low-light vision; **Perception** +6

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +2

Offense

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d3-1), bite +5 (1d3-1)

Space 2-1/2 ft. **Reach** 0 ft.

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 10

Feats Weapon Finesse, Skill Focus (Perception)

Skills Diplomacy +4 (1), Fly +10 (1), Knowledge (local) +5 (1), Perception +6 (0), Stealth +10 (0); Diplomacy and Knowledge (local) are class skills.

Languages Darkonese, Draconic

Ecology

Environment temperate forest

Organization solitary or unkindness (5-20)

Treasure standard

Wastrel

CR 2 (XP 600)

NE Tiny magical beast

Init +2; **Senses** low-light vision; **Perception** +6

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +2

Offense

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d3-1 plus wasting), bite +5 (1d3-1 plus wasting)

Space 2-1/2 ft. **Reach** 0 ft.

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 10

Feats Weapon Finesse, Skill Focus (Perception)

Skills Diplomacy +4 (1), Fly +10 (1), Knowledge (local) +5 (1), Perception +6 (0), Stealth +10 (0); Diplomacy and Knowledge (local) are class skills.

Languages Darkonese, Draconic

Ecology

Environment temperate forest

Organization solitary or unkindness (5-20)

Treasure standard

Wastrels are superficially similar to king's ravens, although they tend to be smaller, with more ragged plumage that has hints of purple and crimson. Their natural attacks carry a deadly curse that allows the wastrel to feed off their victims' life forces. They hunt in large flocks, intelligent enough to pursue their prey at a safe distance until their victim wastes away after being cursed in an initial attack.

Wasting (Su): Curse; Fort DC 12; frequency 1/day; effect 1 Str and 1 Con damage. This damage cannot be healed naturally while the wastrel remains within 300 ft. The curse persists for as long as the wastrel remains within 300 ft. Additional wasting curses from other birds increase the DC by +2 (like combining doses of poison).

Maríth Hunter (Shadow Killer)

CR 3 (XP 800)

LE Medium aberration

Init +8; **Senses** darkvision 120 ft; Perception +9

Defense

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 22 (4d8+4)

Fort +2, **Ref** +4, **Will** +5

Immune mind affecting effects

DR 5/non-bludgeoning

Offense

Speed 40 ft, climb 20 ft

Melee 2 claws +6 (1d4+3), bite +6 (1d6+3)

Space 5 ft, **Reach** 5 ft

Special Compression, sound mimicry (voices), light sensitivity

Statistics

Str 16, **Dex** 18, **Con** 13, **Int** 6, **Wis** 14, **Cha** 5

Base Atk +4; **CMB** +6; **CMD** 20

Feats Improved Initiative, Stealthy

Skills Escape Artist +11 (2), Perception +9 (4), Stealth +11 (2)

Ecology

Environment any underground

Organization solitary, pack (2-8), or swarm (2-20)

Treasure none

Languages none

Markovian Broken One

“Markovian broken one” is an acquired template that can be added to any animal of Small, Medium or Large size (hereafter referred to as the base creature). The Markovian broken one retains all the base creature’s statistics and special abilities except as noted below.

CR: Same as the base creature.

Alignment: Usually evil.

Type: Changes to monstrous humanoid.

Hit Dice: The base creature gains 2 racial Hit Dice (d10s).

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/2 HD + 2, and Will +1/2 HD + 2.

Speed: The base creature loses all types of movement other than its land speed. It’s land speed becomes 20 ft if Small and 30 ft if Medium or Large.

Attacks: If the base creature has bite or claw attacks, the damage dealt is equivalent to a creature one size smaller than the broken one. Slam attacks are unchanged. All other natural attacks are lost. The broken one also loses any special attacks that rely on its natural attacks.

Special Qualities: The broken one is able to manipulate objects and weapons as effectively as humans do with one pair of limbs. Limbless animals like snakes gain arms and legs. It is able to learn and speak languages, although most only speak Balok. Broken ones are proficient with simple weapons. The broken one gains darkvision 60 ft and accelerated natural healing.

Accelerated natural healing (Ex): The broken one is immune to bleed damage. If it rests for 1 hour, it undergoes natural healing as though it had had a full night’s rest.

Ability Scores: Int +3d6, Cha +1d3

Midnight Cat

CR 2 (XP 600)

NE Tiny magical beast

Init +6; **Senses** darkvision 60 ft, low light vision; Perception +10

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 16 (3d8+3)

Fort +5, **Ref** +6, **Will** +3

DR 5/good or silver

Immune cold, electricity, curses

SR 13

Offense

Speed 30 ft

Melee 2 claws +6 (1d2-3), bite +6 (1d3-3)

Special Attacks pounce

Space 2 1/2 ft, **Reach** 0 ft

Statistics

Str 5, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 9 (13 vs trip)

Feats Improved Initiative, Weapon Finesse, Voice of Wrath B

Skills Acrobatics +10 (1), Climb +7 (2), Knowledge (arcana) +4 (3), Perception +7 (2), Stealth +18 (1); **Racial Modifiers** +4 Acrobatics, +4 Stealth

Ecology

Environment any

Organization solitary

Treasure standard

Languages Infernal, Draconic

Special Abilities

Spell-like Abilities (CL 3rd; concentration +4): constant—*detect magic, speak with animals*

Cat's luck (Su): The midnight cat applies its Charisma bonus as a luck bonus to its saving throws.

Cursemonger (Su): At will, the midnight cat can remove a curse of vengeance of up to troublesome severity. It can also lay curses of vengeance at will with a +9 bonus, and frequently does. A creature that has been cursed by a midnight cat is immune to curses of vengeance from that cat for as long as they remain afflicted by the curse. Both forms of this ability require a full round action to perform.

Steal Breath (Su): A midnight cat can drain the breath from a sleeping victim it touches as a full-round action which provokes attacks of opportunity. The victim must make a Fortitude save (DC 12) or be unable to benefit from natural or magical healing for 24 hours. This save is Wisdom-based.

Mist Horror

Mist horrors dwell within the swirling Mists of Ravenloft. They may be the spirits of those who have attracted the attention of the Dark Powers but are insufficiently evil to deserve their own domains. They may be those who died within the Mists, or were buried on a foggy day, or alien horrors that have made their homes there. Their true nature is unknown.

In its natural form, a Mist horror is simply an animate wisp of Mist. In this form, they are able to use their spell-like abilities, and are incorporeal and have natural invisibility within the Mists. It takes 2d4 rounds for a Mist horror to assume a form in which it can attack, although it can return to its natural form as a standard action.

The following template represents the Mist horror having assumed a corporeal form.

The Mist Horror Template

Creating a Mist Horror

“Mist Horror” is an acquired template that can be added to any creature. The Mist horror retains all the special abilities of the base creature except as noted below.

CR: As base creature +1.

Alignment: Any evil.

Type: The creature's type changes to undead. It loses any subtypes.

Defensive Abilities: Mist horrors gain channel resistance +4. They have all the immunities and traits of the undead type and the ooze type (reflecting their nature as solidified Mists). The Mist horror gains DR 10/magic.

Special Abilities: The Mist horror gains the following special abilities (DC 10 + Mist horror's CR):

Disruptive (Su): The Mist horror disrupts magical energy around it. Any spell that targets the Mist horror or is cast within 20 ft of it requires a concentration check as though casting defensively, with a -4 profane penalty to the roll. This does not affect spells or effects produced by magical items.

Mist-wreathed (Ex): The Mist horror is surrounded by a haze of Mists, continuously boiling away from or condensing into its solidified form. It has concealment, providing a 20% miss chance, within the Mists.

Spell-like Abilities: 1/day—*reckless infatuation, fear, seek thoughts, suggestion*. It typically uses *reckless infatuation* to make victims stay within its territory long enough for it

to assume a solid form, and *seek thoughts* to determine what form would be appropriately terrifying.

Skills: The Mist horror gains a +8 racial bonus on Stealth checks within the Mists.

Paka

Paka are defined by their class levels – they do not have racial Hit Dice. They have the following racial traits. Their CR is equal to their number of class levels.

Humanoids (paka, shapechanger)

+2 Dexterity, +2 Charisma, -2 Strength

Medium: Paka are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Paka have a base speed of 30 feet on land.

Low-Light Vision: Paka can see twice as far as humans in conditions of dim light.

Agile: Paka gain a +2 racial bonus to Acrobatics checks.

Change Shape (Su): A paka can assume the appearance of a specific single human form of the same sex. The paka always takes this specific form when she uses this ability. A paka in human form cannot use her claws, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the paka does not adjust her ability scores.

Speak with Cats (Sp): Paka with Cha 11 or greater are able to *speak with animals* (cats only) 3/day.

Lick Wounds (Su): Once per day as a full-round action, the paka can lick her wounds, as a *cure light wounds* with CL equal to the paka's level.

Claws: In her natural form, the paka has 2 claw attacks that deal 1d4 damage.

Languages: Paka start knowing their own language plus one other, typically Mordentish.

Ravenkin

Ravenkin are defined by their class levels – they do not have racial Hit Dice. They have the following racial traits. Their CR is equal to their number of class levels +1. Almost all ravenkin have at least 1 level in sorcerer (typically with the arcane bloodline and a raven familiar).

Monstrous humanoids

+2 Dexterity, +2 Charisma

Medium: Ravenkin are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ravenkin have a base speed of 30 feet on land. They also have a fly speed of 60 feet (average).

Low-Light Vision: Ravenkin can see twice as far as humans in conditions of dim light.

Darkvision: Ravenkin can see in the dark up to 60 feet.

Bite: The ravenkin has a bite attack as a natural attack, dealing 1d3 points of damage. On a critical hit, the ravenkin strikes its victim's eye, sickening them for 1d3 rounds if they fail a Reflex save. This save is Dexterity based. If the ravenkin scores another critical hit against a victim sickened by this effect, the target is blinded for 1d3 rounds instead.

Languages: Ravenkin start knowing their own language plus one other, typically Balok.

Sea Spawn

Master

CR 7 (XP 3,200)

LE Large aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura mucous cloud (5 ft; DC 20)

Defense

AC 20, touch 10, flat-footed 19; (+1 Dex, +10 natural, -1 size)

hp 84 (8d8+48)

Fort +8, **Ref** +5, **Will** +11

Offense

Speed 20 ft., swim 60 ft.

Melee Bite +12 (1d8+6), 2 claws + 11 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 10th)

3/day—*summon nature's ally IV* (aquatic only)

Statistics

Str 22, **Dex** 12, **Con** 22, **Int** 13, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped or grappled)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)

Skills Bluff +11, Intimidate +14, Perception +14, Stealth +12, Swim +24

Ecology

Environment any aquatic

Organization solitary

Treasure double

Mucous cloud (Ex): The sea spawn master is surrounded by a cloud of mucous. This makes it impossible to grapple or entangle the creature, and also causes infection. Any creature that takes damage while within the cloud must make a Fort save (DC 20) or be unable to heal naturally, and magical healing is only half as effective, until they receive a *remove disease* spell.

Spawn (Ex): Once per day, the sea spawn master can spawn, producing 6 swarms of minions in the space around it. These minions remain next to the master, trapped in the mucous cloud, for 1d4 rounds, before seeking out the nearest humanoid to infect. Creatures entering these squares may be infested.

Telepathy (Su): The sea spawn master is able to communicate telepathically with all the minions (and their hosts) that it has produced.

Minions

CR 5 (XP 1,600)

Upon entering a square with a sea spawn minion in it, a creature must make a DC 16 Perception check to notice the sea spawn (although hidden minions may be more difficult to see). If this succeeds, the creature can make a DC 16 Reflex save to avoid the minion. Otherwise, the minion begins burrowing into their flesh. Any amount of damage reduction is enough to prevent infestation.

Dealing 10 or more points of fire damage to the host within 1 round of infestation can save the host. Cutting the minion out also works, but the longer it remains in a host, the more damage this method does. Cutting it out requires a slashing weapon and a DC 25 Heal check, and deals 1d6 points of damage per round that the host has been infested. If the Heal check is

successful, the minion is removed. After 3 rounds, though, the minion has reached the host's brain and cannot be surgically removed without killing the host. *Remove disease* kills any minion in or on a host.

A minion's host must make a DC 16 Will save each round after it reaches the brain to retain control of their faculties. If they fail, the minion permanently controls the host. The host retains all their abilities except divinely granted powers. They suffer a -4 competence penalty to Charisma-based skill checks while infested, and take 1 point of Intelligence drain per day. If the victim's Int reaches 0, they die (although most minions will feed their hosts and themselves to their master before reaching that point).

Minions can survive without a host on land for 1 hour. They can swim at a speed of 20 ft, or move on land at 5 ft.

Shadow Unicorn

CR 4 (XP 1,200)

NE Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +10

Aura magic circle against good

Defense

AC 16, touch 12, flat-footed 13; (+3 Dex, +4 natural, -1 size; +2 deflection vs. good)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +6; +2 resistance vs. good

Immune charm, compulsion, poison

Offense

Speed 60 ft.

Melee gore +9 (1d8+4 plus 1d4 fire), 2 hooves +6 (1d3+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+8 plus 1d4 fire), shadowmerge

Spell-Like Abilities (CL 9th)

At will—*darkness*

3/day—*blink* (in dim light only), *fear* (DC 16)

1/day—*cure moderate wounds*

Statistics

Str 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 23 (27 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Intimidate +8, Perception +10, Stealth +8, Survival +7 (+10 in forests);

Racial Modifiers +3 Survival in forests, +4 Stealth

Languages Sylvan, any domain language

SQ magical strike, wild antipathy +14

Ecology

Environment temperate forests

Organization solitary or mated pair

Treasure none

Special Abilities

Magic Circle against Evil (Su): This ability continually duplicates the effect of the spell. The shadow unicorn cannot suppress this ability.

Magical Strike (Ex): A shadow unicorn's gore attack is treated as a magic evil weapon for the purposes of damage reduction.

Shadowmerge (Su): In dim light, a shadow unicorn gains concealment, can move at its full speed without penalty to Stealth checks, and can always take 10 on Stealth checks.

Wild Antipathy (Su): The shadow unicorn can temporarily improve the attitudes of wild creatures with Intimidate. The unicorn has a +6 racial bonus to this check, which otherwise works similarly to the druid's wild empathy class feature.

Vampyre

CR 4 (XP 1,200)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft; Perception +11

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 45 (7d10+7)

Fort +3, **Ref** +6, **Will** +6

Offense

Speed 30 ft

Melee 2 claws +7 (1d4+1), bite +9 (1d6+2 plus charm)

Special Attacks charm, blood drain (1d4 Con)

Space 5 ft, **Reach** 5 ft

Statistics

Str 15, **Dex** 12, **Con** 12, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +9 (+11 grapple); **CMD** 20 (22 grapple)

Feats Ability focus (charm), Multiattack, Improved Initiative, Improved Grapple

Skills Bluff +10 (7), Disguise +10 (7), Intimidate +11 (5), Perception +11 (7), Perform (any) +5 (2), Sense Motive +8 (7), Stealth +11 (7)

Ecology

Environment any urban

Organization solitary, pair, brood (2-5) or pack (5-20)

Treasure standard

Special Abilities

Charm (Su): Creatures bitten by a vampyre must succeed at a Fort save (DC 16; Con-based) or be affected with *charm person* (CL 7th). This is a mind-affecting poison effect.

Wildlands Beast

This is a simple template that can be applied to any animal. Change type to magical beast. Int +8. +1 hp/HD; +1 BAB +1/5 HD. Recalculate skill points (2 + Int mod/HD).

Wormwood (Undead) Treant

CR 10 (XP 9,600)

CE Huge Undead (augmented plant)

Init -1; **Senses** darkvision 60 ft, low light vision; Perception +23

Aura fear (30 ft, DC 18)

Defense

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 78 (12d8+24)

Fort +10, **Ref** +3, **Will** +10

Defensive abilities channel resistance +4, DR 15/slashing and magic

Immune cold, electricity, plant traits, undead traits

Weakness vulnerability to fire

Offense

Speed 30 ft

Melee 2 slams +17 (2d6+9; crit 19+)

Ranged rock +7 (2d6+9, 180 ft)

Space 15 ft, **Reach** 15 ft

Special Attacks double damage against objects, trample (2d6+13, DC 25), blood drain (1d4 Con)

Spells (CL 6th, +10 concentration)

As 6th level druid (4/4/4/3)

Statistics

Str 29, **Dex** 8, **Con** -, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +9; **CMB** +20 (+22 sunder); **CMD** 29 (31 sunder)

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Stunning Critical, Weapon Focus (slam)

Skills Intimidate +17 (12), Knowledge (arcana) +7 (2), Knowledge (nature) +10 (8), Perception +23 (6), Sense Motive +21 (4), Spellcraft +13 (8) Stealth +7 (+23 in forests) (8)

Ecology

Environment any forest

Organization solitary or grove (2-7)

Treasure standard

Special Abilities

Treespeech (Ex) A wormwood treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Zombie fog

CR 9 (XP 6,400)

NE Gargantuan aberration (air, incorporeal)

Init +9; **Senses** darkvision 60 ft, lifestance; Perception +25

Aura obscuring mists 60 ft, unnatural aura 30 ft (Will DC 19; panicked or shaken)

Defense

AC 12, touch 12, flat-footed 6 (+5 Dex, +1 dodge, -4 size)

hp 127 (15d8+60), fast healing 5

Fort +8, **Ref** +12, **Will** +12

Defensive Abilities amorphous, negative energy affinity, incorporeal, **Immune** acid, electricity, sonic, mind-affecting, poison, visual, sleep, paralysis, stunning.

Offense

Speed Fly 40 ft (perfect)

Space 20 ft, **Reach** 10 ft

Statistics

Str -, **Dex** 20, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Ability focus (unnatural aura), Iron Will, Dodge, Toughness, Improved Initiative, Mobility, Skill Focus (Perception), Lightning Reflexes

Skills Fly +25 (15), Perception +25 (15)

Ecology

Environment any

Organization solitary, pair, or horror (3–5)

Treasure none

Special Abilities

Create Fog Cadavers (Su): A zombie fog can animate any dead corporeal creature engulfed within its form. The victim rises as a zombie in 1d4 rounds under the control of the zombie fog. A zombie fog can animate a number of zombies whose Hit Dice total do not exceed more than twice its own Hit Dice. Cadavers that are slain but not physically destroyed (e.g. by fire, or a *disintegrate* spell) may be animated again 1d4 rounds after death. The fog cadavers are destroyed if they move more than 60 ft from the zombie fog. Fog cadavers gain lifesense when engulfed by the zombie fog, and are immune to the concealment of its engulfing mists.

Engulfing Mists (Ex): A zombie fog can engulf foes. Those engulfed do not gain the pinned condition, are not in danger of suffocating and may move normally. The fog obscures all sight, including darkvision, beyond 5 ft. However, any attack made within the fog gains bleed 1; this extra damage stacks with bleed damage from other sources, including itself. Dying creatures within the fog do not stabilise, even with magical healing, unless returned to positive hit points. Creatures 5 feet away have concealment; creatures further away have total concealment. The zombie fog also emits a constant *obscuring mist* (CL 15) to a radius of 60 ft around itself.

Gaseous (Ex): The zombie fog can pass through small holes or narrow opening, even mere cracks, with no reduction in speed, but it cannot enter water or other liquids. It can't manipulate or wear objects, and is treated as a creature 3 size categories smaller than its actual size (Medium for most zombie fogs) for the purposes of how winds affect it.

Unnatural Aura (Su): Animals can sense the unnatural presence of the zombie fog at a distance of 30 ft, and will not willingly approach any closer than that, panicking if forced to do so. Living creatures of other types must save or be shaken. This is a mind affecting fear effect.

Sunlight Powerlessness (Ex): The zombie fog is rendered powerless (but otherwise unharmed) by true sunlight. Any fog cadavers currently animated drop lifelessly to the ground until night falls again.

Zweifalk

CR 2 (XP 600)

CN Tiny animal

Init +2; **Senses** low-light vision; Perception +11

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

Offense

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +5 (1d4), 2 bites +5 (1d4)

Special Attacks rend (2 claws, 1d4 plus sickened 1 round; Fort DC 11 negates sickened)

Space 2-1/2 ft. **Reach** 0 ft.

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1; **CMB** –1; **CMD** 11

Feats Weapon Finesse

Skills Fly +9, Perception +11; **Racial Modifiers** +8 Perception

Ecology

Environment temperate forest, hills, mountains

Organization solitary or pair

Treasure none

Other Monsters

Bakhna-Rakhna

As goblin (B1), with darkvision 120 ft, light sensitivity, light blindness and immunity to poison.

Spell-like Abilities: 3/day—*passwall*; 1/day—*silence*.

CR = level +1

Boneless

As zombie (B1), with constrict and compression. CR +1.

Broken One

As mongrelman (B2). Replace sound mimicry with accelerated natural healing.

Accelerated natural healing (Ex): The broken one is immune to bleed damage. If it rests for 1 hour, it undergoes natural healing as though it had had a full night's rest.

Broken ones can be further individualised by using the ogrekin deformities (B2).

Desert Zombie

As fast zombie (B1), with grab and burrow (in sand only) equal to its speed. CR +1

Doppelganger Plant

As CE bodythief (B4) with the young template. The doppelganger plant can use its absorb essence ability on any sleeping or unconscious creature within 1 mile per 4 Hit Dice (5 miles for most doppelganger plants). The creature gains 1 negative level per hour (Fortitude negates).

Podlings survive for 1 day per Hit Dice before being devoured from within by the doppelganger plant. They are also CE.

Dread Elementals

CR +1. This simple template can be applied to any creature with the elemental subtype. The elemental gains the Mists subtype and the hateful quality. Its alignment is NE.

Hateful (Ex): The elemental gains SR equal to 11 + elemental's CR to ignore *protection from evil*, *magic circle against evil* and similar spells. Dread elementals accidentally summoned by *summon monster* or *summon nature's ally* spells are uncontrolled by their casters.

The elemental gains a further ability depending on its associated element. Elementals that are composed of a mixture of elements have one ability at the GM's discretion.

Blood (Water): The elemental gains blood drain (1d2 Con). The elemental heals 5 hit points per point of Constitution drained. It loses the vortex ability and gains the engulf ability instead at the same DC.

Grave (Earth): *Sink (Su):* The elemental can make one opponent within 30 ft who is standing on earth or stone sink into the ground as a standard action. The elemental makes a

CMB check. If this succeeds, the target is grappled and takes damage equal to the elementals slam attack. Grappled creatures can't move without first breaking the grapple. On subsequent rounds, the elemental can maintain the grapple as a swift action, doing further slam damage to their opponent. The grappled creature can be pinned with a further standard action, but not moved. Only one creature can be affected by this ability at a time, and only once per 24 hours.

Mist (Air): *Infuse evil (Su)*: The elemental can make a touch attack against a living corporeal opponent. If the opponent fails a Fortitude save (DC 10 + half Hit Dice + Str bonus), they are charmed (as *charm person*) and their alignment becomes evil. This effect lasts for a number of minutes equal to the elemental's CR; at that time, the victim must make another Fortitude save or the effect becomes permanent until removed with *remove curse* or similar spells.

Pyre (Fire): The elemental gains the burn ability. If it already has this ability, the DC increases by 2 and the damage increases as a weapon of increased size.

Dreamweaver swarm

As spider swarm (B1), with the dreamweaver's poison and sunlight vulnerability.

Grim Reaper

As thanadaemon (B3) with Mists subtype. Replace its 3/day spell-like abilities and summon ability with natural invisibility. Raising or resurrecting any creature slain by the grim reaper requires a caster level check as described under its soul crush ability.

Illithid

As mi-go (B4). Type is aberration, although it retains plant immunities.

Mind Blast (Su): Cone 60 ft. Will DC 20 (Int-based) or stunned 2d6 rounds and make a Madness save (DC 15).

Other psionic abilities performed through mi-go technology. CR 7.

Vampiric illithids have channel resistance +4, DR 10/magic and silver, resist cold 10, undead traits, fast healing 5 and spider climb, blood drain and energy drain as a standard Barovian vampire. They also gain modifiers to abilities (except Int becomes 7), feats and skills as a Barovian vampire. Mind blast DC 17 (Cha-based). CR 8.

Impersonator

As mimic (B1). The damage done by its constrict ability represents blood drained by the impersonator. It can take the form of humanoids and animals as well as objects, although its speed doesn't change.

Jolly Roger

As wight (B1). Replace energy drain with at will—*hideous laughter*. If it touches someone affected by its laughter, victim must also save or be affected by *suffocation*. Create spawn creates zombies.

Lebentod

As juju zombie (B3), with the following exceptions.

Change shape (Su): 2/day, the lebendtod can *alter self* to appear as it did when it was alive. This effect lasts indefinitely, but is dispelled if the lebendtod takes damage from a magical weapon or spell.

Detachable limbs (Su): The lebendtod can remove any of its limbs or head as a move equivalent action and reattach them as a standard action. It can still use its normal senses through the limb (that is, touch through limbs, or sight and hearing through the head) and retains control over the limb. It can use a detached limb as a reach weapon, or its head as a thrown weapon (both doing normal slam damage). Detached limbs can move by themselves with speed 5 ft; they lose any Dex bonus to AC while detached but are not considered flat footed. If the lebendtod can't see the limb, it may also be blinded.

The lebendtod has a common pool of hit points, shared with any detached limbs.

Feats: The lebendtod gains Iron Will and Toughness, not Improved Initiative.

Skills: The lebendtod gains a +4 racial bonus to Disguise, not Climb.

Mist Ferryman

As crypt thing (B2) with the Mists subtype. Replace teleport burst with filth fever on claws (DC 16). If made helpless, can carry a Medium or Small humanoid to a desired destination through the Mists.

Moor Men

As half-elves with light sensitivity and magical tattoos (as magical items).

Reaver

As CE advanced skum warrior 1. Bite and claws are primary attacks (+7 attack); change claw damage to 1d4+4 plus grab. Reduce Int to 8. Gains cutting scales.

Cutting scales (Ex): Any creature that grapples or is grappled by a reaver takes an additional 1d4 points of damage.

CR 4.

Strahd Undead

All have channel resistance +7 due to Strahd's mastery ability.

Skeletal steed: Advanced horse skeleton plus breath weapon (*stinking cloud* in 20 ft cone; 1/1d4 rounds; Fort DC 12). CR 2.

Skeleton: Advanced skeleton with quick strikes (as fast zombie), constant *see invisibility* and SR 11 + CR (typically 13). CR +1 (+1 for advanced).

Zombie: Multiplying zombie (as skeleton ability), except they reform immediately not 1d4 rounds later. Constant *see invisibility*. CR +1.

Valpurleiche

As revenant (B2). Remove baleful shriek, reason to hate and sense murderer. Gains *animate rope* 3/day, regeneration 5 (overcome by weapons reminiscent of its manner of death).

Other Monsters

Assassin imp	Imp, <i>knock, cause light wounds</i> 3/day instead of <i>commune, augury</i>
Baobhan sith	CE pixie; <i>hideous laughter, ventriloquism</i> at will, no special arrows
Bridge troll	Troll. Int 14. Compression.
Cannibal zombie	Brain-eating plague zombie

Corrupted treant	NE treant
Dread doppelganger	Doppleganger; disguise extends to items carried.
Feathered serpent	Spirit naga
Giant skeleton (Pyroskeleton)	Burning ogre skeleton
Lashweed	Weedwhip. Poison causes blindness 1 min, not nausea.
Madman	Human with rogue/slayer levels
Plains cat	Advanced krenshar
Quevari	Human with rogue/slayer levels
Skin thief	Skin stealer
Will o'dawn (feu follet)	CG will o'wisp. <i>Colour spray, hypnotic pattern</i> at will. No feeding. Stunned 1d4 rounds by <i>darkness</i> ; killed by <i>deeper darkness</i> .
Will o'deep	NE will o'wisp. Fire damage, not electricity. Injured by <i>lightning bolt, chain lightning</i> , not <i>maze, magic missile</i> .
Will o'mist	CN will o'wisp. Injured by <i>vampiric touch, energy drain</i> not <i>maze, magic missile</i> . Can navigate Mists.

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Ravenloft

Night is falling.
The Mists are rising.
Embrace the darkness.