

Terrors of the Dead Lands

An Accessory for the Dark Sun® Campaign Setting



Requires the use of the Dungeons and Dragons® Player's Handbook®, Dungeon Master's Guide®, Monster Manual® and Psionics Handbook®

Terrors of the Dead Lands

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Introduction: Homecoming

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

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

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

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

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

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

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

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

"Shh!"

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

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

Then I wonder if she is afraid or planning to ambush my so-called friends who are sitting back in the cave behind me, all comfortable-like. Only she doesn't seem like she's threatening me. Just looking at me, kind of grim and intense, but scared. "Who's they?" I whisper.

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

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

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

"Where's home", I asks.

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

So I turn her attention to my predicament. "Hey," I says, "you get me out of this and I'll take you home. Maybe I got them northern names mixed up. I'm a southerner, only I'm not a bandit. I know you're not a bandit," she says, "otherwise I'd let you sit here and die awful."

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

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

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

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

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

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

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

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

Terrors of the Dead Lands presents the undead of Athas, converted to Dungeons and Dragons 3rd edition format, as well as introducing new undead and other creatures for the Dark Sun world. Many of the new undead are an integral part of the upcoming Secrets of the Dead Lands accessory. You'll find rules for creating undead, templates to apply to creatures to make them powerful undead and new beasts of the wastes. Chapter 1 presents the types of undead that can be encountered on Athas. Chapter 2 gives some rules about the Gray, the plane of the dead. Chapter 3 lists the many special abilities that undead can possess on Athas. New monsters and some old ones are presented in Chapter 4, while Chapter 5 gives templates to convert characters to powerful free-willed undead. The appendices at the end presents the vermin of Athas and their bugdead equivalents.

- Gabriel Cormier

Chapter 1:

Undeath Under the Dark Sun

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

Athasian undead are different from their counterparts in other campaign settings. Free-willed undead retain all memories and abilities they had in life, gaining new powers, often including the power to control lesser undead. Free-willed undead are all unique: no two should be alike. A creature’s death determines which type of undead he becomes—and what special powers or weaknesses they acquire in undeath. Free-willed undead retain most of the feats, skills, abilities and bonuses they had in life.

Free-willed undead types are given in the introduction to this supplement: for example, a dwarf that dies while unable to complete a major focus will rise again as a banshee to haunt and terrorize his unfinished work.

Controlled undead, on the other hand, are simply animated shells, automatons created to serve their masters. These are usually skeletons and zombies. They may be animated bones of huge creatures, or small rodent corpses raised to serve a single purpose. They may also be fallen warriors raised to fight in wars, or spellcasters returned to unlife to serve as slaves.

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

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

Most Athasian undead, unlike those on other worlds, are susceptible to psionic powers, even telepathic powers. Some however have natural resistances to spells and psionics, and this will be given in the monster description. Some undead also possess their own psionic powers and are amply capable of defending themselves.

All undead are sustained by their innate connection to the Gray. Many undead that cast arcane spells (particularly those living in the Dead Lands) are Necromants, undead wizards who can power their spells from Gray energies rather than relying on plant life. The Gray is explained in detail in Chapter 2: Into the Gray. The type of free-willed undead a creature becomes depends on the motivation or event that caused their death. Free-willed Athasian undead include: banshee, dwarven cursed dead, dhaot, fallen, fael, ioramh, kaisharga, meorty, morg, namech, raaig, racked spirit, thinking zombie, t’liz, venger, wraith and zhen. The controlled undead on Athas are the skeleton and zombie. Complete descriptions follow for each type of undead:

Banshee: Banshees are dwarves that died with their focus unfin-

ished. The concept of focus is so ingrained in dwarven philosophy that if a dwarf dies while his focus is unfinished, he will return to haunt his unfinished work.

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

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

Dune Runner: A dune runner is an elf that died while running to complete a mission or quest. Unable to complete their important task, they rise again as undead, compelled to run their last journey, forever running through the night. Dune runners are a bane to caravans, because they attempt to compel other humanoids to join them.

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

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

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

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

Meorty: Guardians of crypts and ancient burial grounds are meorties. They are beings who were buried in tombs to protect their domains. They strictly uphold ancient laws and hunt down any that would violate their domain. These ancient laws are long forgotten by the current residents of the Tablelands; yet the meorty upholds them, and a transgressor’s ignorance of these old laws is no excuse for a death sentence.

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

Namech: These creatures are the victims of more powerful intelligent undead such as meorty, wraith, zhen, or raaig. Namech have either by coercion or trickery agreed to serve their undead master in exchange for eternal unlife. Namech retain most of the abilities that they had in life. Upon the death of their master they are free—either to die or to remain in unlife as independent undead. Meorties and raaigs most frequently use namech as subordinate combatants.

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

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

Skeleton and Zombie: These are the basic controlled undead. They retain none of the powers they had in life. They are animated corpses or bones controlled by evil clerics, wizards, or other free-

willed undead. Most skeletons and zombies are animated humanoids, but larger creatures such as mekillots can be animated.

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

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

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

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

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

Another important distinction between undead types is the distinction between corporeal and incorporeal undead. In Dark Sun, this takes on a critical importance as it explains the creature's connection to the Gray and hence the way in which it can be killed.

THE "WALKING DEAD"

Zombies, skeletons, and exoskeletons are all examples of what the Wanderer calls the "walking dead." In game terms this makes little difference other than their utter unintelligence, but it helps to understand that the spirits of the creatures that the bodies once belonged to have passed into the Gray and are completely disconnected from the acts of the body. The walking dead are animated and sustained by mindless Gray forces, usually under the animator's control. While in game terms these entities are affected like other undead by turning and by the psionic power *sever the tie*, in role-playing terms these are golem-like automatons.

INTELLIGENT CORPOREAL UNDEAD

Cursed dead, faels, fallen, krag, intelligent zombies, ioramh, namech, kaisharga, meorties, morgs, scarlet wardens, t'liz, vengers, and zhen are all examples of intelligent corporeal undead. The spirits of these creatures actually exist in the Gray, which creates a link that provides the creature with continued existence (and sometimes with necromantic magic), but the creature's whole perception continues as in life, although they are unliving, walking corpses. All corporeal undead can be destroyed by totally obliterating their physical form—with some corporeal undead this may be difficult to accomplish, but it is always possible. Corporeal undead depend on their link to the Gray, but their very existence denies it; they often know little more about the Gray than their living counterparts, since their perception is wholly confined to their physical bodies.

With the notable exception of kaisharga, morg and t'liz, who seek

out undeath as a means of immortality, most corporeal undead linger in life for a special purpose or to serve a special duty. The special link with the Gray of corporeal undead forces many of them to "give back" to the Gray; hence many of these creatures feel a void that they can never fill, but attempt to satiate with food, the flesh of the dead, or even the flesh of the living.

INCORPOREAL UNDEAD

Incorporeal undead are native to the Gray and rarely, if ever leave it. Incorporeal undead include the caller in darkness, the crimson, and the tormented.

SEMI-CORPOREAL UNDEAD

Semi-corporeal undead are native to the Gray but suffer a dual existence, able to travel between the Gray and the land of the living. Semi-corporeal undead include banshees, dhaots, racked spirits, and wraiths. Semi-corporeal undead creatures that are merely reduced to zero hit points reform after 1d100 days—their soul is bound in a focus. The only ways to permanently destroy a semi-corporeal undead creature are either to seal its death (e.g. with the *soul bind* spell, although some undead can be destroyed with a *raise dead* spell), or to destroy its focus, the object or task that sustains it in undeath. For a wraith, this focus is an object such as a gem or a candle; for a dhaot, it is the creature's dead remains; for a dwarven banshee, the focus is the unaccomplished task that drove the banshee to undeath. A banshee can be permanently released from undeath by fulfilling or destroying its focus; a wraith can be obliterated by crushing the special object (such as gem or candle) that sustains its unliving existence; a dhaot can be brought to rest by bringing its remains to its home in the land of the living—or by destroying those remains.

In game terms, semi-corporeal undead possess a Strength score, unlike incorporeal undead. But they can choose to manifest corporeally only a specific part of their body if they so desire. For example, a wraith is capable of holding on to a victim's heart with its hand while normal weapons pass through the arm. Since they can take physical form at will, semi-corporeal undead behave in a gaseous form while incorporeal. They can pass under cracks in floors, etc. Only +1 or better enchanted weapons can harm semi-corporeal undead.

Semi-corporeal undead are fully corporeal when in the Gray. They act and move just like regular corporeal humanoids do on Athas. All rules regarding corporeality apply to semi-corporeal undead that are in the Gray; for example, they lose the ability to taint weapons and lose all damage resistance while in the Gray. The "Into the Gray" section below discusses guidelines for fighting semi-corporeal undead in the Gray.

Chapter 2:

Into the Gray

A critical part of the Dark Sun cosmology, the Gray is one of two planes of existence that reside parallel to Athas on the Prime Material Plane. In the Gray, spirits of the dead gradually dissolve into oblivion, or are absorbed. Some spirits, whether because of insatiable desires, unfulfilled goals, maddening trauma, supernatural forces, or sheer force of will, are unable or unwilling to “go gently into the Gray.” Some of the more fortunate ones, such as Rikus in The Verdant Passage, have actually managed to pull themselves back from the brink of death by sheer force of will—but this is rarely possible. More often, such creatures discover that while their spirit retains the will or compulsion to live, that the life has slipped irrevocably from their mortal bodies. Unable to remain in their natural existence, these restless spirits find a continued existence of sorts in undeath.

Several descriptions of incorporeal undead creatures refer to a “semi-corporeal” manifestation, or an ability to strike as if they had solid form. This works as follows:

The dual existence of semi-corporeal undead allows them to shift between the following states:

1. In the Gray in full corporeal form. This is the state that an undead creature must take in order to physically attack or cast spells in the Gray. Some semi-corporeal undead can only cast spells or use psionics while corporeal in the Gray, and cannot cast spells in the Prime Material Plane. While in this state, the creatures are oblivious to events in the Prime Material plane.
2. In a phased state. In other words, in the Gray, but with their senses attuned to the Prime Material Plane. (Just as a phased corporeal creature can exist corporeally in the Gray while observing goings-on in Athas Prime). Incorporeal undead do not affect the Prime Material Plane while in this state; they can only observe it. Spells, abilities, and powers that reveal invisible creatures do not reveal their presence; however, abilities to detect scrying will reveal that one is being observed from the Gray.
3. Semi-corporeal in the Prime Material Plane. This is the only state in which the undead creature can use ability drain touch, possession, or the *heart grip* attack if they have these powers. Weapons that strike a wraith in this form can be tainted.

Various spells, curses, psionic powers, artifacts, and unusual situations enable mortals to enter the Gray corporeally, or in spirit.

It is difficult for a mortal being to enter spiritually into the Gray unless aided by an undead creature. Beings that enter the Gray in spiritual form are usually brought there by undead using their *trap the spirit* power or by some other means.

THE EMPTY GRAY

- If the character enters the Gray corporeally, as Tithian does in The Obsidian Oracle, then the Gray’s vast emptiness stretches out before him. Gravity does not exist in this plane of nothing. The effect can be extremely disorienting. There is no concept of up or down in the Gray. It can be extremely hard to keep one’s bearing in the Gray, especially without a reference point. Distances are hard to determine, and even figuring out which direction one is moving can be a challenge!

PSYCHIC CONSTRUCTS

- If the character enters the Gray spiritually as Sadira is forced to in The Cerulean Storm, then the character typically appears in a “psychic construct:” the image of a place, room, or building that is important to them. The character’s spirit will take physical form in the construct, carrying all of the equipment that they

had on their bodies at the time that they entered the Gray. At some point, the edge of the construct ends in a gray curtain, beyond which the Gray’s vast emptiness becomes apparent.

- The psychic construct actually represents the mind of the living character. The mind, also known as the psyche, connects the spirit to the body. Once a spirit leaves the shelter of the psyche, it deteriorates quickly in the Gray. Semi-corporeal undead who have trapped the spirit in the Gray usually attempt to lure, trick, or coerce the spirit through the gray portals away from its psychic construct where it is naked and unprotected.

There are advantages and disadvantages to pursuing a combat into the Gray, both for the undead and for their living adversaries.

IN THE GRAY,

- Magical and psionic weapons lose one level of bonus, reducing a +3 weapon to a +2 weapon, unless the weapon is especially created to withstand the Gray.
- All psionic powers and magical spells that draw on the power of the Black are completely useless—shadow harbingers, for example, cannot be crafted since there is no shadowmatter in the Gray. It is impossible to create shadows in the Gray, even if one casts a light spell or some similar effect. The light is simply absorbed by the surroundings. Shadowmatter cannot be summoned forth either—it dissolves before it can be crafted into a useful form.
- Since the Gray contains no plant life, wizards in the Gray cannot draw magic for their spells. Items that contain magical charges (rods, staves, wands and scrolls) may still be used, though, as the energy powering the magical effect is contained within the item. Fruits and berries lose their magical enhancements, though, so no fruit of healing (for example) can be used in the Gray. Oils are only for a short period of time; they lose their effectiveness in 10 + 1d10 minutes after entering the Gray.
- Semi-corporeal undead take fully corporeal form in the Gray, and are vulnerable to direct energy drain from the Wizard’s gather energy skill. A wizard who succeeds a gather energy skill check may draw energy directly from an incorporeal undead creature that he is touching. The act of draining life energy from an incorporeal undead creature in the Gray inflicts damage equal to the wizard’s concentration check. Touching the undead creature for this purpose requires an attack roll.
- There is no rest in the Gray, which prevents regaining psionic power points or living wizards and clerics communing to re-memorize spells. Clerics can still use their granted powers, though.
- Visibility is reduced to twilight levels. Low-light vision does not work in the Gray, and *darkvision*, tracking only heat, can only perceive corporeal living creatures. There are no reflections in the Gray, but direct light and extreme darkness are visible at quite a distance. *Darkvision* is particularly magnified. Creatures with *darkvision* can see heat within five miles. The warm body of a living corporeal creature appears as a beacon in the Gray, often drawing spirits from miles around, as Tithian discovers in The Obsidian Oracle.
- Psionic displays are visible in the Gray, whether the manifestation is in the Gray or in the Prime material.

Chapter 3: Special Attacks, Qualities and Weaknesses of Athasian Undead

Athasian free-willed undead are all unique: they have special powers and weaknesses that make them different from each other. A dhaot may have a special weakness that makes it easier to kill; there is no certainty that another dhaot will have the same weakness. In fact, it may even have some special advantage that makes it almost impossible for the same party to destroy! When applying a template to a creature to create a free-willed undead, roll 1d20 and add the following modifiers to determine the number of special powers and weaknesses.

Table 3-1: Power Modifiers

Size Modifiers

HD	Power Modifier
Less than 3HD	-4
3HD to 5HD	-3
6HD to 7HD	+0
8HD to 13HD	+2
14HD or more	+4

Circumstance Modifiers

The creature:	Power Modifier
Died from natural causes	-2
Was raised in the Dead Lands	+1
Died unnaturally or violently	+3

The roll determines the number of powers: Less than 3 = no powers, 4–10 = 1 power, 11–18 = 2 powers, 19+ = 3 powers.

Special Attacks

To determine the type of power, roll 1d100 and compare to the following chart on table 3-2. A roll of "00" means the DM re-rolls twice, ignoring any rolls of "00".

Table 3-2: Undead special attacks

1d100 Roll	Special Attack
01–03	Blinding Touch
04–06	Brand
07–09	Breath Attack
10–12	Cause Despair
13–15	Cause Fear
16–18	Cause Paralysis
19–21	Charm
22–24	Claws
25–27	Create Namech
28–30	Curse
31–33	Death Gaze
34–36	Death Cry
37–39	Dehydrate
40–42	Defile Life
43–45	Disease Touch
46–48	Drain Attribute
49–51	Fangs
52–54	Generate Darkness
55–57	Guilt Stare

58–60	Heart Grip
61–63	Inflict Insanity
64–66	Life Disruption
67–69	Paralysis Sight
70–73	Possession
74–77	Putrefying Touch
78–81	Rotting Touch
82–85	Teleport
86–89	Tongue Attack
90–93	Transmit Curse
94–99	Trap the Spirit
00	Roll twice

Alternatively, the DM is free to choose any powers that he feels are appropriate for the creature, or may also choose to reject any powers that are out of place according to the campaign being played. Saves for these attacks are done with a DC of 10 + ½ undead's HD + undead's Charisma modifier, unless otherwise noted.

BLINDING TOUCH (Su):

The undead's touch causes blindness in the victim for a short period of time. The victim is totally blind, as per the rules in the DMG (see p.83 in the DMG). The effect lasts for 2d4 rounds. A Fortitude save negates the effect.

BRAND (Ex):

The creature has the ability to trace a lasting mark on the character's skin with its fingers. This attack inflicts four hit point of damage, but this damage is permanent and causes an effective loss of 4 Charisma points until the brand is removed with remove curse, followed by some *healing* spell. In addition to the direct Charisma loss, the brand leaves a disturbing impression with anyone who sees it.

BREATH ATTACK (Su):

The creature has a breath weapon. Depending on the terrain and the circumstances of the creature's death, the type of attack can vary. Some undead spew cones of superheated sand, while others will issue forth great goutts of flames from their mouths. The damage dealt by these attacks is 2d10 points of damage in a 15-foot cone originating from the creature's mouth. The type of attack can be chosen based on the creature wanted. Examples are: fire, obsidian shards (piercing), superheated sand (half abrasive, half fire), ice, salt (abrasive), silt, acid or poison gas. Acid spitting undead are usually faels, while obsidian-spewing creatures are most often zhen. The creature can use this power three times per day. A successful Reflex save halves the damage.

CAUSE DESPAIR (Su) [FEAR, MIND-AFFECTING]:

All living beings in close range (25 feet + 5 feet per 2 HD) lose hope and become *shaken* (see p.85 of the DMG) if they fail a Will save. Victims suffer a -2 penalty on all attack and damage rolls, saves and skill checks for a number of minutes equal to the undead's HD × 2.

CAUSE FEAR (Su) [FEAR, MIND-AFFECTING]:

All creatures under 4 HD in close range (25 feet + 5 ft./2 HD) of the undead must flee for 4d6 minutes. All creatures with fewer HD than the undead suffer a -2 morale penalty on attack rolls against the undead if they fail a Will save. Creatures of higher HD than the undead are unaffected.

CAUSE PARALYSIS (Su):

Touch causes paralysis for 2d4 rounds (1–50%), 2d4 minutes (51–75%), 2d4 hours (76–90%) or 2d4 days (91–100%). Victims must make a Fortitude save avoid the effect.

CHARM PERSON (Sp) [MIND-AFFECTING]:

The undead, adept at moving unseen among the living, may charm up to 3 subjects per day as a spell-like ability. A Will save negates this effect.

CLAWS (Ex):

The undead has claws that cause 1d6 damage. If the undead already has claws, upgrade the damage to the next highest damage die. Example: if an undead has claws that deal 1d6 points of damage, with this ability his claws now deal 1d8 points of damage.

CREATE NAMECH (Ex):

When a character is rendered helpless, the undead creature performs a short ritual over the character's body that has the effect as a *coup de grace* (q.v.) in all respects except one: after 48 hours, the character rises again as a namech in the undead creature's service.

CURSE (Sp):

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

DEATH GAZE (Su) [DEATH]:

The creature is capable of killing lesser beings with a single gaze. Twice per day, as a standard action, the undead can stare at a creature and will it to die. The victim must make a Fortitude save. If the save is unsuccessful, the creature takes 10 + 2d6 points of damage. No damage is taken if the save is successful. If the damage reduces the creature to 0 hp or less, it is dead.

DEATH CRY (+1 CR) (Su) [DEATH]:

The sound of the undead's voice is enough to kill smaller creatures. Twice per day, as a standard action, the undead can scream and wail. This unholy scream can affect a number of hit dice equal to half the undead's HD. Creatures must make a Fortitude save. Creatures that fail their save are immediately slain. Lesser creatures are affected first. Creatures that cannot hear are immune to this power. For example, Asus (a kaisharga, 20 HD) lets out a death cry while in the presence of two silt spawn, two level 2 fighters, a level 7 defiler, a level 9 silt cleric and a level 13 psion. All silt spawns fail their save, meaning 4HD of creatures have been affected. One fighter fails his save and is slain also. No other creatures are affected, as that would bring the total to over 10 HD.

DEHYDRATING TOUCH (Su):

A mere touch from the undead causes severe dehydration in the victim. The undead must make a touch attack with a -2 penalty to its attack roll. If the victim fails a Fortitude save with a DC of 15, he becomes severely dehydrated, as per the rules in the DMG (p.86 of the DMG).

DEFILE LIFE (Su):

Spells cast by the undead can be considered dragon magic for effects upon living, non-plant creatures. Consult the rules in the Dark Sun Player's Handbook for more information on defiling and dragon magic.

DISEASE TOUCH (Su):

The touch of the undead can infect the victim with a disease. See page 74 of the DMG for a listing of diseases. The DC for each disease is listed in the DMG.

DRAIN ATTRIBUTES (Su):

Drains 1d4 ability points with a touch. A Fortitude save is required to resist the drain. Lost points return at a rate of 1 per day. A character whose attribute is drained to 0 remains unconscious until he regains at least 1 point. See page 72 of the DMG for more info on ability score loss.

FANGS:

The creature has fangs that cause 1d4 damage. If the undead already has fangs, upgrade the die type for the damage. Example: if the creature had fangs that did 1d4 of damage, these now do 1d6 of damage.

GENERATE DARKNESS (Su):

The undead can create a globe of darkness at will. Treat this as a *darkness* spell cast at 10th level of ability.

GUILT STARE (Su) [MIND-AFFECTING]:

The gaze from the undead can cause one's most painful memories to surface. The victim is wracked with guilt over some small incidents that happened years ago in the victim's life. Creatures that make their Will save negate the effect. Creatures that fail their save are affected as if they were *nauseated* (see p. 85 of the DMG). This power is most often found on racked spirits, who delight in torturing their victims in much the same way their own existence is torture to them.

HEART GRIP (Ex):

An incorporeal undead can reach into a victim and grasp its heart. An attack roll must be made. If the undead grasps the creature's heart, it can tell if the victim is lying and can read surface thoughts. The victim cannot free himself, but any successful attack by others against the undead will free the victim. This power is only used by incorporeal undead.

INFLECT INSANITY (Su) [COMPULSION, MIND-AFFECTING]:

The creature's touch can affect the victim with insanity. For 2d10 minutes, the victim is chaotic, uncontrollable and under the DM's control. The victim has no sense of right or wrong and behaves unpredictably.

LIFE DISRUPTION (+1 CR) (Su):

Usable only by incorporeal undead, the attack lets the undead momentarily disrupt the victim's connection to the Gray upon a successful hit, causing them to be stunned for 2d4 rounds (see p. 85 of the DMG for rules on stunned creatures).

PARALYSIS SIGHT (+1 CR) (u):

The creature's gaze causes instant *paralysis* (p.85 of the DMG) in its victims. Creatures must make a Fortitude save or be paralyzed for 2d6 minutes.

POSSESSION (+1 CR) (Su):

Only incorporeal undead with ability drain capability can use this special attack. The creature, usually a wraith, makes a touch attack against the target. No actual wounds are inflicted, but the creature loses 1d4 points of Strength per touch. When the target reaches zero Strength and is immobilized, the creature can step into the target's body and attempt to take over its movements. The victim can choose to passively allow their body to be used, or can attempt to resist by making a Will check with a DC of 17 each round. If this save

succeeds, the incorporeal attacker is ejected, but may attempt again to re-take the body.

Note: Strength drain of this kind is not only temporary but also fleeting; lost strength returns at the rate of 1 point per hour. Inanimate objects and the dead can also be affected by this ability, although inanimate objects are automatically possessed by the undead creature.

PUTREFYING TOUCH (Su):

A touch from the undead causes flesh to develop boils and sores that ooze sickly yellow-colored pus. The victim cannot use the affected area: for example, if a hand were infected, the creature can no longer hold a weapon or even a cup of water. The affected area will return to normal in 1d8 days or by a *heal* spell or similar magic.

ROT LIVING MATERIAL (Su):

The creature's touch will turn living material into a useless, rotting mess. Within hours of the undead's touch, trees wither and die, plants dry up and fruits become inedible, water becomes sulphurous and causes 1d2 points of damage.

TELEPORT VICTIM (Sp) [TELEPORTATION]:

The undead can grab hold of a creature and teleport it into its lair. This ability functions just like the *teleport* spell. The undead can use this three times per day. The victim receives a Will save to negate the teleport.

TONGUE ATTACK (Ex):

The undead has a long tongue that it can use to strangle victims or grasp objects. The tongue can also be used as a whip, dealing 1d4 points of damage. On a successful attack, the undead can attempt to encircle a victim's throat and choke the life from the creature. Use the grab rules to determine if the choke is successful. Only corporeal undead can possess this power.

TRANSMIT CURSE (Su) [COMPULSION, MIND-AFFECTING]:

This trait is most commonly associated with tasked undead, such as an intelligent zombie, raaig, or meorty. The killer of the creature discovers items that give her the special powers that the creature had, only to find herself bound to enforce the meorty's laws, or protect the raaig's shrine, or to carry out the task of the intelligent zombie. The compulsion is so strong that over a period of 2d10 days the victim will abandon all friends and comrades to fulfill the undead's tasks.

TRAP THE SPIRIT (Su):

Only incorporeal undead with ability drain and possession power may take this power. While possessing a being, the incorporeal creature can automatically strike the character from within, inflicting 1d4 points of temporary Wisdom damage. When the character is reduced to zero Wisdom, his spirit is drawn into the Gray and the wraith can choose to take undisputed possession of the body, or to pursue the character's spirit into the Gray to finish him off.

Only characters with the ability to phase or to plane travel can escape the Gray without killing the wraiths that carried her in, and only companions with those abilities or abilities to affect the Gray can assist her in combat. Wraiths have corporeal form in the Gray, and whatever Strength they possessed as living characters. Characters drawn spiritually into the Gray by wraiths have full access to their equipment as long as their body remains alive, and as long as their spirit remains within their psychic construct. See *Chapter 2: Into the Gray* for more details.

Special Qualities

Choose one or two special qualities from the list below or roll on table 3-3 provided to determine the undead's special qualities.

Table 3-3: Undead special qualities.

1d100 roll	Special Quality
01—03	Ambulatory Body Parts
04—06	Control undead
07—09	Damage Resistance
10—12	Doppelganger effect
13—16	Enhanced Senses
17—20	Enhanced Spells
21—24	Flight
25—28	Gaseous Form
29—32	Immolation
33—36	Immune to Bane
37—40	Immune to Detection
41—44	Immune to Mind-affecting Effects
45—48	Immune to Turning
49—52	Improved Abilities
53—56	Magic / Psionic Resistance
57—60	Minor Psionic Powers
61—64	Produce Undead
65—68	Reflect Magic
69—72	Reflect Physical Attacks
73—76	Reflect Psionics
77—80	Reform
81—84	Regeneration
85—88	Spirit Master
89—91	Spell Immunity
92—94	Spell-like Powers
95—97	Taint Weapon
98—100	Tap the Gray

AMBULATORY BODY PARTS (Su):

Should any of the undead's body parts become separated from it, either by sword, flame or acid, they can move on their own. If a target is within 10 feet of the body part, the appendage will attempt to attack using the attack bonus of its previous body. If no target is within its limited senses, it will try to reassemble itself with the larger whole, no matter where on Athas that whole may be. Movement of body parts is limited; a head can only roll, while a hand will be able to claw its way. A severed leg may slither on the ground like a snake or stand and jump. Severed body parts retain their attacks; a hand can still use its claw attack, a head can cast spells if they require only verbal components.

CONTROL UNDEAD:

The undead has the ability to command or rebuke undead as an evil cleric of equal level. If the undead was a cleric in life, their effective level is raised by 1d8.

DAMAGE REDUCTION:

If the undead does not already possess damage resistance, he gains damage resistance of 10/+1. If the undead is already resistant to damage, he gains an additional 5/+1 to his resistance.

DOPPLEGANGER EFFECT (Su):

The undead is able to mimic voice and appearance of any humanoid creature of the same size. Only corporeal undead can have this power.

ENHANCED SENSES (Ex):

The undead gets a +2 racial bonus to all Spot and Listen checks, and can sense the living more easily.

ENHANCED SPELLS (Su):

All damaging spells cast by the undead are at +1 damage per die. The defiling destruction caused by such spells increases by one foot (see the Dark Sun Player's Handbook for rules on defiling).

FLIGHT (Ex):

The undead has the ability to fly. Roll 1d20 and consult the table below to find the creature's flight ability.

d20 roll	
1—5	Clumsy
6—10	Poor
11—17	Average
18—19	Good
20	Perfect

GASEOUS FORM (Su):

The undead can take on gaseous form at will. In this form, the undead cannot be harmed by weapons, but spells affecting gases (sunrays, wind spells, sun spells) can cause damage. See page 77 of the DMG for more information on gaseous form and its effects. Only corporeal undead have this power.

IMMOLATION (Su):

When the undead creature feels threatened, it can cause itself to burst into flames. All creatures within 5 feet of the undead take 2d6 points of fire damage if they fail a Reflex save with a DC of 18. Creatures that are grabbed by the undead are not entitled a saving throw to negate the effects.

IMMUNE TO DETECTION (Su):

The creature cannot be detected by spells or the Way. Clairvoyance powers will not work, nor will any scrying methods detect the undead.

IMMUNE TO BANE (Ex):

Some creatures can't be killed the same way twice—if killed with a sword they are immune to swords.

IMMUNE TO MIND-AFFECTING SPELLS AND PSIONICS (Ex):

Unlike other worlds, this benefit is not universal to Athasian undead. It is, however, the most common special quality of unintelligent undead such as skeletons, exoskeletons, and zombies.

IMMUNE TO TURNING (Ex):

The undead cannot be turned or rebuked.

IMPROVED ABILITIES (Ex):

The undead has increased abilities. These can be improved armor class, increased ability scores, or other. Roll 1d8 and consult table 3-4.

Table 3-4: Undead improved abilities.

Roll 1d8	Ability
1	+2 Bonus to natural armor
2	Base attack bonus increases by +5
3	Gets an additional 1d4 psionic powers
4	+1 Bonus to all saving throws
5	+2 Increase to an ability score
6	+2 Increase to HD
7	1 additional skill point per HD

MAGIC AND PSIONIC RESISTANCE (Ex):

The undead gets SR and PR of 10 + 1/2 HD. If the undead already has SR/PR, it gets an additional spell resistance and power resistance per three HD.

MINOR PSIONIC ABILITIES (Ex):

Add one of the psionic templates in the Psionics Handbook, page 140 of the Psionic Handbook.

PRODUCE UNDEAD (Su):

Can animate one lesser controlled undead (skeleton or zombie) per HD, once per day. There must be bones or corpses present.

REFLECT MAGIC (Su):

This power functions as the arcane spell *spell turning*. The undead can choose to suppress this ability as a free action.

REFLECT PSIONICS (Su):

This power functions as the psionic power *power turning*. The undead can choose to suppress this ability as a free action.

REFLECT PHYSICAL ATTACKS:

The undead can reflect physical attacks. For every HD the undead has a 5% chance to reflect an attack, up to a maximum of 75%. This ability applies to melee and missile attacks. For example, Khan the fighter attacks a 10 HD zhen possessing this ability. He rolls for an attack and is successful. With his sword, Khan would normally inflict 1d6 points of damage (say he rolls 4). The zhen has a 50% chance of reflecting the attack. The DM rolls the reflection for the zhen, and he gets a 37. Khan then takes 4 points of damage.

REFORM (Ex):

Common to all incorporeal undead, this special quality allows the creature to reform if destroyed on the Prime Material Plane within a certain period of time, usually 1d12 days.

REGENERATION (Ex):

The undead regenerates 1 hp per round. If the undead already regenerates, increase the number of points regenerated by +1 points per round.

SPIRIT MASTER (Su):

The t'liz's patron in the pact communicates to the t'liz and offers knowledge, advice, etc. This power is similar to the *precognition* psionic power. Only t'liz can have this power.

SPELL IMMUNITY (Ex):

The undead is immune to 1d4 spells of the DM's choosing, as per the arcane spell.

SPELL-LIKE POWERS (Su):

The creature gains the ability to cast a number of spells (arcane or divine) totaling a certain number of spell levels based on their HD:

1—3HD	gains 1d3 spell levels
4—6HD	gains 1d4 spell levels
7—9HD	gains 1d6 spell levels
10—12HD	gains 2d4 spell levels

13—15 gains 3d4 spell levels
16+HD gains 3d4+2 spell levels

Maximum spell level is 6. No components or defiling is required. Spells can be cast at will, with no limit to the number of times they may be cast.

TAINT WEAPON (Su):

Weapons that strike the undead creature have a chance of “tainting” and losing a magical enhancement (a +1 bonus to the weapon is removed): 75% for metal weapons, 50% for stone and obsidian; 25% for wood or bone. Tainted weapons can be restored with a Remove Curse spell.

TAP THE GRAY (Sp):

Allows the undead to tap the Gray for energy when threatened physically, mimicking a *tenser's transformation* (at the casting level equal to the undead's HD) as the undead draws upon the power of the Gray. The undead can use this power three times per day.

Special Weaknesses

In game terminology, weaknesses are a type of special quality, but they are listed separately here for the DM's convenience.

Most intelligent, free-willed undead in Athas share a particular weakness: unlike standard D&D undead, they are susceptible to mind-affecting psionics such as the *domination* power. Some undead also have unique weaknesses. These may prevent the undead from leaving a certain area, or be bound to some long-forgotten code. Undead usually have fewer weaknesses than special powers. Undead weaknesses are often the flip side of their strength, and even more often directly tied to their individual story of how or why they became undead. For example, a meorty, a creature who was bound to undeath in order to protect an area, is usually bound to that area.

To randomly determine the number of weaknesses, roll 1d8 and add the correct modifier.

Modifier

- 2 Undead is a minion of a more powerful undead
- +1 Creature is from the Dead Lands
- +2 Undead is more than 10 HD

The result of the roll is as follows:

- Less than three = no weakness
- 3—5 = one weakness
- 6—7 = two weaknesses
- 8+ = three weaknesses

Table 3-5 can be used to assign the undead's weakness. To randomly assign weaknesses, roll 1d100 for each weakness the undead has. The “rationale/motive/role-playing” information in the descriptions below will help you to decide which weaknesses might be appropriate, and help you to develop undead individuals and groups as NPCs.

Table 3-5: Undead weaknesses

1d100 Weakness

- 01—06 Bound to an area
- 07—12 Bound to an object
- 13—18 Cast no shadow
- 19—24 Code of honor
- 25—30 Death wish
- 31—36 Delusional
- 37—42 Easier to turn or rebuke
- 43—48 Elemental susceptibility
- 49—54 Must drink blood
- 55—60 Must eat flesh
- 61—66 Phobia
- 67—72 Rapid deterioration
- 73—78 Rotten stench
- 79—85 Susceptibility to iron, obsidian
- 86—92 Susceptibility to mind-affecting effects
- 93—100 Vulnerable to sunlight

BOUND TO AN AREA:

Is bound to an area and cannot leave. The area may range from one room to an area that is several miles in radius.

Rationale/Motive/Role Playing: Raaigs and meorties are usually bound to the areas that they guard; dwarven banshees are typically bound to the area where their focus failed. Kraggs and similar undead are usually bound to the site of their death, or to a similar area dominated by the same element.

BOUND TO AN OBJECT:

The undead is bound to a certain object on the Prime Material Plane. The undead cannot be permanently destroyed unless that object is destroyed.

Rationale/Motive/Role Playing: Wraiths are all bound to an object such as a gem or candle that must be destroyed or extinguished in order for them to die. Dhaots are bound to their physical remains, obsessed with having them returned to their home land—disturbing the remains usually attracts the dhaot's attention.

CAST NO SHADOW:

The undead casts no shadow and does not show a mirror reflection.

Rationale/Motive/Role Playing: Typically only bestowed on an undead type that thinks it is still alive or attempts to deceive others that it is alive. To other undead types, this weakness would not serve as a disadvantage—in fact for a flying creature it could be an advantage!

CODE OF HONOR:

The undead has a certain code that must always be followed. This can be used to coerce the undead into service.

Rationale/Motive/Role Playing: Meorties often were deliberately created to serve as enforcers of Green Age legal and social structures. The legal and social codes with which the meorty was originally programmed remain with it for the duration of its undeath, and may offer knowledgeable individuals a means to manipulate it. This trait is more common to undead guardian types: raaigs or meorties. The undead follows some old code of honor or set of laws and will never deviate from this. The undead will follow its ancient code to the letter. This can often be used by clever characters to solicit the aid of the undead creature or force it into service. Common codes of honor among undead involve not attacking children, noncombatants, or the elderly; granting a request for single combat, etc.

DEATH WISH:

The undead will aid (if it can) any creature that attempts to destroy it.

Rationale/Motive/Role Playing: Common to all ioramlh, most intelligent zombies and many namech, banshees, and meorties, this special weakness means that the creature wishes to end its existence, but is bound to its hateful unlife by some duty that it must perform. If given an opportunity to permanently defeat the curse that binds it to unlife, such a creature may actually assist others on condition that they end its existence.

DELUSIONAL:

Can be reasoned with and manipulated by characters that know about the creature's historical origin.

Rationale/Motive/Role Playing: The creature actually believes that it is still alive, or thinks that it is still the time of the Green Age, etc. Alternately, the creature's wish to believe that it is still alive is so strong that it allows itself to be deluded. This is often true of meorties, who enforce long-obsolete laws, and can be avoided or even taken advantage of by those versed in Green Age lore, and most importantly, the particular laws that the meorty enforces. Some dhaots have also

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

DISTRACTIBLE:

The undead is easily distracted by a small object or creature.

Rationale/Motive/Role Playing: Undead that exist for thousands of years tend to develop some interesting quirks. Distractible undead have some object, action, or creature that they cannot tolerate, and will seek to eliminate the aggravation before any other. For example, a meorty that hates music may attack a singing bard even though a wizard is presenting a much greater threat. A t'liz who hates insects or the sound of clicking chitin might actually seek to kill her enemies' kanks before turning her attention to the warrior who is cutting into her with a +3 *heartpick*.

EASIER TO TURN:

The undead is turned or rebuked as if it were 4 HD lower.

Rationale/Motive/Role Playing: Certain undead individuals have a weaker link to the Gray. This effect is least common among t'liz, which have a special pact with spirits in the Gray.

ELEMENTAL SUSCEPTIBILITY:

The undead receives normal damage from cold and electrical based attacks and double damage from other forms of energy.

Rationale/Motive/Role Playing: Former strengths in life sometimes carry on into undeath, but sometimes strengths actually turn to weaknesses in undeath. For example, dwarves are associated with stone, so a dwarven banshee (who is a "failed" dwarf in many senses) is particularly vulnerable to earth-based attacks.

MUST DRINK BLOOD:

Must drink blood every day or be destroyed.

Rationale/Motive/Role Playing: The creature's life force cannot be sustained on its own and needs the blood of living creatures to sustain itself. Starving these types of undead is a way of killing them. By denying that which they cannot go without, characters can slowly starve a powerful undead. But care must be taken, as these undead usually have minions that bring it its life-giving blood.

MUST EAT CORPSE FLESH / LIVING FLESH:

Must eat corpse flesh or living flesh every day.

Rationale/Motive/Role Playing: The creature's life force cannot be sustained on its own and needs the flesh of corpses (living creatures) to sustain itself. Starving these types of undead is a way of killing them. By denying that which they cannot go without, characters can slowly starve a powerful undead. But care must be taken, as these undead usually have minions that bring it its life-giving flesh.

PHOBIA:

The creature is terrified of a specific object or creature, and will flee from it if presented.

Rationale/Motive/Role Playing: Some undead preserve fears and superstitions that they had in life, others become terrified of certain objects or creatures that terrorized them in dying; yet others may fear certain objects or creatures because of their undeath status. For example, someone who lived in a culture where some spice was symbolic with life might fear that spice, or avoid grappling a character that smelled of that spice. The movie "The Mummy" shows an example of an undead creature that fears cats because his religion had taught him that cats were the guardians of the underworld. Treat the phobia as an attempt to turn, treating the character that presents the object of phobia as a good cleric of that character's level.

RAPID DETERIORATION:

The creature needs 1 application of oil per day.

Rationale/Motive/Role Playing: Some undead do not fare well under the harsh Athasian landscape. These undead's bodies deteriorate at a rapid rate: they need one application of oil every day. Without this oil, the undead's body become dry and flaky. Skin peels off easily, bones snap at the slightest movement. The affected undead loses 2 points of Dexterity per day if not covered with oils. At 0 Dexterity, the undead is completely paralyzed. Destroying the undead's supply of oil will earn you its eternal wrath.

ROTTEN STENCH:

Can be smelled a great distance away and is easily identifiable as undead.

Rationale/Motive/Role Playing: For some undead, the flesh is weak and is not infused with the same spark of life as the soul of the undead. The undead's flesh is rotten and putrefying, emitting a foul stench that can be easily identified. These undead creatures often carry disease, though: care must be taken when approaching them.

SUSCEPTIBILITY TO (IRON, OBSIDIAN):

A weapon of the appropriate type bypasses damage reduction even if the weapon isn't magical.

Rationale/Motive/Role Playing: Just as some undead cannot stand the light of day, some can be harmed by simple iron or obsidian weapons. The undead's natural resistance to weapons is overcome by these simple weapons. Sometimes, wounds created by these weapons cause the undead great pain and anguish; their screams can often paralyze a creature for a split-second.

SUSCEPTIBILITY TO MIND-AFFECTING EFFECTS:

Is susceptible to all charm, sleep and hold spells.

Rationale/Motive/Role Playing: Often in life these undead were creatures easily swayed by their peer's opinions or commands; this low self-esteem translates into a susceptibility to all charm-based spells and psionic powers. The undead is also susceptible to sleep and hold spells and psionic effects.

VULNERABLE TO SUNLIGHT:

Direct sunlight causes 1d6 damage per round.

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

Chapter 4: Paths to Eternal Unlife: Kaisharga, Morg, and T'liz:

Three types of undead creatures are different from the rest: the t'liz, the kaisharga, and the morg. These beings voluntarily sought undeath, believing it to be a form of immortality. Such warped beings think of undeath as simply another form of life. These peculiar forms of undeath permit these creatures to continue to expand their knowledge and power.

KAISHARGA

INTRO...

Asus watched the sun rise over the horizon from the mouth of the cave. The air was still cold from the night, but the sun's rays were already beginning to warm it. He watched in satisfaction as the sun finally crested the hills at the end of the plateau and was fully visible. Today was the day of immortality. After 1001 days, the fruit he had been growing inside his cave was finally ready. He had spent many years researching the correct technique to achieve immortality, had killed and murdered many people and had razed so many fields and trees that he could no longer count them. Not that he cared. Today he was going to achieve the ultimate victory; today he would become kaisharga.

He took one last look at the sun, then turned and slowly walked inside the cave. The cave was warm and slightly humid. There was a hole in the top of the cave that permitted the sun's rays to enter. And there, standing in the center of the cavern, was his tree. It was about six feet tall, with gray-green leaves on its branches. Its roots were gnarled and twisted, as if cramped with arthritis. The trunk was the color of ash, and its branches seemed to pulse with a grayish fluid beneath its bark. And growing on one branch was a single fruit. Its perfect black surface reflected the sunlight and almost blinded him. He walked toward it and carefully grasped the fruit in his strong hands, being careful not to pluck it from the tree. Not yet. He had a few precautions to take before he could eat it.

Asus slowly walked around the cavern, checking the spells he had cast the preceding night. The casting of those protection spells had tired him, but he was a strong man. Anyone looking at him would have thought him to be a small mul. He was finely muscled, walked with a strong gait, and could have almost any lady he desired when he so desired. His face was as smooth as marble, but also just as cold. The sunlight reflecting from the fruit failed to warm his face in any way. He had come from a noble family, but had no yearning for trade or diplomacy. His family had been disappointed in him, and so he had been cast out, forced to live without his family's support.

But Asus had found a wizard who had taught him ways of defiling, the ways of power, and that had been the only support he had needed. When he had found out that his teacher was keeping things from him, that he feared him, Asus had killed him and claimed the magic of that old fool. He had spent

his life learning ever-greater magicks, but he still wanted more. In order to gain more power, Asus had started on the road to becoming undead. Only the undead possessed the stamina to master the most complicated magicks, freed of the requirements of life, and so he had embarked on this path. Now the process was almost complete.

When he finished checking all the protective spells and counter-measures, Asus looked outside the cave to see that the sun was nearly at its zenith. It was time. Asus reached out to the fruit, grasped it in his hand, and with a mighty pull, jerked it off the tree.

A loud ripping sound filled the air. Gray fog seemed to drift up from the tree's roots, gathering into a small cyclone of growing proportions. The air suddenly chilled, changing from hot to cold in an instant. Knowing he didn't have much time, Asus took a bite from the fruit. The fruit tasted terrible. Asus had to force himself to swallow the putrid flesh of the rancid fruit. As soon as he took a bite, the wind and fog increased. Asus was lifted off the ground, held nearly ten feet in the air by the cyclonic winds whipping around in the cave. He forced himself to take another bite, and nearly gagged on his own vomit as his body tried to reject the cursed fruit. With extreme will, he forced the pulp down his throat. The winds still held him steady, and now small gray tendrils of fog wrapped around his body. The fog was bone-numbing cold, pulsing with energy. His body convulsed as it tried to absorb the energy being forced into him. The wind kept trying to rent him asunder, and

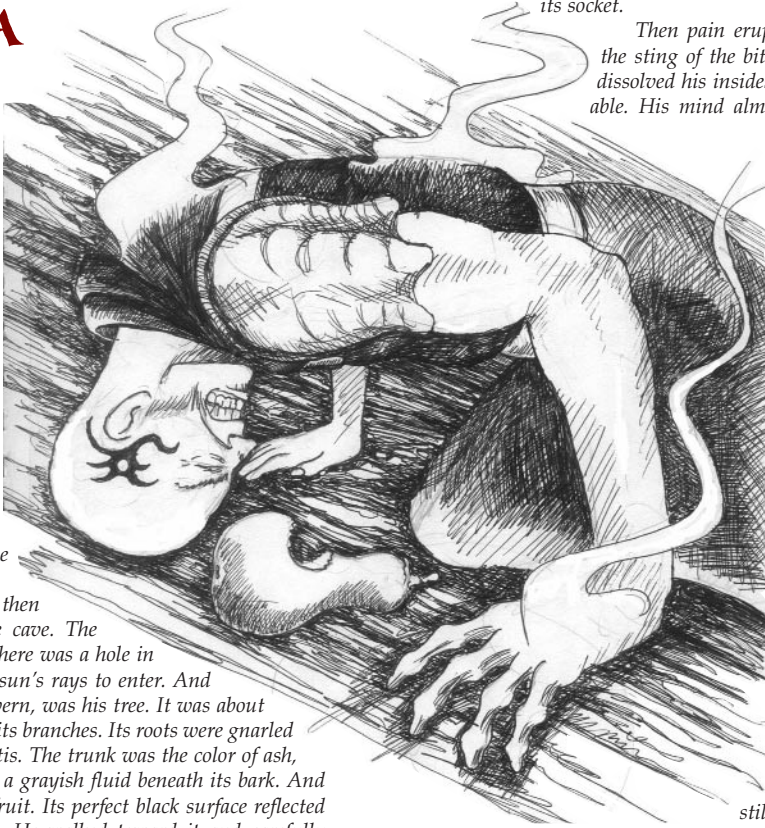
Asus heard a popping sound as his shoulder was pulled from its socket.

Then pain erupted from his stomach. He felt the sting of the bitter fruit's acids as they slowly dissolved his insides. The pain was nearly unbearable. His mind almost couldn't keep up with the varying pains inside and out, and Asus knew that he had to regain control of himself or he would go mad. He tried to move, but the winds and fog still held him in place. His arms were stretched at his sides, veins bulging on the surface of his skin. His head was thrown back, mouth open, tongue sticking out. Now that he had eaten the fruit, Asus could scream. And scream he did. His shrieks of terror and pain filled the cavern with a resonant discord, breaking even over the howling of the wind. The fog passed through his body, through his mind, spitting forth from his open mouth in a torrent of gray power.

Just as suddenly as it had begun, the wind ceased.

Asus dropped unceremoniously to the floor, his body still convulsing from the energies coursing through him. Knowing he had-

n't quite finished the ritual, Asus rose to his feet. He had to close the gate to the Gray or its energies would destroy him forever. He looked towards the gate with eyes that glowed a sickly green and spoke the words that dispelled the magic keeping the portal opened. Now he had to seal the gate to the Gray. Grabbing the necessary components from an alcove he had designed just for that purpose, Asus began the chant to close the gate. Just as he was about to finish, a loud wail echoed from the gate. Asus stopped chanting just as a streak of gray emerged from the gate and bowled him over. The spirit continued its course towards the cave entrance, but then stopped suddenly as it hit an invisible barrier. As Asus got up, a cold smile appeared on his now dead lips. He put the spell components down just as the spirit's screams began to grow louder. He pointed a finger at the spirit and spoke one word. A beam of light emerged from his fingertip to strike the spirit. Its screams of agony increased to an almost ear shattering level. As the beam of light surrounded the spirit, it suddenly vanished in a puff of gray smoke. But then Asus



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

BECOMING A KAISHARGA

To become a kaisharga, one must simply eat a fruit. Sounds easy? No. The fruit tree must be specially cared for and must be regularly tended. The kaisharga's tree does not necessarily have to bear fruit for the wizard casting the spell. The tree must still be watered with the blood of the prospective kaisharga (who must be at least 15 HD, though may or may not be the wizard casting the spells), and all other processes are the same. This is seldom the case, however, as it is a simple change to the existing spells to make the new kaisharga subservient to the wizard (this is the process used by the Dragon). Whenever needed, the original wizard can mentally control the kaisharga as if he were an evil cleric controlling undead—though there is no save on the kaisharga's part.

GROWING THE TREE

The tree must be a sapling, no more than three days old when it is transported to the wizard's growing chamber. The sapling must come from a seed found in the Dead Lands. Once in the wizard's growing chamber, certain spells must be cast in order to transform the tree into a fruit-bearing tree. The wizard must cast *create tree of undeath* (a variation of *create tree of life*). The material component of the spell is a seed taken from the Seventh Tree, located in the Dead Lands.

During the planting of the seed, while *create tree of undeath* is being cast, the caster will need to open a portal to the Gray (*open the gray gate*, a more powerful version of *open the gray portal*) and use *permanency* and *hold portal* to anchor the portal to the tree. The tree will then have a steady supply of undead energy to draw upon for fueling the creation of the single fruit. Powerful wards (9th level symbols and undead wards that have been made permanent) must be placed upon the portal to deny Gray spirits access to Athas. These wards will also slow the amount of energy coming into Athas from the Gray significantly. The portal to the Gray still has the normal effect on corpses within the area of effect. The wizard must also be careful to protect the chamber, because any defiling will kill the tree. The tree must also receive at least 8 hours of sunlight per day, so the chamber must permit the sun's rays to enter. The tree must be tended for 1001 days and watered daily with:

- The prospective kaisharga's blood.
- Water from the central fountain in Bodach.
- Obsidian crushed into powder, imbued with spell energy (Energy containment) and sprinkled over the tree's roots.
- The ashes of a 15th level (or higher) preserver (one preserver's ashes is enough for 1001 days).

THE TRANSFORMATION

A single, beautiful jet-black fruit will be born by the tree. While the pear shaped fruit looks and smells very appetizing before the fruit's skin has been broken, it is in fact beyond terrible in taste and smell once bit into. The wards cast during the growing process are bound to the tree, and when the ripe fruit is plucked, the Gate is rent open, and tremendous amounts of undead energy rush into the area, being visible as gray tendrils of gray fog whipping about in a sirocco level wind. It is during this time that the fruit is consumed, and the prospective kaisharga becomes the focus of this energy, drawing in such levels of undead power as to nearly defy the mind. The eater of the fruit must make a Fortitude save (DC 20) or be completely and permanently eradicated by the incredible forces coursing through his dying body. The entire process of absorption takes about 6 rounds. Subsequent Concentration checks (DC 15) must be made each round, failure resulting in the death of the caster and the failure of the transformation (the caster is mainly standing there, convulsing, arms outstretched, head thrown back, absorbing the energy). After the absorp-

OPEN THE GRAY GATE

Conjuration (Creation)

Level: Wiz 9

Components: V, S, M

Casting time: 10 minutes

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

Effect: Special

Duration: 20 minutes

Saving throw: None

The wizard uses this spell to open a powerful gate to the Gray, allowing energy from that plane to seep into Athas. The spell must be tied down (anchored) to an object of the Prime material plane (Athas). This spell is a more powerful version of *Open the Gray Portal*. The caster must beware, though, as the gate being opened is powerful enough to permit undead spirits entry to Athas, where they will cause unimaginable havoc. The wizard has 10 minutes in which to anchor the gate (using other spells), else the gate will elude the caster's control and begin to move uncontrollably. The gate appears as a swirling column of gray mists, cold even in full sunlight, 10 feet wide and 30 feet tall. If the gate manages to escape, the caster and all other living beings must beware; any round they spend touching the mists gain one negative level. A creature drained to 0 levels (or HD) immediately dies and will rise as an undead in 3 rounds. All bones buried no more than 6 feet deep become animated (as animated skeletons) for 2d8 rounds if the mists travel over their location. These animated creatures attack anything they come close to.

tion takes place, the caster is a kaisharga, but extremely weakened by the transformation. The caster (given it is the caster eating the fruit, otherwise there is little problem) must cast a successful *dispel magic* spell (to remove *permanency*) and then a *seal gate* (6th level) spell to close the portal. This process irrevocably slays the tree.

BEWARE...

During the time that the gate remains open, there is a 5% cumulative chance each round, up to a 50% maximum that the massive expenditure of energy from the Gray has caught the attention of a powerful undead spirit seeking escape from the Gray, and an undead host to occupy. If such a spirit makes it through the gate, the kaisharga will be forced to dispatch it by whatever means it has (most likely closing the gate, which will cut off the spirit's flow of energy; the spirit may not roam farther than 10 miles from the portal, regardless). Each round the spirit is within 30 yards of the caster, the caster will be forced to make a Will save with a DC of 25 or become a host for the spirit. The caster's undead soul is expelled from the body, creating an impotent specter with no ability to influence the physical world.

Also, consumption of a kaisharga fruit that was not grown by one's own blood is a bad idea, as it is deadly poison to all but the prospective kaisharga. The poison takes effect 1d4 rounds after the victim consumes the fruit. Eating the entire fruit results in irrevocable death. Consuming part of the fruit results in a Fortitude save with a DC of 22, failure indicating death, success resulting in 40 points of damage and coma for 2d6 days. The person eating the fruit must still survive all other complications described above in the transformation.

GAME MECHANICS

- Kaisharga are formidable foes. They gain many powers through their transformation into undeath. Apply the kaisharga template found on page 39 to the character.

MORG

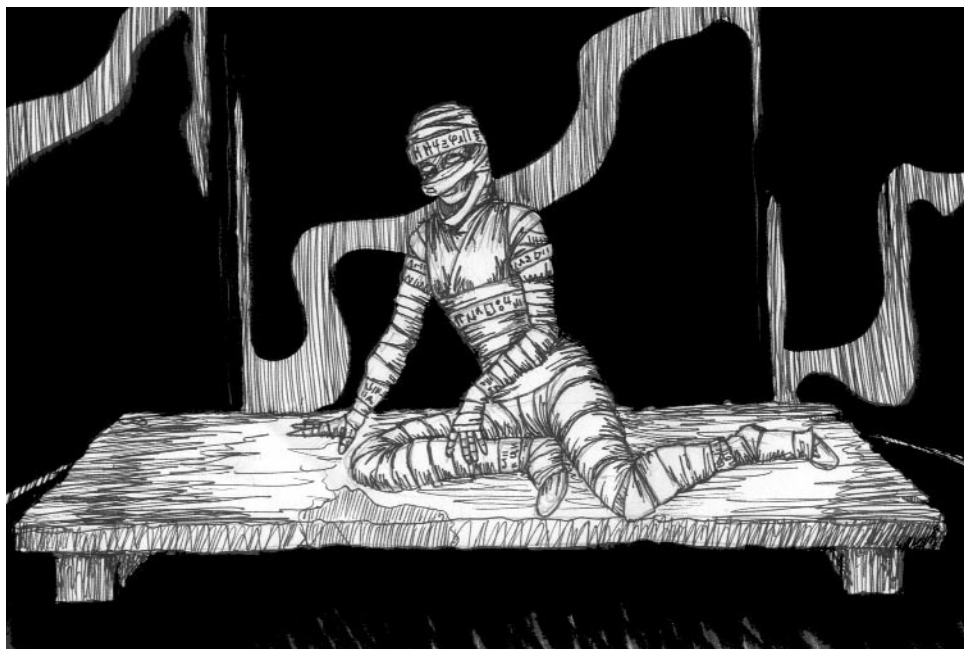
INTRO...

From the rooftop terrace he surveyed his city. The good people of the city, his subjects, served him faithfully, if fearfully. He liked it that way. Stone

cities, however rough-hewn, were a luxury in these times, when wars yet raged, but his people needed to recover, to produce a new generation of warriors, before the next wave of cleansing could begin. With such amenities he bought their loyalty—from some, more loyalty than from others, mused the king, a toothy smile playing across his features. And one of those most loyal would receive a great gift this day.

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

The tunnel led to a heavy stone portal, opening upwards. With no effort at all the Neksos lifted the heavy door, testing it for weight and balance—it must seal perfectly, when the birth-pangs began, its obsidian sheet covering flush with the similar plates covering the walls, ceiling, and floor. The table, gray and grainy, deliberately unfinished and unpolished, stood empty in the center of the room. The Neksos knelt, running his clawed fingers along the precise grooves of each inscription on the underside of the table, assuring himself that they were perfectly carved, even as he had earlier made sure they were correctly positioned. When Sekdo lay on the table next, he would rise from it reborn.



Aside from the table, rough but unmarked on top but carved beneath, only two other surfaces in the room lacked the shine of obsidian. The sun-shaped, almost flowerlike symbol on the far wall was carved through the obsidian sheeting and into the gray basalt wall behind. Less elegant was the stone basin, rectangular, off to one side. The Neksos stepped over to it, sniffing the salty mass within. The unguents smelled right, and were the right color—the linens should be ripe.

It was what he could see, but no one else, that most interested the Neksos. Slowly his eyes traced their way around the room, searching for the dweomers he had placed there, the wards against the dead, the protections against the spirits of the Gray. His own protections he knew to be strong, had he not renewed them this very dawn? But the chamber must also be secure, lest some spirit flee past him in the gloom, seeking new life in the bosom of one of his warriors. Carefully, the warlord checked every surface and corner, satisfying himself that the birth chamber was whole, ready to witness his act of creation.

COME! The Neksos's voice echoed not through the palace above but in the minds of his chosen minions. The servants would be hastening, eager to please, if terrified of their task. Sekdo too would be here swiftly, he was ready to be born.

The servants did indeed appear first; frightened whelps, taken captive at the last human town they had passed. The Neksos curtly gestured for them to place the heavy sealed casque they bore next to the entrance, but just outside the portal. They set it down, grateful to be rid of it, then stood stiffly aside as Sekdo staggered down the hall. The man had once been Sekdo—a great war-chieftain of the army, loyal servant to his master, come to receive his reward. He was gaunt, haggard, his chest and belly sunken from two days without food or drink. His face was pale—he had yielded yet more blood this morning.

Proud even so, the gaunt Sekdo stood before his warlord, breathing deeply before he knelt. His eyes never left those of the Neksos, even as his knees bent. “Your loyal servant,” he rasped, willing his body to obey him, knowing it would soon feel new strength, greater strength than had ever been his even in the mightiest days of his youth.

Silently willing the servants to neither see nor hear, the Neksos permitted himself a smile down on his favored war-chief. “What do you seek, my servant?”

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

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

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

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

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

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

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

The first linen slapped against him, the servant twisting up and around his leg. The other servant applied a reeking strip of cloth to the other. Sekdo steeled himself. He would live forever! His body held rigid as the servants wrapped his legs thoroughly, then began working up his torso. They moved quickly but precisely, under the mental command of the

Neksos. Then it began, burning, like the cloth was on fire, was crisping his skin beneath its cool embrace. He tried not to move, but he could not control his body. A foot shook, then the other, shaking as if trying to shrug off the clammy linen.

The Neksos smiled. Yes, it was time for the pain to begin. Sekdo was resisting, but he would fail, just like all the others. The Neksos could use the Way to control his body, to make it easier for him and the servants, but it was more entertaining simply to watch. He would intervene if he had to, but for now he simply ordered the servants to hurry. They had already reached the chest.

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

The Neksos could see the servants would need help, so he used the Way to lift Sekdo's tightly bound body onto the stone table. Positioning it just so,

aligning the head, heart, and hands, above the incised marks on the underside of the table. He ordered the servants to hold the cocooned body in place, himself pulling out the particularly thick cloth strips and using them to tie Sekdo to the table. The noxious unguents on the linen burned his hands, but he cleansed them with a thought. The servants, though, were beyond use—their hands were now just stumps, smoking fitfully. The Neksos directed them out, and to the tembo pit.

Sekdo could no longer move, but his screams rent the air. The Neksos had heard them before—it was hard to find good help, but once he had it, the screams were little enough price to keep it. He heaved the steaming vat of unused linen outside, then waited. Sekdo screamed on and on, as his body was boiled from the inside out. Hissing flumes of steam rose here and there from the wrappings, the sweet smell of death. The Neksos watched clinically, glancing over as he once again rechecked the room's wards. He waited until the last spasms were over, the last desperate gasp of pain, then stepped forward and felt the corpse with the Way.

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

It was time. The Neksos turned and carefully closed the portal, checking the seal once, then twice. It must be done quickly, while the corpse was still fresh. He began the words of the incantation, the spell Rajaat had taught them, the Graybirth. On the far wall the flowerlike runes flickered into life, glowing with an uneven, pallid light. The intensity of it filled the otherwise utterly dark room, building as the words of the spell built, faster and more urgently. The Neksos knew the time was nigh, reaching the final words of the first colophon, sweeping his hands down, eyeing the runic symbol.

The symbol engraved on the wall seemed to liquefy, to ripple and bulge, then it burst open, the inscription lost behind a flash of swirling gray fog. The fog plunged to the floor, rocking up off the obsidian in a swiftly moving wave, lapping against the Neksos's feet. He shuddered as the grim darkness of the Gray touched him, but breathed again feeling his wards shield him. The gloomy touch of it oozed up his leg, up the legs of the table, tendrils of fog whirling up from the rising flood on the floor. The vines of fog, like inverted roots, reached for the engraved symbols under the table, curled around to caress the corpse on top.

The Neksos resumed his chant, picking up with the second colophon, rhythmically forcing the waves of gray fog to enter the corpse, driving the swirling energies of the Gray to infuse Sekdo's body. The fog was deepening, thickening, such that even the Neksos had to wade through it to reach the table. His wards were holding, but he knew the true test was coming—such a rent as he had made would attract the spirits, and soon. The Gray energies were now too thick to see through, so he placed his hands on Sekdo's corpse, channeling the Gray waves into the still-warm carcass.

There! The Neksos felt the spirit more than saw it, felt its grasping hunger, its desperate lust for his warm living flesh. His defenses held, freeing him to force more energy into the lifeless remains of Sekdo. He raised his voice in the Graybirth chant, feeling the poisonous unguents of the linen wrappings burn his hands. There was no way to ward that, and get the spell to work, it simply had to be borne.

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

The corpse trembled beneath the Neksos's hands. Without skipping a beat he shifted to the spell's third and final colophon, knowing that the lifeless body of Sekdo had taken all the energies it could from the swirling fog of Gray that filled the room. The spirits screamed their agony and hate, feeling the spell change the pull on the gate to the Gray. It had been pulling them out into the birth chamber, but now the spell forced it to reverse, pushing the nebulous fog and the spirits which sped through it back into the Gray.

Suddenly the outflow became a torrent, as the gate ripped at the gray fog still swirling through the room. The Neksos grasped desperately at the extra-thick straps that had held Sekdo's writhing body in place, holding on as the

whipping wind sucked him up, lifting his feet up to the runic gate. The spirit, then both, grasped desperately on, their insubstantial fingers somehow more real, stronger, as long as the Gray energies flowed around them. They were trying to pull him into the Gray with them! One of the straps frayed as he screamed out the last words of the incantation. The screams of the spirits as they clawed at him mingled with his own, before suddenly the gate collapsed, snapping shut like a kes'trekel's beak.

The Neksos crashed to the floor and lay there a moment. He'd never felt such a strong pull to the Gray before. Breathing heavily, he stood, limping to the sealed door. With a last look around, he lifted the obsidian-faced portal, reaching out for the casque the servants had left there. It was still warm. Leaving the door open, the warlord limped back to the table, where Sekdo's corpse was shaking uncontrollably, but still tightly bound. The Neksos ripped the stone lid off the casque, hearing it shatter on the floor. He splashed the hot blood—Sekdo's own blood, harvested just this morning, when he was alive—over the shuddering corpse.

With a gout of foul-smelling steam, the linens disintegrated, aging in an instant into discolored tatters. Incoherent sounds rattled in Sekdo's throat, as his mind suddenly discovered that its body was no longer a lifeless prison. The war-chief's eyes flashed open and he struggled to sit up. The Neksos tossed the empty casque aside, stepping back. The poisoned carcass, befouled with its own blood, gibbering wildly, fell back, unable to even sit upright. A morg is born.

BECOMING A MORG

To become a morg, all one has to do is die—something countless slaves do every day in every city of Athas. But the effort of becoming a morg begins a year before one's death, and is supervised at every stage by a mentor, most often a sorcerer-king. The prospective morg must go on a strict regimen, eating little save dried fruits and meats, purging his body with venomous teas brewed from his own blood. A month before morgbirth, the morg can drink nothing, but continues to yield blood to his mentor, for use in preparing the unguents and balms. Two days before morgbirth, the candidate begins to fast, not only drinking nothing but eating nothing. His mentor applies a variation of *store the mind* to protect his psyche, ensuring that during his death it will not follow his life-force to the Gray. On the day of morgbirth, the candidate enters the prepared birth chamber, is bound in the unguent-impregnated linens, and left to die. It takes about an hour.

PREPARING THE BIRTH CHAMBER

The birth chamber must be built of stone, its interior walls faced with obsidian at least an inch thick. In the center of the room is a plain stone table, long and wide enough for the corpse of the morg. Inscriptions related to the *graybirth* spell must be carved into the underside of the table, at precisely the points where the candidate's head, heart, and hands will be laid. One wall, usually opposite the entry, is marked with the runic symbols required for the *graybirth* spell—when the spell is cast, the gate will open through the inscription, flooding the chamber with Gray energies. To contain the Gray energies within the birth chamber, the walls and entry must be warded.

In addition, the mentor must prepare hundreds of yards of linen cloth, thickly impregnated with the morg unguents. These unguents require a skilled alchemist to combine the rare ingredients, forming a syrupy mixture in which the linens must soak for a minimum of one month. The ingredients for the unguents include:

- The prospective morg's blood.
- Salt from the remains of a salt banshee.
- Juice and pulp from the crushed fruits of a brain seed plant.
- Obsidian crushed into powder, imbued with spell energy (Energy containment).
- Twice-boiled flesh of a white silt horror, rendered into a gel.
- The ashes of at least two mature t'chowb.
- At least 1,000 gp worth of costly spices.
- Most of the linens will be used to wrap the living morg candidate at the beginning of the morgbirth, but several strips must be knotted double-strength, since the candidate must be bound to the table during his death-throes.

GRAYBIRTH

Necromancy

Level: Wiz 9

Components: V, S, M

Casting time: 20 minutes

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

Effect: Special

Duration: 30 minutes

Saving throw: None

Spell Resistance: None

The mentor wizard uses this spell to tear open a seam between Athas and the Gray, flooding the prepared birth chamber with Gray energy. The birth chamber must be carefully warded, or the energies from the Gray could ooze out, with untold effects on the surrounding lands and certainly ruining the morgbirth. This spell incorporates a variation of *open the gray portal*, but also allows the caster to focus the swirling Gray energies into the morg's lifeless body. As with *open the gray portal*, however, the caster must beware, that so long as the *gate* is open, powerful undead spirits are able to enter Athas. *Graybirth* opens such a wide gate, so explosively, that spirits are almost certain to observe it and seek to come through, lusting for a body to possess. The wizard must ward the birth chamber (using other spells) before casting *graybirth*, and ward himself, so that he can continue the process of infusing the Gray energies into the prospective morg.

THE TRANSFORMATION

The morg candidate is bound tightly in the unguent-impregnated linens, and swiftly—it takes only moments for the foul balms to begin to eat into the candidate's flesh. Before this happens, the mentor straps the candidate to the stone table, ensuring that the morg-to-be is precisely positioned over the inscriptions carved into the underside of the table. For the next hour, the mentor's main focus is on ensuring that his wards and protections are complete; beyond that, he watches the candidate struggle against his bonds as the poisonous unguents consume the last fluids from his body. The body's natural fluids, such of these as remain after the fasting, boil off, creating a hideous stench. The candidate dies in excruciating pain, suffering from massive system shock as the deadly unguents burn out the natural fluids and settle into his corpse in their place.

The mentor ensures that the candidate has died, and that his life force has gone to the Gray. He also verifies that the psionic preparation, *store the mind*, has retained the morg's psyche in his body, rather than letting it follow its natural course into the Gray. The mentor then casts *graybirth*. As the last words are spoken, the symbols on the wall burst into an eerie and unfocused light, and suddenly the wall erupts in roiling waves of what looks like thick gray liquid. The Gray energies flood through the gate, swirling around the birth chamber, lapping at the feet of table and caster alike. Wisps of Gray energy rise from the undulating mass on the floor, curling around the caster and the table.

The caster must now use the symbols inscribed on the underside of the table, and the remaining chants of the *graybirth* spell, to force the Gray energy into the corpse of the prospective morg. As he does so the *gate* remains open, and the flood of Gray material soon fills the room to the ceiling. Motions become difficult as the Gray energy forms an ever-thickening fog, blinding the caster, forcing him to plant his hands on the morg's corpse to complete the spell. The unguent still in the shrouds burns the caster's bare hands, while spirits from the Gray swirl through the birth chamber, lustfully seeking to possess the morg's corpse or the caster's living body.

The caster cannot stop to battle the spirits, nor can he close the gate—it is only the sheer flood of Gray energy flowing through the gate which can empower the morg's reanimation, and the ritual allows no interruption. For this reason the mentor must have ensured in advance that his wards and protections were sufficient. As the caster completes the spell, the gate to the Gray snaps shut. The spirits and Gray material in the birth chamber are sucked from it in a fierce wind—the caster must use the straps that formerly held down the

dying morg candidate to prevent being himself sucked into the Gray.

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

BEWARE...

During the time that the birthgate remains open, there is a 5% cumulative chance each round, up to an 80% maximum, that the massive expenditure of energy from the Gray has caught the attention of a powerful undead spirit seeking escape from the Gray, and a living or undead host to occupy. If such a spirit makes it through the gate, the mentor must ignore it, relying on whatever protection she has—unlike the *gate* used by the kaisharga creation process, this *gate* cannot be closed until the allotted time has passed. The spirit will almost certainly seek to inhabit the lifeless body of the morg-to-be, or failing, that of the mentor himself; the mentor must prevent this with suitable wards and spells. Each round the spirit is within 30 yards of the mentor, the mentor will be forced to make a Fortitude save with a DC of 20 or become a host for the spirit. If the spirit claims the mentor's body, the mentor's undead soul is expelled from the body creating an impotent specter with no ability to influence the physical world. If the spirit claims the body of the morg, the results are catastrophic—the morgbirth succeeds, but the creature born is not a morg—it is a hideous amalgam of the personality of the morg candidate and that of the spirit(s) which gained possession of the corpse, and the resultant being's powers are far greater than those of a simple morg. Such an abomination is described on a tablet in the ruined royal library of Yaramuke, but no such creature is actually known to exist on Athas today.

GAME MECHANICS

- Morgs are formidable foes. They gain many powers through their transformation into undeath, and are bound to their creators only by their own loyalty. Apply the morg template found on page 42 to the character.

T'UZ

INTRO...

A long, winding corridor opened before her eyes. All she could see within it was a mass of swirling gray mists. A bit of the mists was escaping from the tunnel, but it quickly evaporated in the warm Athasian air. Daahm stepped forward, put her foot inside the tunnel, then stopped. It was a weird feeling; the chill from the Gray sent tiny prickles up her arms and face, but the warm air at her back was making her sweat. Daahm looked back, then extended her right palm downward toward the ground. She pulled energy from her surroundings, watching in pleasure as the plants crumbled and then turned to ash, her body elated from the gift she was offering it. She looked at her arms, watched her veins pulse with a greenish glow, then stopped pulling. She wanted to pull more, to let her body revel in the power, but knew she would have to be careful. She didn't know how long she would remain in the Gray, and she didn't want to burst from the energy stored within her before she had completed her task. Soon, she thought, she would no longer have to heed her body's limitations; her flesh would die, and she would live on forever. But she still needed to power a spell or two in case something went wrong in the Gray; you could never trust the dead.

Daahm stepped forward and walked the length of the corridor. It was a dizzying experience; the mists swirled all around her, and the corridor seemed to spin slightly. Soon she reached the end and stepped into a place of gray, a plane of nothing; no boundaries, no up nor down. All around her everything was gray, and there seemed to be nothing in terms of buildings or terrain; no sun, no sand, nothing. It was all an ashen haze. Daahm could feel the chill of the dead though; she hadn't spent her whole life near the dead without being able to recognize their presence. She knew it wouldn't take long for the spirit to contact her. She stood out in this plane of death like an elven magic-seller at a templar convention. And Zar-okan was expecting her. The spirit with which she had made her pact knew that now was the time to make the deal.

EXPULSION OF THE SOUL

Necromancy
Level: Wiz 9
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Permanent
Saving throw: Fortitude negates
Spell Resistance: Yes (harmless)

This spell (as its title suggests) is used to expel the soul from someone's body and send it to the Gray. The recipient of the spell (who may be the caster) must make a Fortitude save with a DC of 25 in order to stop the expulsion. The ritual brings excruciating pain to the recipient, as his soul is wrenched from his body. The material components for this spell are a tear and some bodily parts (nails, hair, etc.) from the recipient and 2 eyes from a tembo. Should the recipient of the spell be the wizard casting it, no saving throw is needed.

As she was snickering at her situation, a pair of gray eyes (darker than the rest of the plane) appeared before her. A hand materialized out of the air, and then tried to grab her throat. Before it touched her body, the hand struck a barrier. When the hand could go no further, Daahm felt a surge of anger from the presence in front of her. Its hate of the living was almost palpable. She could almost reach out and grab it. The gray eyes darkened almost to black.

Knowing she didn't have much time, and now that she had proven that she was capable of standing up to him, Daahm spoke: "Listen, Zar-okan, your tactics won't work against me. You will surrender your power to me, or else I will make sure you fade away to nothing! There are others like you in this plane of death, I'm sure some would like the chance to touch the world again..."

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

At that moment, Daahm felt a force inside her head, a numbing chill of evil that oozed hatred. Its putrid presence nearly made her swoon, and now that she had let it enter she knew that she had to complete the pact before the energies of the spirit consumed her. When Daahm turned around to step into the corridor, she felt a force pressing onto her barrier, and knew that it was Zar-okan checking to see if he could break through. The hungry spirit was once again trying to absorb her living energies before the pact was complete.

When Daahm stepped through the corridor back onto Athas, she felt the warm air striking her face and realized how cold she was. She looked at her hands and saw that they were a pale gray color, almost the same color as the Gray. The experience had left her fatigued, but she still had the stored energy inside her. She still had time to cast the final spell of the ritual, and Zar-okan's presence inside her head urged her to speed things up. Daahm knew better than to rush through the ritual; any small detail that was wrong would deny her the power of immortality. Gathering the two eyes of the tembo she had killed earlier, Daahm clipped a few of her nails, then jabbed her finger into her eye. The pain made her wince, and tears spilled onto her face. Quickly collecting the tears, Daahm began her chant.

As her voice rose higher and higher with the strange words of the spell, Daahm began to feel a strange emptiness inside her. At first it was barely noticeable, but as she kept chanting, the feeling increased. When she crushed the tembo's eyes inside her palms, as the spell demanded, the emptiness changed to pain. The pain increased even more when she dropped her tear inside her icky palms, growing into an almost unbearable nausea. Through gritted teeth she managed to chant the final syllables; then Daahm dropped to her knees. The pain was too much to bear. She could feel her very soul being torn from her body, as if her skin were being peeled from her bones, only a hundred times more intense. Her mouth opened into a scream; a primal, almost animal sound. Her hands were stretched tight, palms turned upward towards the sky. As her soul departed from her body, a gray haze settled over her mind, clouding her eyes and her thoughts. She could feel her body beginning to die; already she had lost feeling in her hands and feet. She could feel the chill of death slowly creeping up inside her body. Daahm's final thoughts before she collapsed from the pain were that yes, she had done it! She was now immortal!.....

BECOMING A T'LIZ

The process of becoming a t'liz is a long and arduous one, with the ultimate result never certain. The wizard must first create a link between himself and the Gray. This is the most important step in the process of becoming a t'liz. The undead t'liz receives its powers from the Gray, and so a strong link with this plane is absolutely necessary.

The wizard must forge a pact with a spirit of the Gray; this same spirit will give the powers the wizard needs to become an undead. The wizard must travel to the Gray to forge his pact with the spirit. Once in the Gray, how the wizard finds a spirit willing to enter into a pact with him is entirely unknown and very dangerous. The spirit may simply kill the wizard (if the wizard can't defend himself, he's probably not worthy of entering into a pact). The spirit must have been at least 20th level in life in order to forge a pact with the wizard. In order to find a spirit, the wizard must cast a 9th spell, called *pact of undeath*. This spell is a variation of the spell *pact of darkness*.

THE RITUAL

The caster actually gives up his soul when he makes the pact

with the spirit. Upon performing the ritual, the caster's soul is sucked into the Gray and added to the spirit's—allowing the spirit to grow stronger (giving him more clout in the Gray, allowing him to remain separate and more powerful than his spirit neighbors in the Gray, and to fend off dissolution longer). Once the spell is cast, the t'liz is simply an animated, intelligent creature (though still retains all memories/abilities), completely without life or soul—the soul is irrevocably lost to the body. For every level above 20th, the t'liz has a 10% cumulative chance that the t'liz's body, robbed of its soul, simply ceases to function; it can no longer support the energies of the spirit. Once the wizard is ready to perform the ritual and has located all the necessary components, the following spells must be cast: *pact of undeath*, *protection from time* (in order to preserve his body), *open the gray portal*, *steal energy* (a variation that permits the caster to absorb energy from the Gray), and finally *expel the soul*.

PRESERVATION OF THE BODY

To create the balms that will sustain its body, the t'liz needs special oils and substances that require hard to get (and expensive) ingredients and special components. One application of the oil will last the t'liz 3 days.

- Tree sap from one of the Dead Trees of the Dead Lands—this is the oil base.
- Bone dust or dried blood of the spirit's former body with whom the pact is formed.

Other plants and animals are used to create the oils that sustain the t'liz body. They are:

- **Bloodgrass** A blood sucking plant, its pulp is crushed and mixed with the other ingredients.
- **Burnflower** The sap of a burnflower, specifically that which is found inside the plant's flower.
- **Esperweed** Every application of oil requires 1 leaf from an esperweed.
- **Rock Cactus** The flower of a rock cactus (which blossoms only once per year) is used to create the oils. Two such flowers are required per year for the t'liz.
- **Zombie Plant** The crushed berries of a zombie plant are used in the creation of the oil. The oils also require the fat of a thrax. The thrax must be killed and after 3 days its body fat must be melted off and stored in jars. Congealed thrax fat lasts 2d4 years without spoiling, if properly sealed between uses.

GAME MECHANICS

- Apply the t'liz template found on page 47 to the newly created undead.

Chapter 5: Monsters

BEAST, OBSIDIAN

Large Elemental (Obsidian)

Hit Dice: 8d8+8 (44 hp)
Initiative: -1 (-1 Dex)
Speed: 30 ft.
AC: 14 (-1 size, -1 Dex, +6 natural)
Attacks: Rake +11/+6 melee
Damage: Rake 2d6+7
Face/Reach: 5 ft. by 5 ft./ 10 ft.
Special Attacks: Embrace
Special Qualities: Improved Grab, Displacement
Saves: Fort +7, Ref +1, Will +2
Abilities: Str 21, Dex 9, Con 13, Int 6, Wis 11, Cha 11
Skills: Hide +3, Listen +11, Spot +9
Feats: Cleave, Combat Reflexes

Climate/Terrain: Dead Lands
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 9—16 HD (Large); 17—24HD (Huge)

The obsidian beast is not a native creature to Athas, but can only be found on Athas. It is thought to originate from the Plane of Magma, living its existence there in peace until wrenched onto Athas through the catastrophe that created the Dead Lands. That event warped the elementals that were pulled through into this current form. It is believed that certain beings with strong ties to the Dead Lands can summon these elementals. The Dead Lands are the only known place where these beasts have been seen, most often in the lands of the Disciples.

These obsidian beasts, when called, take on the shape of a two-legged roughly humanoid appearance. They are made of obsidian, although some bits and pieces of earth or stone often can be seen. Their entire body is covered with razor sharp shards of obsidian jutting off from all different angles. They usually stand 9 feet tall, weighing close to 1200 pounds.

COMBAT

Obsidian beasts attack with their fists. Their fists are covered with razor-sharp obsidi-

an, dealing considerable damage.

Improved Grab (Ex): On a successful melee attack, the obsidian beast can use its Embrace attack.

Embrace (Ex): If the beast manages to grab hold of an opponent, it will envelop it with its arms and embrace the being close to its body. With its skin covered in obsidian shards, the beast deals considerable damage to an opponent, inflicting 2d10+5 points of piercing and slashing damage.

Displacement (Su): The mysterious nature of the Dead Lands allows the obsidian beast to transfer itself from place to place on (or in) obsidian at will. This transfer is a full-round action. The beast can reappear anywhere, as long as there is obsidian. The beast can also use this to hide in obsidian if it becomes close to death, hiding until it can heal itself or return to its lair deep in the obsidian of the plane.

BLIGHT

Diminutive Undead

Hit Dice: ¼ d12 (1 hp)
Initiative: +5 (Dex)
Speed: Fly 60 ft. (good)
AC: 19 (+4 size, +5 Dex)

Attacks: Bite +2 melee
Damage: Bite 1d2-2 + poison
Face/Reach: ½ ft by ½ ft / 0 ft.
Special Attacks: Poison
Special Qualities: Undead, Aura, Illusions
Saves: Fort +0, Ref +5, Will +2
Abilities: Str 6, Dex 20, Con —, Int 11, Wis 11, Cha 14
Skills: Hide +9, Listen +4, Move Silently +4, Search +4, Sense Motive +4, Spot +4
Feats: Lightning Reflexes

Climate/Terrain: Dead Lands
Organization: Group (10—100)
Challenge Rating: 1

Treasure: None
Alignment: Any evil
Advancement: Tiny ½ HD

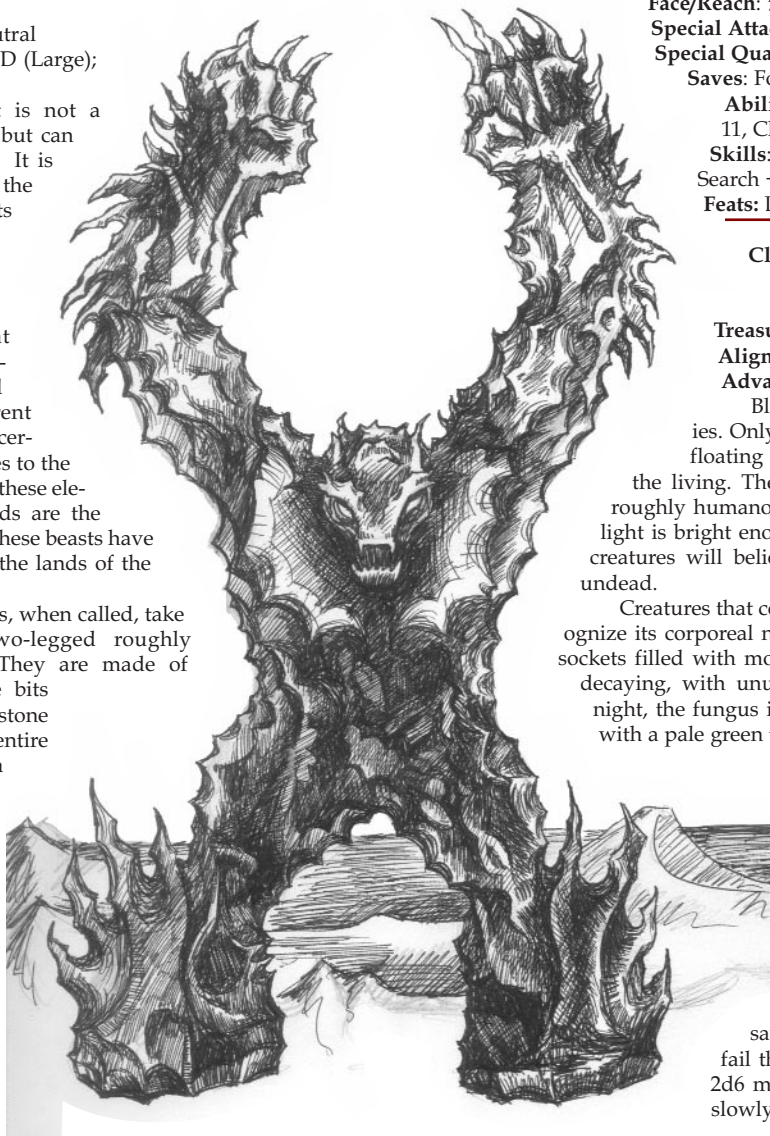
Blight are the undead remnants of pixies. Only the head of the pixie has remained, floating around, searching for the warmth of the living. The head emits light, continually, in a roughly humanoid shape about 2 or 3 feet high. The light is bright enough to mask the blight's head; most creatures will believe the blight to be an incorporeal undead.

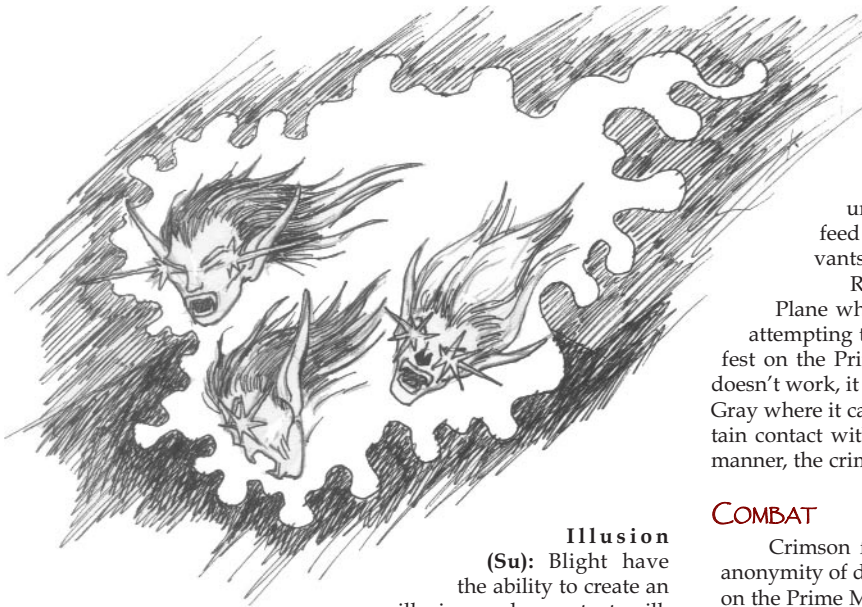
Creatures that come close enough to the blight to recognize its corporeal nature will see a tiny bone head, eye sockets filled with mold and fungus, the teeth rotten and decaying, with unusually sharp fangs. In the dead of night, the fungus in the blight's eyes sometimes glows with a pale green tint.

COMBAT

Blight prefer to use their illusory powers to lure victims and paralyze them, after which they can devour their flesh.

Poison (Ex): The blight can bite its victims with its sharp fangs and inject a paralytic poison into the bloodstream. The DC to save for the poison is 15. Victims that fail their Fortitude save are paralyzed for 2d6 minutes and must watch as the blight slowly devour them.





Illusion

(Su): Blight have the ability to create an illusionary banquet at will. They use this to lure victims.

Aura (Su): An aura of light envelops all blight. This light has a roughly humanoid shape, and can fool many into believing the blight is a non-corporeal undead.

Undead: As undead, blight are immune to disease, critical damage, death from massive attack, poison, and subdual damage.

CRIMSON

Huge Outsider (Evil) (Incorporeal)

Hit Dice: 22d8+110 (209 hp)

Initiative: +13 (+5 Dex, +8 Improved Initiative)

Speed: Fly 40 ft. (perfect)

AC: 19 (-2 size, +5 Dex, +6 deflection)

Attacks: Touch +25 melee

Damage: Damage 2d6 + absorb energy

Face/Reach: 10 ft. by 5 ft. / 15 ft.

Special Attacks: Absorb energy, Aura of death, Grayflood, Spells, The Way

Special Qualities: Damage reduction 30/+3, SR/PR 25, regeneration 10

Saves: Fort +18, Ref +18, Will +15

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

Skills: Concentration +30, Intimidate +31, Knowledge (arcana) +30, Listen +27, Scry +14, Search +30, Sense Motive +27, Spellcraft +30, Spot +27

Feats: Improved Initiative (x2), Spell Penetration

Climate/Terrain: The Gray

Organization: Solitary or group (1 crimson + 1—6 tormented)

Challenge Rating: 22

Treasure: None

Alignment: Any evil

Advancement: 23—44 (Huge); 45—66 (Gargantuan)

The crimson are true incorporeal creatures dwelling deep in the Gray. The result of experiments by Rajaat, these creatures are capable of resisting the draining effects of the Gray and even feed off the souls of other creatures. They have virtually no interest in the Prime Material Plane of Athas and live out their virtually immortal life in the plane of the dead, feeding off its energies.

Crimson appear in the Gray as massive clouds of deep Gray fog, billowing silently and seeming to boil if the creature is riled. Within the clouds, visible if the crimson desires, a glittering crown surmounting a

black or dark gray robe can be seen. A pair of hideously intense eyes burn, bright with hatred, but otherwise they have no visible features.

Crimson can remain dormant for years or decades, or even King's Ages as some have speculated, although no one has ever confirmed this. Presumably, after feeding, the crimson can rest until the tug of dissipation alerts them to the need to feed again. They often have tormented or wraiths as servants.

Rarely, a crimson will venture onto the Prime Material Plane when it is disturbed while trying to feed. If someone is attempting to resurrect a crimson's victim, the crimson will manifest on the Prime, and will attempt to dissuade the mortals. If that doesn't work, it will use its grayflood ability to draw the mortals to the Gray where it can use its more potent abilities. The crimson also maintain contact with the Prime by entering into a pact with t'liz. In this manner, the crimson may increase its magical knowledge.

COMBAT

Crimson fight primarily through their minions, preferring the anonymity of distance and indifference. They rarely engage in combat on the Prime Material Plane. Should the crimson be threatened in the Gray, though, its resistance is sudden and relentless. Crimson can use spells and psionic powers in the same round, as they have a permanent *split mind* power in use.

Spells (Sp): Crimson possess the abilities of 20th level wizards. They may use any spell at will. They learn new spells by absorbing the souls of dead wizards.

The Way (Sp): The crimson can also manifest psionic abilities. At will—*brain lock, combat precognition, detect psionics, mass domination, mind probe, recall pain, sever the tie, ultrablast*. These abilities are as the powers manifested by an 18th-level psion.

Aura of Death (Su): The crimson's countless Ages spent in the Gray have given it a stench of the dead, palpable by the living. Any creature in medium range (100 ft. + 10 ft./HD) of the crimson is shaken (see p.85 of the DMG).

Absorb Energy (Su): Crimson are able, by touch, to absorb the energy from targets both living and dead, as long as both the target and crimson are in the Gray. The crimson drains 1d4 points of Charisma per touch against creatures traveling spiritually in the Gray. A creature drained to 0 points of Charisma will start losing Constitution points. A creature drained to 0 Constitution is irrevocably dead and cannot be raised, resurrected or in any other way brought back to life. Mortal creatures traveling physically in the Gray are immediately drained of Constitution. The crimson must make a touch attack roll to begin draining any creature.

Grayflood (Su): When it manifests on the Prime, the crimson can utilize its grayflood attack. This attack takes the form of a sudden burst of Gray energies, swirling around the crimson. All beings in close range (25 ft. + 5 ft./2 HD) of the crimson must make a Will save (DC 27) or be drawn into the Gray. All creatures drawn this way suffer 2d8 points of damage and are dazed for 1d4 rounds.

ECOLOGY OF THE CRIMSON

Crimson are so powerful that even as incorporeal beings largely indifferent to the world of mortals, they exercise a great effect on Athas. Some sages believe that the actions of crimson in absorbing spirits of the dead have disrupted the normal flow of energy in the Gray, by absorbing the spirits of the dead. They believe this has caused the Gray to enlarge, although no one can prove or disprove anything.

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

	Bone	Obsidian	Chitin
	Large Construct	Large Construct	Large Construct
Hit Dice:	9d10 (49 hp)	15d10 (82 hp)	11d10 (60 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	30 ft. (can't run)	20 ft. (can't run)	30 ft. (can't run)
AC:	18 (-1 size, -1 Dex, +10 natural)	28 (-1 size, -1 Dex, +20 natural)	20 (-1 size, -1 Dex, +12 natural)
Attacks:	2 rakes +10 melee	Slam +20 melee	1 rake +12 melee
Damage:	Rake 2d8 +7	Slam 4d10 +15	Rake 2d10+7
Face/Reach:	5 ft. by 5 ft. / 10 ft.	5 ft. by 5 ft. / 10 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Shards	Stun	Poison
Special Qualities:	Construct, magic immunity, damage reduction 15/+1	Construct, magic immunity, damage reduction 15/+1	Construct, magic immunity, damage reduction 15/+1
Saves:	Fort +3, Ref +2, Will +3	Fort +5, Ref +4, Will +5	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	11	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	10—18 HD (Large); 19—27HD (Huge)	16—30 HD (Large); 31—45HD (Huge)	12—22 HD (Large); 23—33HD (Huge)
	Sand		
	Large Construct		
Hit Dice:	10d10 (55 hp)		
Initiative:	-1 (Dex)		
Speed:	20 ft. (can't run)		
AC:	24 (-1 size, -1 Dex, +16 natural)		
Attacks:	Slam +11 melee		
Damage:	Slam 4d10 +7		
Face/Reach:	5 ft. by 5 ft. / 10 ft.		
Special Attacks:	Improved Grab, Suffocation		
Special Qualities:	Construct, magic immunity, damage reduction 15/+1		
Saves:	Fort +3, Ref +2, Will +3		
Abilities:	Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1		
Climate/Terrain:	Any		
Organization:	Solitary		
Challenge Rating:	7		
Treasure:	None		
Alignment:	Always neutral		
Advancement:	11—20 HD (Large); 21—30HD (Huge)		

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

COMBAT

The rules for combat of the golem follow those in the Monstrous Manual, p. 109.

CONSTRUCTION

Construction of a golem is a long process involving powerful magical and elemental forces. Each golem's construction requires considerable materials and spell components. The creator must also be able to build the golem's body or find someone to do so. See the Monstrous Manual, p. 109, for more details. Athasian golems are not animated by an elemental spirit; rather, the magical energies used in their creation drive these automatons.

BONE GOLEM

A bone golem is made of bits and pieces of bones from many

creatures. It usually stands 8 to 10 feet high but weighs little, around 300 pounds. These golems can be misshapen, with some parts of bone fused together in the creation process, or other bone pieces jutting out at odd angles. Some bone golems have more than two arms. Most bone golem's hands are shaped like claws. Bone golems rarely wear anything, as their misshapen bodies often cannot hold clothing or armor of any kind. It only attacks with its claws and does not use weapons. The bone golem cannot speak, and its walking may be stiff and unnatural.

COMBAT

Bone golems use their claws to rake their enemies. Although they do less damage than their obsidian counterparts, they are still a force to be reckoned with.

Shards (Su): A bone golem can use shards as a free action once every three rounds. The bone golem slaps its hands together and releases a cone of sharp bone shards. Any creature failing a Reflex save will take 2d10 of damage. Those who successfully save take half damage. The cone is 25 feet long.

Magic Immunity (Ex): Bone golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. Sonic effects and spells deal normal damage to the bone golem. For example, the spell *shatter* causes 1d6 points of damage per caster level (to a maximum of 10d6).

CONSTRUCTION

Creating a bone golem requires the skeletons of at least 8 different medium-sized creatures. The materials necessary for the bone golem cost 2,500 gp and require two months to complete. The creator must be able to cast 7th level arcane spells. The spells required are *animate dead*, *geas/quest*, *limited wish* and *polymorph any object*.

OBSIDIAN GOLEM

An obsidian golem is a massive construct. They measure 12 feet and weigh over 900 pounds. Shaped like a humanoid, its hands are carved into massive fists that cannot open. The obsidian golem is slow, but its great strength makes up for its lack of movement. It cannot speak.

COMBAT

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

Stun (Su): The obsidian golem can slam its fist together instead of a normal attack, creating a loud sonic shock. All creatures within a 20-foot radius of the golem that fail their Fortitude save are stunned (see p. 85 of the DMG). Creatures stunned lose all Dexterity bonuses to AC and can take no actions. Foes gain a +2 circumstance bonus to hit these stunned creatures. A side effect of this stun attack is that the golem sprays the area with sharp obsidian pieces. All creatures within the area of effect immediately take 2d6 points of damage and must make a Reflex save. Those that make their save take 2d4 points of extra damage, while creatures that fail their save take 2d10 of additional damage.

Magic immunity (Ex): Obsidian golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. A *repel metal or stone* spell acts normally. A *shatter* spell deals 1d6 points of damage per caster level (to a maximum of 10d6) to the golem, while a *stoneskin* spell heals all of its lost hit points.

CONSTRUCTION

Creating an obsidian golem is a long and costly process. Materials cost 3,000 gp, and an expert craftsman must be found who can carve this obsidian monstrosity. The process takes four months to complete. The creator must be able to cast 7th level arcane spells. The spells required are *animate dead*, *geas/quest*, *limited wish* and *polymorph any object*. The process to create these huge guardians is a well-kept secret. It is rumored only Sorcerer-Kings know how to create them.

CHITIN GOLEM

A chitin golem is constructed from the shells of many large insectoid creatures of Athas. They stand 10 feet tall, but weigh little, only 200-250 pounds. Roughly humanoid in shape, they can have many appendages, each with a claw or pincer. They walk in a slow and unstable manner, their long gangly arms hanging by their sides. An odor of death and decay hangs around all chitin golems. Often their chitin will appear rotten and moldy, but it is strong. Chitin golems cannot speak; they can only make growling sounds.

COMBAT

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

Poison (Ex): A chitin golem's claws are poisonous. Any successful attack on a creature deals an immediate 2d10+5 points of damage. The victim must make a Fortitude save with a DC of 10 + ½ golem's HD + 4, or else lose an additional 2d6 points of damage and 1d4 points of Strength. Lost strength returns in approximately 20 minutes. A creature that makes a successful save takes 1d6 points of additional damage but loses no Strength.

Magic immunity (Ex): Chitin golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. A *delay poison* spell causes 1d4 points of damage and slows down the golem (as the *slow* spell) for 2d6 rounds. A *giant vermin* spell heals the golem completely. A *repel vermin* spell has the normal effect.

CONSTRUCTION

Dead insect shells must be assembled to create the chitin golem. Most defilers use kank shells to create their golems, but other large insectoids are also used. The material components required to create the golem cost 2,500 gp and require 2 months to assemble the golems. At least 8 kank shells or the equivalent is needed to create the golem. The creator must be capable of casting 8th level arcane spells. Spells required for the creation of the golem are *contagion*, *animal growth*, *geas/quest*, *limited wish* and *polymorph any object*. The blood of an earth drake is also necessary to create the chitin golem.

SAND GOLEM

The sand golem is a humanoid construct of sand standing over 8 feet tall. They have a mouth but cannot make any sounds other than growling; likewise, they do not have eyes, but rather small indentations where their eyes should be. The sand golem can be easy to track, since it always leaves a trail of sand in its wake.

COMBAT

A sand golem is very difficult to harm since its sandy body absorbs many blows. They can also suffocate any victim they manage to grab hold of.

Improved Grab (Ex): To use this ability, the sand golem must make a successful melee attack. On a successful attack, the sand golem can use its suffocation attack. See p. 9 of the *Monstrous Manual* for more information.

Suffocation (Ex): If a sand golem manages to grab an opponent, it will attempt to suffocate it by pulling it into its body. If the victim is pulled into the body, it suffers 2d10 points of damage (suffocation), plus 1d10 points of damage for every additional round inside the golem's body. A victim can free himself if he makes a Strength check or Escape Artist check with a DC of 20. No ally can help free the victim, unless the golem is destroyed. A victim caught inside the golem will be hurt by any attack against the golem. Any damage done is split in half between the golem and its suffocating victim.

Magic immunity (Ex): Sand golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. A *soften earth and stone* spell heals the sand golem of 1d6 points of damage. A *stone shape* spell slows down the golem for 2d6 rounds (as the *slow* spell). A *whirlwind* spell has a 25% of completely destroying the sand golem.

CONSTRUCTION

The sand golem is created by pouring sand into a damp clay or mud mold. The mold must be shaped in the form of the golem. Creating the golem is a month-long process, requiring components worth 1,500 gp. The creator must be able to cast at least 7th level arcane spells, and must cast *geas/quest*, *limited wish*, *polymorph any object*, and *slow* to complete the process.

IORAMH

Medium-sized Undead

Hit Dice: 3d12 (19 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+4 natural)

Attacks: 2 claws +3 melee

Damage: Claws 1d4+2

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

Special Attacks: Telekinesis, Despair

Special Qualities: Undead, Immunities, Susceptible to *raise dead*

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

Abilities: Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 16

Skills: Climb +6, Listen +6, Search +4, Spot +6

Feats: None

Climate/Terrain: Any

Organization: Troupe (1—12 ioramh)

Challenge Rating: 3

Treasure: None

Alignment: Any evil

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

Ioramh are former servants of powerful masters. When their master died and became undead, their master's will was strong enough to bring his servants back from the Gray and rise as mindless servants. Ioramh are mere shadows of what they once were. They cannot speak or hear, and have a limited sense of their environment. They appear almost skeletal, with dark yellow skin stretched taut over their bones. The skin is moldy and filled with dark liver spots. An ioramh's face is forever twisted into agony. The experience of being pulled back against their will from the Gray has left a permanent mark on their faces. The eyes of the ioramh are dark and lifeless.

An ioramh's life is tied to that of its master. The master can communicate telepathically with his servants no matter where the ioramh is. They always obey their master. Should their master die, the ioramh

are released from their bonds and are immediately destroyed.

COMBAT

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

Telekinesis (Su): The ioramh prefer to hurl objects at their foes rather than engage in physical combat. The ioramh can hurl objects that weigh 50 pounds up to a distance of 200 feet every round.

Despair (Su): A powerful feeling of despair overcomes those that get too close to ioramh. Any creature within 30 feet of the ioramh that fails a Will save (DC 10 + $\frac{1}{2}$ ioramh's HD + ioramh's Charisma modi-

fier) is shaken (see p.85 of the DMG), suffering a -2 morale penalty on all attack rolls, damage rolls and saving throws. For every two ioramh that are present, the Will save DC increases by +1, to a maximum of +6.

Immunities (Ex): Ioramh are immune to all cold and electrical-based attacks.

Susceptible to Raise Dead (Ex): All ioramh that fail their Will save against a *raise dead* spell are immediately destroyed. Their master's compulsion is too strong to grant them rest, however; they rise again in 1d6 days.

Undead: As undead, the ioramh are immune to poison, disease, critical damage, death from massive attack, and subdual damage.

INSECT SWARM, BUGDEAD, ATHASIAN

	Locust	Mini-Kanks
	Diminutive Undead	Fine Undead
Hit Dice:	$\frac{1}{2}$ d8 (1 hp)	$\frac{1}{2}$ d8 (1 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	10 ft., fly 50 ft. (average)	10 ft., fly 50 ft. (average)
AC:	17 (+4 size, +3 Dex)	21 (+8 size, +3 Dex)
Attacks:	Bite +7 melee	Bite +11 melee
Damage:	Bite 1d2-4	Bite 1d2-5
Face/Reach:	8 in. by 8 in. / 0 ft.	5 in. by 5 in. / 0 ft.
Special Attacks:	Eat Flesh	Choke
Special Qualities:	Vermin, Undead, Weapon Immunity	Vermin, Undead, Weapon Immunity
Saves:	Fort +0, Ref +3, Will +2	Fort +0, Ref +3, Will +2
Abilities:	Str 1, Dex 16, Con —, Int 2, Wis 10, Cha 1	Str 3, Dex 16, Con —, Int 2, Wis 10, Cha 1
Skills:	—	—
Feats:	Weapon finesse (bite)	Weapon finesse (bite)
Climate/Terrain:	Dead Lands	Dead Lands
Organization:	Swarm (4,000—16,000)	Swarm (2,000—7,000)
Challenge Rating:	3	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—

Athasian insect swarms are feared everywhere in the Tyr Region, where they are capable of picking clean a field, orchard, or even an animal or humanoid in the wink of an eye. On the obsidian of the Dead Lands, the undead insect swarms are in many ways worse, droning in enormous clouds between the dead thrones.

There are two types of bugdead insect swarms: locust and mini-kank. Except for their special attacks, they are virtually identical. Characters see them as approaching clouds or dust storms, only finding out too late that they are in fact carnivorous swarms of undead bugs that smell fresh meat on the blackglass.

Bugdead insect swarms are scavengers of the blackglass. They never stray from its surface to raid in the dunes beyond. There is no social hierarchy among the swarm. Occasionally swarms attack each other to satisfy their unending need for flesh. The scarlet wardens and s'thag zagath command the swarms when bugdead armies march north, but normally ignore them between campaigns, unless those of one pilgrim lineage summon the swarms to attack those of a rival lineage.

COMBAT

The swarms must eat rotting flesh. They dive on zombies anywhere on the Black Basin to eat away the flesh. Interestingly, the attack rarely destroys the victim; they just turn into skeletons and exoskeletons after a complete loss of rancid flesh. Living prey, however, will do well to survive the attack.

The individual insects fly toward their victims and attack in large numbers. For game purposes, treat insects in groups of five as separate creatures for attacks and assessing damage both given and received. Up to eight groups of five can attack a single man-sized target at a time, and up to 30 can attack a large category target. Each group gets an attack roll and, if successful, inflicts 1d10 or 1d12 points of damage, for locusts and kanks, respectively, from biting at the tar-

get's fleshy parts.

Weapon Immunity (Ex): The small, flying insects are difficult to destroy with conventional weapons. Any slashing or bludgeoning weapon, such as a long sword or mace, inflicts half damage on them, and a piercing weapon, such as a rapier or crossbow bolt, inflicts no damage at all against the swarm. Weapons that use fire or some sort of area effect, such as magic spells, inflict full damage on the bugdead insect swarms. Their enemies must target one group of five at a time, inflicting damage on it to destroy it. Since the swarms arrive in such enormous numbers, a group of five destroyed is immediately replaced with five more without missing a melee round. Spells or abilities with areas of effect can destroy huge groups of these bugdead.

Eat Flesh (Ex): Bugdead locust swarms are particularly brutal about stripping individual limbs or body parts of their flesh. When a victim has taken 20 or more points of damage from the swarm, the insects have managed to tear all the flesh off of his head, arm, leg, or torso. The victim, and any allies who can see him, must make a morale check every round or flee. Once separated, the locusts can make easier work to finish them off. Victims that have suffered this kind of damage will incur the appropriate penalties and damage loss.

Choke (Ex): Bugdead mini-kanks, on the other hand, are specialists at clogging the victim's air passages with their mangled bodies. The undead mini-kanks swarm around a humanoid's nose and mouth, for instance, choking off the air passage. Once a victim has taken 20 or more points of damage from the mini-kank swarm, they completely fill his air passages with the squirming bodies of living and dead insects and he cannot breathe. He can clear the passages himself if he performs no other action in a round, but must make a constitution check (DC 14) to be successful. Otherwise, he is subject to the rules on holding one's breath (see p.85 of the DMG).

Undead: As undead, the bugdead are immune to disease, poison, critical damage, death from massive attack, and subdual damage.

KRAG

Medium-Size Free-Willed Undead

Hit Dice: 11d12 (71 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 18 (+2 Dex, +6 natural)
Attacks: 2 rakes +7 melee or Bite +2 melee
Damage: Rake 1d6+2 or Bite 2d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Elemental Transfusion, Elemental Attack, The Way
Special Qualities: Free-Willed Undead, Immunity to Element, Susceptibility to Element, Resistance to Control
Saves: Fort +3, Ref +5, Will +10
Abilities: Str 15, Dex 14, Con —, Int 15, Wis 17, Cha 16
Skills: Climb +4, Hide +11, Intimidate +10, Listen +14, Search +10, Sense Motive +10, Spot +10
Feats: Alertness, Combat Manifestation, Combat Reflexes, Improved Initiative, Power Attack

Climate/Terrain: Any
Organization: Solitary or troupe (1 Krag, 1—12 kraglings)
Challenge Rating: 7
Treasure: Standard items
Alignment: Any evil
Advancement: 12—22 HD (Medium), 23—33 HD (Large)

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

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

COMBAT

Krags are dangerous creatures, as they are usually not encountered alone. They will often be encountered with a small troupe of kraglings, victims of the krag's *elemental transfusion* attack. Each krag also has the ability to control the element that killed it.

Elemental Transfusion (Su): A victim bitten by a krag must make a Fortitude (DC 18) save or be infected by the krag. Every round, an infected victim (unless cured by a *heal* spell or something similar) suffers 1d4 points of damage. When the victim dies, it has a 45% chance of rising as a kragling under the krag's complete control within 1d4 days.

Elemental Attack (Su): A krag has the ability to manipulate its ele-

ment twice per day. It can manipulate 1 cubic foot of raw elemental material per hit dice. The krag usually does this to attack. The type of attack depends on the type of krag. Unless noted otherwise, the victims of these attack must succeed at a Reflex save (DC 10 + krag's HD + krag's Charisma modifier) for half damage. Some examples of attacks include:

Shower of Stone: The earth-krag can slam chunks of earth on opponents, causing 11d6 points of damage.

Cyclone: The air-krag can create great gusts of wind, whipping up debris and sand into a swirling fury. The attack does 11d6 points of damage.

Flame Strike: A cone of flame bursts from the fire-krag's mouth, inflicting 11d6 points of damage on all victims in the 11-foot cone.

Water Jet: A water-krag has the ability to create water inside its victim's lungs. Victims that fail their Fortitude save will drown because they are unable to expel the fluid from their lungs (see p. 85 of the DMG for rules about drowning). The water-krag can affect 11 victims at once.

Sun Beam: A sunbeam 22 feet long emerges from the sun-krag's finger, dealing 11d6 points of damage. The beam also ignites any combustible material.

Silt Storm: A silt-krag will create a small silt storm to confuse its opponent. Anyone caught in this storm receives a -2 circumstance penalty to all rolls. The storm has a diameter of 22 feet.

Magma Jet: The magma-krag creates a small stream of flowing obsidian. Anyone caught in this burning inferno suffers 10d6 points of damage in the first round, 9d6 points of damage in the second round, and so on. A Fortitude save will halve the damage.

Lightning Bolt: Lightning is the rain-krag's favorite weapon. The bolt does 11d6 points of damage.

Glass Storm: An obsidian-krag can generate a storm of swirling obsidian shards within a 20' radius of its body. The storm inflicts 10d6 points of damage to all within it, and lasts 1d4 rounds. Obsidian Krags are magma-krags twisted by the strange energies of the Dead Lands.

The Way (Sp): The krag can use the following psionics powers at will: all attack modes, *mindlink*, *ultrablast*, *conceal thoughts*, *inflict pain*, *clairvoyance*, *control object*, *control shadow*, *expanded vision*, *combat precognition*, *danger sense*, *anchored navigation* and *telekinesis*.

Immunity to Element (Ex): The krag is completely immune to the element to which it is associated.

Susceptibility to Element (Ex): The krag takes double damage from any attack based upon the element it worshiped in life.

Resistance to Control (Ex): The krag cannot be commanded by evil priests. Clerics of the krag's element gain a +2 competence bonus to their rebuke check. Clerics of the krag's original element have a -2 competence penalty to rebuke the krag.

Free-Willed Undead: As a free-willed undead, the krag is immune to all mind-altering effects. It is not subject to poison, disease, critical hits, subdual damage, ability drain, or death from massive damage.

KRAGLING

	Lesser Small Undead	Greater Medium-Size Undead
Hit Dice:	3d12 (19 hp)	5d12 (32 hp)
Initiative:	+0 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.
AC:	14 (+1 size, +3 natural)	16 (+1 Dex, +5 natural)
Attacks:	2 rakes +2 melee, Bite -3 melee	2 rakes +4 melee, Bite -1 melee
Damage:	Rake 1d4+1, Bite 1d10	Rake 1d6+2, Bite 2d10+1
Face/Reach:	5 ft. by 5 ft./ 5 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Elemental Transfusion	Elemental Transfusion
Special Qualities:	Undead, Immunity to Element, Susceptibility to Element	Undead, Immunity to Element, Susceptibility to Element, The Way
Saves:	Fort +1, Ref +1, Will +3	Fort +1, Ref +2, Will +4
Abilities:	Str 12, Dex 11, Con —, Int —, Wis 10, Cha 11	Str 14, Dex 13, Con —, Int —, Wis 11, Cha 12
Feats:	Power Attack	Cleave, Power Attack
Climate/Terrain:	Any	Any
Organization:	Troupe (1—12 kraglings)	Troupe (1—12 kraglings)
Challenge Rating:	2	3

Treasure: None
Alignment: Chaotic evil
Advancement: —

Standard items
 Chaotic evil
 6—10HD (Large); 11—15 (Huge)

The kragling is an undead creature created by the krag's bite. This can be a humanoid, or any animal that died to the krag's elemental transfusion attack. They rise as skeletons a few days after they died to the krag's bite. The kraglings are under the krag's complete control, and are of the same type as the krag that spawned them. For example, creatures killed by a silt-krag will rise as undead skeletons of dried, grayish bones, while the water-krag's victims appear as moldy, fungus-ridden skeletons.

There are two types of kraglings, lesser and greater kraglings. The major difference between the two is their size. Creatures with more than 4HD will rise as greater kraglings, and smaller creatures as lesser kraglings.

Kraglings have a special telepathic link to the krag that created them. They can speak any language they could in life, as well as gaining the ability to communicate with any elemental creature of the same type.

A kragling that is destroyed by a cleric's turning ability is completely destroyed. Kraglings destroyed by combat or spells will rise again in 1d12 days to serve their master.

COMBAT

Kraglings attack with their claws and bite. No matter which type of creature it was in life, the kragling has claws. Although kraglings have an elemental transfusion attack, it is less powerful than the krag's.

Elemental transfusion (Su): A victim bitten by a kragling must make a Fortitude save (DC 10 + $\frac{1}{2}$ kragling's HD + kragling's Charisma modifier) or suffer additional damage. This attack is less powerful than the krag's, and cannot turn a victim into a kragling. Creatures bitten by a lesser kragling suffer 1d4 points of elemental damage of the same type as the kragling, or 1d6 points of damage for greater kraglings.

The Way (Sp): The greater kragling can use the following powers at will: *precognition*, *feel light*, *feel sound*, *mindlink*, *attraction*, *inflict pain*, *ego whip*, *id insinuation* and *sense link*.

Immunity to Element (Ex): The kragling is completely immune to the element to which it is associated.

Susceptibility to Element (Ex): The kragling takes double damage from any attack based upon a diametrically opposed element. Also, clerics that worship the same element as the kragling's type gain a +2 competence bonus to their rebuke check.

Undead: As undead, kraglings are not subject to disease, poison, critical hits, subdual damage, ability drain, or death from massive damage. They are also immune to mind-affecting effects.

SCARLET WARDEN

Huge Free-Willed Undead

Hit Dice: 12d12 (78 hp)
Initiative: +12 (+4 Dex, +8 Improved Initiative)
Speed: 40 ft.
AC: 22 (+4 Dex, +10 natural, -2 Size)
Attacks: Rake +11/+6 melee, Bite +6 melee
Damage: Rake 2d6+7, Bite 1d6+3
Face/Reach: 10 ft. by 15 ft./15 ft.
Special Attacks: Poison, Necromancy, Improved Grab
Special Qualities: Free-Willed Undead, Spell/Power Resistance 15
Saves: Fort +4, Ref +8, Will +10
Abilities: Str 24, Dex 18, Con —, Int 15, Wis 14, Cha 16
Skills: Listen +15, Move Silently +4, Search +15, Sense Motive +15, Spot +15
Feats: Alertness, Combat Reflexes, Improved Initiative x2, Deflect Arrows, Weapon Focus (natural weapons)

Climate/Terrain: Southern Dead Lands

Organization: Pilgrim Lineage (10—200)

Challenge Rating: 12

Treasure: Standard

Alignment: Any evil

Advancement: 13—24 HD (Huge); 25—36 (Gargantuan)

"Scarlet warden" is the name given to the most common type of free-willed undead s'thag zagath (q.v.) by their northern humanoid enemies, though many of the less intelligent humanoid undead simply refer to them as "lashbugs", due to their dangerous whip antenna. Scarlet wardens are not really scarlet at all, but a deep red, dark and burnished, nearly black. Like their living precursors, scarlet wardens possess an eye-cluster that allows them full 360 degree vision without moving their heads. When they manifest psionic powers with a visual effect, their eyes glow scarlet, hence their name.

The carapace of the scarlet warden is thick and smooth, giving them a natural Armor Class of 20. They have eight legs and are capable of balancing on the center set of four while the front and rear legs deliver vicious claw attacks. The warden's antennae are in fact deadly whips, which they can use effectively in combat. Protruding from the warden's abdomen, directly above the web spinnerets, is a tail stump or knob. Most humanoid undead believe that this is the only tail wardens have, but in fact the stump is all that remains of their third whip after the wardens' reanimation as undead.

Scarlet wardens are organized into bands, called pilgrim lineages. All the wardens in a band are related, though exactly how is unknown. For every 100 members of a pilgrim lineage there is a 15 HD chief and two 13 HD chieftains. They make no peace, no treaties, and no trade- they also take no prisoners, save for food. Scarlet wardens will eat anything, but they seek to avoid consumption of undead insects, preferring the flesh of undead humanoids or, better still, the flesh of living victims killed in battle. Constantly on the move, the scarlet wardens are the driving force behind the bugdead of the Dead Lands.

COMBAT

The scarlet warden's incredible speed and deflect arrows feat allows them to dodge many missile attacks, and its formidable combination of feats makes it virtually impossible for most opponents to close in for melee attack. It attacks, to the front or the rear, with two savage attacks of its nimble pincers, using the pairs of forward-most and hindmost legs. It can strike with one whip attack per round, though attacks of opportunity often allow them to employ both whips. Its bite, delivered by the massive claw-like mandibles, can also deliver poison. Its claws have a reach of 10', and its whips can reach 15'. Often, a warden will use its prominent tail stump to make an irritating buzzing noise in combat; though this noise causes no injury, it is highly disconcerting and a number of wardens buzzing in the same area can make verbal communication almost impossible.

Poison (Ex): The scarlet warden's poison is far more horrific in effect than the living version of the creature. On a successful bite attack, the scarlet warden injects a debilitating poison (Fortitude save with a DC of 21) that inflicts d6 points of constitution both as a primary and a secondary effect. A victim who falls below 1 Constitution point dies, but continues to breathe shallowly as if alive. After lapsing in a coma for 1d6 days, the character's corpse raises as a namech under the scarlet warden's command. Note that most humanoids slain by wardens are rapidly consumed as food.

Power Resistance (Su): Scarlet wardens have a psionic resistance of 20, but this resistance does not prevent them from learning The Way.

Spell Resistance (Ex): The scarlet wardens have spell resistance of 20.

Necromancy (Su): Scarlet wardens are also natural necromancers, and most have at least 3rd-level spellcasting abilities. Roll 1d20 for the level of specific wardens. On a 1 or 2 that warden has no spellcasting abilities, otherwise the result of the die roll is the warden's caster level.

Free-Willed Undead: As a free-willed undead, the scarlet wardens are not immune to mind-affecting attacks, spells or psionics. As undead, however, they are not subject to critical hits, subdual damage,

ability drain, or death from massive damage.

ECOLOGY OF THE SCARLET WARDEN

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

Though as undead creatures the scarlet wardens require neither food nor water, they often consume the corpses of the living or undead humanoids they kill; the act seems to gratify memories of their living existence. They will often also mutilate the corpses of fellow wardens slain in battles between pilgrim lineages, though they do not often eat their own dead. Scarlet wardens are instinctively loyal to their lineage-mates, and retain enough of their memories and personalities from life that they can still communicate as individuals in undeath.

S'THAG ZAGATH

Huge Psionic Beast

Hit Dice: 12d10 (66 hp)
Initiative: +15 (+7 Dex, +8 Improved Initiative)
Speed: 50 ft., Climb 20 ft.
AC: 20 (+7 Dex, +5 natural, -2 size)
Attacks: 4 Claws +15/+10, Whip +15/+10, Bite +10/+5
Damage: Whip 1d4 melee, or Claws 2d6+5 melee, or Bite 1d6+5
Face/Reach: 10 ft. by 15ft./15 ft.
Special Attacks: Range whip attack, Poison
Special Qualities: Immune to Flanking, The Way, Spell/Power Resistance 5
Saves: Fort +8, Ref +15, Will +4
Abilities: Str 20, Dex 24, Con 10, Int 20, Wis 12, Cha 7
Skills: Hide +15, Intimidate +8, Listen +6, Search +15, Sense Motive +11, Spot +21
Feats: Combat Reflexes, Improved Initiative x2, Weapon Expertise (natural weapons), Weapon focus (Natural Weapons), Dodge Arrows, Psionic Fist, Power Touch

Climate/Terrain: Southern Dead Lands
Organization: Pilgrim Lineage (Troupe) 20—100
Challenge Rating: 15
Treasure: Double Magic
Alignment: Lawful evil
Advancement: As Psion

The s'thag zagath are an ancient race, although like the kreen, they were fortunate enough to have avoided notice by Rajaat during the Cleansing Wars. During the Green Age, these denizens of the south were not well known. Larger than thri-kreen, the zagath evidently owe their ancestry to spiders or crabs. They are not really scarlet at all, but a deep red, dark and burnished. Their carapaces are thick and smooth, giving them a natural Armor Class of 20. They have eight legs and are capable of balancing on the center set of four while the front and rear legs deliver vicious claw attacks. Two flexible antenna-like whips rise from their heads, while another sprouts like a tail from a rounded stump above the web-spinnerets on their rears. Their jaws

are large, overdeveloped and claw-like, opening side-to-side; the mandibles are capable of manipulating tools, releasing large fangs, or crushing prey between them with incredible force (Strength 20).

The carapaces of the living s'thag zagath are bright red, shading to brown on the undersides. This color difference, and the whip-tail, are the only discernable differences between living s'thag zagath and their undead "scarlet warden" brethren.

The cluster of eyes on the top of their heads gives them 360° vision without moving their heads. The translucent nictitating lenses that shield their eyes from the desert sand, sun dazzle, and obsidian shards, may have served another purpose in some far distant aquatic origin during Athas' Blue Age.

COMBAT

The zagath's incredible speed and dodge arrows feat allows them to dodge many missile attacks, and its formidable combination of feats makes it virtually impossible for most opponents to close in for melee attack. It attacks, to the front or the rear, with two savage attacks of its nimble using the pairs of forward most and hindmost legs. It can strike with one whip attack per round, though attacks of opportunity often allow them to employ all three whips. Its bite, delivered by the massive claw-like mandibles, can also deliver poison. Its claws have a reach of 10', and its whips can reach 15'.

Poison (Ex): On a successful bite attack, it also injects a paralytic poison (save vs. Fortitude at DC 15) that instantly paralyzes small creatures for 2d8 rounds, creatures of human size for 2d6 rounds and larger creatures for 1d6 rounds.

The Way (Sp): All combat modes except for *mind blast*; plus the following psionic powers: *schism*, *mindlink*, *metaconcert*, *mind probe*, *sever the tie*, *catfall*, *burst*, and *claws of the vampire*. Advanced zagath typically learn the following psionic powers: *summon cohort*, *expansion*, *energy barrier*, *ectoplasmic form*, *displacement* and *negate psionics*.

Immunity to psionics (Ex): S'thag zagath are naturally resistant to psionics, but this immunity does not prevent them from learning the Way.

Skills: Because of their excellent wide-range vision, s'thag zagath receive a +15 racial bonus to their Spot skill.

ECOLOGY OF THE S'THAG ZAGATH

S'thag zagath rule the Buglands, the wild southern reaches of the Dead Lands. They are all loyal to other zagath of the same pilgrim lineage, most often living in separate "cities" of webbing strung high on stone or obsidian pylons. Though the pilgrim lineages compete ruthlessly against one another, all s'thag zagath serve the living s'thag zagath emperor, called the Successor, revering him and his lineage-mates without question. Few pilgrim lineages count more than 100 living members; most are led by a 15 HD chief and two 13 HD chieftains. They dominate their far more numerous undead brethren, and through them the hordes of mindless insectoid undead which fill the Buglands, always focused on achieving the Vengeance: destroying the humanoid undead realms of the northern Dead Lands.

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

below the surface of the obsidian, since this increases their exposure to it and reduces their life-spans even more.

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

TORMENTED

Medium-Size Outsider (Incorporeal) (Evil)

Hit Dice: 8d8+8 (44 hp)
Initiative: +5 (+5 Dex)
Speed: 40 ft., fly 60 ft. (good)
AC: 19 (+5 Dex, +4 deflection)
Attacks: Claws +13 melee
Damage: Claws 1d6+4
Face/Reach: 5 ft. by 5 ft. / 10 ft.
Special Attacks: Dissolve
Special Qualities: Improved Grab
Saves: Fort +7 Ref +11, Will +9
Abilities: Str —, Dex 20, Con 12, Int 12, Wis 16, Cha 18
Skills: Bluff +15, Intimidate +15, Knowledge (arcana) +12, Listen +14, Search +7, Sense Motive +14, Spot +14
Feats: Alertness, Dodge

Climate/Terrain: The Gray

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Any evil

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

The tormented are spirits that reside in the Gray. They have no connection to the prime material plane and cannot manifest on Athas. Their origins are unknown, as well as their ability to resist the Gray's inexplicable pull on the living and dead souls. Some scholars have posited that the tormented are actually part of a greater creature residing in the Gray, but no proof has ever been found of this.

Tormented will appear close to anyone that tries to enter the Gray, seeking sustenance from the living. They will not hesitate to attack any creature they believe is weaker than them; but are easily scared when a show of power is made.

These strange spirits rarely have a complete humanoid shape; usually only the torso and upper body appears in a dark gray mist. Their eyes glow a strange green, malevolence clear in their dark orbits. The tormented often wear faces of excruciating pain and anguish, like the silent screams of those whose existence is forever twisted. Although semi-corporeal, they have the ability to affect the living as if they were corporeal. Their claws deal real damage.

COMBAT

Improved Grab (Ex): On a successful melee attack, the tormented can use its *dissolve* attack.

Dissolve (Ex): The tormented have the ability to accelerate the Gray's pull on the living. If a tormented manages to grab a living being in the Gray, the being gains 2 negative levels and the tormented heals completely. If the tormented is already completely healed, they will gain bonus HD until the creature held is completely drained (at which point the creature dies) or it is somehow dislodged. A raw magical discharge will repel a tormented for 1d4 rounds.

WRAITH, ATHASIAN

Medium-Sized Free-Willed Undead (Semi-corporeal)

Hit Dice: 7d12 (45 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

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

AC: 18 (+4 Dex, +4 deflection)

Attacks: Incorporeal touch (+3 melee) or by possessed creature

Damage: Incorporeal touch 1d4 and 1 point of temporary Strength drain

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

Special Attacks: Heart Grip, Inhabit body, Animate object, Strength Drain, Taint

Special Qualities: Free-Willed Undead, Incorporeal, Susceptible to *raise dead*

Saves: Fort +2, Ref +6, Will +7

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

Skills: Hide +12, Intimidate +13, Listen +12, Search +10, Sense Motive +12, Spot +10

Feats: As in life

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Any evil

Advancement: 8—14 HD (Medium); 15—21 HD (Large)

An Athasian wraith is a semi-corporeal undead creature. It resides in the Gray, but may move freely between Athas and the Gray at will. It can possess any unliving object or unintelligent creature (such as a slime, scorpion or cilops). In incorporeal form, the wraith appears as a gray or green shade, or as a swirling mass of black smoke. Its eyes burn bright, either blood red or deep purple.

The wraith needs a physical attachment to the Prime Material plane. This can be any object: a gem or a book, for example; it serves as a magnet for their spirit.

COMBAT

The wraith is a deadly creature. Its drain attack can leave a victim weak and unable to defend itself.

Heart Grip (Su): A wraith can reach into a victim and grasp its heart. The wraith must make a successful touch attack roll. If the wraith grasps the creature's heart, it can tell if the victim is lying and can read surface thoughts. The victim cannot free himself, but any successful attack by others against the wraith will free the victim.

Inhabit Body (Su): The wraith can take possession of a corpse, and use it to move around and attack. It can also take control of a living host if the host fails a Will save (DC 10 + ½ wraith's HD + wraith's Charisma modifier).

Animate Object (Su): Wraiths can take possession of any unintelligent creature or inanimate object at will.

Strength Drain (Su): Any creature touched by a wraith loses one point of Strength. Lost Strength returns at the rate of one point per hour.

Taint (Su): The wraith's connection to the Gray is so strong that it can taint magical weapons that are used against it. A steel weapon has a 75% chance of losing a magical bonus if it comes into contact with the wraith's incorporeal form. Stone and obsidian weapons have a 50% chance, while bone or wood weapons have a 25% chance of losing an enchantment.

Trap the Spirit (Su): A wraith or a group of wraiths in incorporeal form can attempt to grapple a character. If they successfully pin the character, they can take that character into the Gray with them, effectively phasing out of the Prime Material Plane with their victim. Only characters with the ability to phase or to plane travel can escape the Gray without killing the wraiths that carried her in, and only companions with those abilities or abilities to affect the Gray can assist her in combat. Wraiths have semi-corporeal form in the Gray, and whatever strength they possessed as living characters.

Note that since the Gray has no plant life, wizards in the Gray

cannot draw magic for their spells; however, a wizard who succeeds a concentration check may draw energy directly from a wraith that he is touching. The act of draining life energy from a wraith in the Gray inflicts damage equal to the wizard's concentration check. Wraiths merely reduced to zero hit points with magical weapons in the Prime Material plane reform after d100 days — their soul is preserved in a physical manifestation of their focus gem or book in the Gray. Only by destroying this object in the Gray can the wraiths be permanently killed.

Susceptible to Raise Dead: A wraith will be completely destroyed if it fails a Will save from a *raise dead* spell.

Free-Willed Undead: As a free-willed undead, the wraith is immune to poison, disease, all mind affecting attacks, spells or psionics. It is not subject to critical hits, subdual damage, ability drain, or death from massive damage.

Semi-corporeal: The wraith can only be harmed by other incorporeal creatures or by +1 weapons or better. It always moves silently. The wraith can pass through solid objects at will, if it has not possessed a corporeal object or being.

ZOMBIE PLANT

Medium-Size Plant

Hit Dice: 3d8+6 (19 hp)

Initiative: 0

Speed: 0 ft. (can't move).

AC: 13 (+3 natural)

Attacks: None

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

Special Attacks: Berries, Attraction

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

Abilities: Str —, Dex —, Con 15, Int 6, Wis —, Cha 16

Climate/Terrain: Scrub plains, forests, oasis

Organization: Solitary or group (1 Zombie Plant, 1—2 slaves)

Challenge Rating: 3

Treasure: None

Alignment: Any evil

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

A zombie plant defends itself by enslaving creatures. It produces highly nutritious and delicious berries that are very addictive. The creatures enslaved will live only to protect the plant and serve its basic needs, such as providing it with water. The zombie plants are also highly protective of their territory; if another zombie plant grows within one mile, it will send its slave to destroy it.

The zombie plant has a nice scent, aided by its attraction power, which helps it lure its potential victims. The berries are also a vibrantly colored red and grow in clumps of two or three, about the size of a cherry. The plant produces enough berries to feed 2 or 3 slaves. If it has more slaves, they will fight and eventually kill each other for the berries. A slave needs ten berries per day to survive.

If the zombie plant is destroyed, while one or more of its slaves are still alive, the victims of the plant recover their Intelligence at a rate of 1 Intelligence point per week. During this time, however, they are in most cases incapable of feeding and caring for themselves; slaves liberated but then abandoned most often die of hunger or exposure.

COMBAT

The zombie plant does not attack itself; rather, its slave defends it with its life.

Berries (Ex): The berries the zombie plant grows are highly nutritious yet very addictive. Ten berries can provide enough water for a medium-sized creature for one day. They also have healing properties: one berry will heal one point of damage. All these benefits do not come without a price, though. For every berry a creature eats, it must make a Will save with a DC of $10 + \frac{1}{2}$ zombie plant's HD, with the DC rising by +1 for every berry eaten from that plant. If the creature fails the save, it

becomes the plant's slave. For every day the creature is the plant's slave, it loses one point of Intelligence, until it has but one point of Intelligence remaining. At that time, the slave is totally immune to all mind-affecting powers (spells and psionics). It will defend the zombie plant with its life.

Attraction (Su): The zombie plant uses the psionic power *attraction*, continually.

ZOMBIE, SALT

Medium-Size Undead

Hit Dice: 4d12 (26 hp)

Initiative: +0

Speed: 30 ft

AC: 12 (+2 natural)

Attacks: Claws +4 melee, Bite -1

Damage: Claws 3d6+2, Bite 1d6+1

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

Special Attacks: Drain Blood

Special Qualities: Undead, Sense Living, Damage Reduction, Susceptibility to Fire, Susceptible to Water

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

Abilities: Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 11

Skills: Hide +7, Listen +6, Move Silently +7, Search +7, Sense Motive +7, Spot +4

Feats: Improved Grab

Climate/Terrain: The Great Ivory Plain

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Any evil

Advancement: 5—8 HD (Medium); 9—12 (Large)

The salt zombie is the result of a humanoid creature dying of thirst while in the Great Ivory Plain or other salt flats. They are creatures of great hate for the living, semi-intelligent zombies roaming the Great Plain in search of water to quench their eternal thirst. They appear as shrunken and shriveled husks, almost like mummies. Their eyes are set back deep into their skulls, and their lips are dry and cracked.

COMBAT

Salt zombies are eternally searching for water. They will attack anyone that comes close to them to suck them dry of blood. Once a zombie has attacked a victim and drawn blood, they will bite their victim and suck the blood until there is none left.

Improved Grab (Ex): To use this ability, the salt zombie must hit with its bite attack. If it gets a hold, it can use its drain blood ability.

Drain Blood (Ex): Once a salt zombie has bitten a victim, it will not let go until the victim dies, losing 1d6 points of damage every round. The salt zombie is treated as if it had one-half cover, and all rules on page 133 in the PHB apply.

Sense Living (Su): The salt zombie can sense the presence of living beings up to 5 miles away.

Damage Reduction (Ex): Normal (non-magical) weapons do half damage against the salt zombie.

Susceptibility to Fire (Ex): The salt zombie takes double damage from fire-based attacks.

Susceptibility to Water (Ex): Holy water does 2d4 points of damage on a salt zombie, while a *create water* spell will quench the zombie's thirst for 1d6 days. A quenched salt zombie will not attack anyone and remains in a torpid state for the whole period.

Undead: As undead, salt zombies are not subject to critical hits, subdual damage, ability drain, death from massive damage, poison or disease.

Chapter 6:

Undead Templates

To create an Athasian free-willed undead, add the corresponding template to the creature.

BANSHEE, DWARVEN

A dwarven banshee is a dwarf that died before completing a major focus. The dwarf's spirit haunts its former work, terrorizing its former friends and all those who still work on the focus.

The dwarven banshee is a gruesome sight to behold. All its skin peels away, revealing the muscle underneath. This muscle may turn brown in the sunlight, or change to gray and moldy if the banshee remains under ground. The banshee's eyes burn like flames. As a semi-corporeal creature, the banshee appears as if it were corporeal.

The banshee retains all its memories and speaks the same languages it did in life. It still has what equipment it did, plus any new items it might have found or acquired.

CREATING A BANSHEE

"Banshee" is a template that can be added to any dwarven creature. The creature's type is now free-willed undead. The dwarf must have died unable to complete a major focus. It retains all abilities it had in life.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The banshee receives a bonus to its AC equal to +1 or its Charisma modifier, whichever is greater.

Damage: The banshee attacks with its fists, inflicting 1d2 points of damage per hit, but its enormous strength gives it much more attack power.

Special Attacks: A banshee retains all of its special abilities as a character, but its transformation has now given it new powers. Saves versus these attacks are made with a DC of $10 + \frac{1}{2}$ banshee's HD + banshee's Charisma modifier.

Spells (Sp): The banshee can still cast any spells it did in life.

The Way (Sp): The banshee may use any psionic powers it could in life, at will. It can also use the following psionic powers at will: *death field*, *shadow body*, *cause decay*, *recall agony* and *inflict pain*.

Gaze (Su): The banshee has the ability to send others in a berserker rage. Anyone who makes eye contact must make a Will save or enter an uncontrollable rage for 2d6 minutes. The victim will never attack the banshee while in this state of rage. If nobody is around, the victim will run around trying to find someone to attack.

Malediction (Su): Once per day, the banshee may use this power. All within medium range (100 ft. + 10ft/HD) of the banshee must make a Will save or enter into an uncontrolled rage, just like the Gaze attack described previously.

Special Qualities: A banshee has all the special abilities it had when it was alive, plus the following new ones.

Damage Reduction (Ex): The banshee has damage reduction of 10/+1/steel.

Immunities (Ex): The banshee has fire, air and water resistance of 10. The banshee is also immune to all mind effects.

Reform (Ex): Even if the banshee is destroyed (0 hp), it will rise again the following sunset. The only way to completely destroy a dwarven banshee is to complete the task it could not.

Special Weakness: All earth based attacks do double damage against the banshee.

Saves: Same as base character.

Abilities: The dwarven banshee has immense strength, gaining a +10 enhancement bonus to Strength when it manifests in corporeal form. The banshee also receives a +4 inherent bonus to Charisma.

Skills: A banshee receives a +10 racial bonus to Listen and Search checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary or group (2–4 banshees)

Challenge rating: Same as character +3

Treasure: None

Alignment: Any evil

Advancement: By character class

BANSHEE CHARACTERS

A banshee must be a dwarf that died while unable or unwilling to complete a major focus.

SAMPLE BANSHEE

Based on a 7th level dwarf fighter.

Kirahm Mulfather

Banshee

Medium-Size Undead (Semi-corporeal)

Hit Dice: 7d12 (45hp)

Initiative: +0

Speed: 25ft.

AC: 15 (+2 Dex, +3 deflection)

Attacks: Pick +14/+9 melee

Damage: Pick 1d4+7

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

Special Attacks: The Way, gaze, malediction

Special Qualities: Undead, damage reduction 10/+1, immunities, reform

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

Abilities: Str —/24, Dex 14, Con —, Int 10, Wis 8, Cha 16

Skills: Climb +5, Craft (blacksmith) +5, Jump +10

Feats: Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Power Attack, Sunder, Weapon Focus (battleaxe)

Climate/Terrain: Ringing Mountains

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Chaotic evil

COMBAT

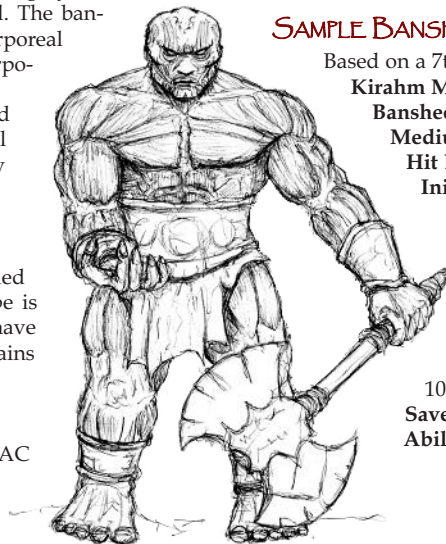
Free-Willed Undead: Immune to poison, sleep, paralysis, stunning and disease. Immune to ability damage, critical hits, energy drain, subdual damage or death from massive attack.

Immunities: All fire, air and water based attacks do half damage versus the banshee. The banshee is also immune to all mind-altering effects.

The Will save against Kirahm's gaze and malediction attacks is with a DC of 17.

PERSONALITY

Kirahm Mulfather's last focus in life was to guard the cave where his young nephews and cousins were hiding from slavers. Thanks to his notorious attraction to human females, Kirahm was led away from his post and his young kin were sold into slavery. Kirahm spend the rest of his long miserable life trying to track down the slavers and his lost kin, but was only able to recover one of his cousins. He died a broken man in a far away land, but his spirit, racked with guilt, has



returned to the place of his first failure.

The easiest way to set Kirahm at peace would be to collapse the mouth of the cave where he stands guard, rendering it permanently impassible and hence pointless to guard. Another way would be more difficult—to locate and bring descendants of Kirahm's lost nephews and cousins to the cave.

Kirahm wields a +1 iron pick, Ghost weapon, which allows him to wield it even in incorporeal form, as explained in the DMG.

BUGDEAD, EXOSKELETON

The nature of the bugdead is open to debate, for few have seen them and fewer still lived to tell of them. The single obvious common factor is that the nature of the insect mind renders it incapable of grasping the intense evil thrust upon it when transformed to unlife. This element leaves the creature erratic and, in many cases, insane. As with all undead on Athas, the bugdead are all either mindless or free-willed. The effect of unlife on their behavior is markedly different. The mindless bugdead are completely lacking in independent thought, initiative, or emotion. As such, they are immune to the madness that afflicts their more intelligent counterparts in the Black Basin. Zombies and exoskeletons are content to follow the whims of their free-willed masters, swelling their ranks for warfare, construction, and other purposes.

Higher orders of insectoid undead, such as the scarlet wardens, usually possess magical and psionic powers like their humanoid counterparts.

"What might be worse than the shambling bones of our own dead?" asks the ancient Balicite scholar, faced with horrifying losses against the slave armies of Tyr and Nibenay. Those who roam the deserts and skirt the distant Obsidian Plain know all too well what might be worse—the dreaded exoskeletons of the insectoid undead.

In my experience, all intelligent undead on our world are in some ways unique. Oh, they may be organized into groups according to their anguish during their moment of death or their appearance or their terrible magical or psionic powers. But these divisions are merely to comfort fools and children, I assure you. Free-willed undead know no such boundaries, and any who rely too closely on wives-tale definitions had best have good iron or magic at their side when they are proved irrevocably wrong.

But when creatures of the hive mind are reanimated to unlife with newfound, hideous intelligence, no creature of our cast can fathom their motives. You see, evil, or our sense of it, has no true definition among the insectoid undead. Indeed, what is evil in our minds is everyday practice among the thri-kreen and the giant wasps of the desert lands. What is evil to an insect mind? Does the concept make any sense? All I can say is that, in all my encounters, I've found no discernible pattern.

-The Wanderer's Journal

EXOSKELETON

An undead insect carries its flesh inside its chitin shell, so its presence or absence is blocked from view. A mindless bugdead that retains half or more of its flesh within its chitin is considered a zombie. Those with most of their flesh rotted away are termed exoskeletons. Unlike humanoid undead, where the difference between zombie and skeleton is mainly one of terminology, the difference among bugdead is much more severe. Exoskeletons are extremely fragile, lacking flesh to hold them in place or together as a single creature, whereas zombies are much more able to withstand damage than even their living counterparts. Insect flesh rots and coagulates into a dense, rubbery material that is difficult to hack through or even burn.

Undead insects that have lost more than half of their fleshy body mass become exoskeletons. Hollow exoskeletons are generally slower and more fragile but more numerous than when they were alive. They may or may not retain their living abilities in exoskeleton form, and some gain new abilities.

The resulting bugdead exoskeletons are fragile creatures. Many of them exist at the whim of the Scarlet Wardens, who control them. However, there are colonies and hordes of insects in the dead lands,

for example wasp clouds filled with exoskeletal wasps.

The following table illustrates how you can apply the Exoskeleton and Zombie Bugdead templates. The left column contains the base creature, a kank. The middle column is the exoskeleton version, and the right column contains the bugdead zombie version of the kank.

CREATING AN EXOSKELETON BUGDEAD

A bugdead exoskeleton is a template that can be added to any insect creature. The creature's type is now exoskeleton bugdead.

Hit Dice: d12.

Speed: Half of base creature's movement.

AC: Bugdead exoskeletons are fragile. They receive a –2 penalty to their natural armor class, including the –1 penalty due to lower dexterity. This penalty may even bring the creature's armor class to less than 10.

Damage: same as base creature

Special Attacks: Exoskeletons get no special attacks. They retain no poison-producing glands, thus possess no poison; their exoskeletons are too fragile for grappling so they do not retain improved grappling ability, etc.

Special Qualities:

Immunities (Ex): The exoskeletons are immune to all cold-based attacks. They are also immune to telepathy and charm-based attacks.

Special Weakness: Exoskeletons are susceptible to critical hits, even though they are undead. Their brittle carapace breaks easily. All bludgeoning hits on them are automatic threats.

Saves: Same as base creature.

Abilities: The creature receives a –2 penalty to Dexterity.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Any

Organization: Group (10–100)

Challenge rating: Same as base creature +0

Treasure: None

Alignment: Always evil

Advancement: —

SAMPLE BUGDEAD EXOSKELETON

See Appendix 2: The Undead Vermin of the Obsidian Plains.

BUGDEAD, ZOMBIE

Bugdead zombies are much more able to withstand damage than their living insect counterparts. Insect flesh rots and coagulates into a dense, rubbery material that is difficult to hack through or even burn. Bugdead zombies are insects whose flesh has remained inside their body, decaying to form a thick rubbery mass. They often live their existence on the whim of the scarlet wardens, who control them.

CREATING A ZOMBIE BUGDEAD

A bugdead zombie is a template that can be added to any insect creature. The creature's type is now zombie bugdead.

Hit Dice: d12

Speed: Same as base creature.

AC: Same as base creature

Damage: Same as in life

Special Attacks: Usually the same as the creature. Poison may be modified.

Special Qualities:

Damage Reduction (Ex): The zombie bugdead receive damage reduction of 3/metal. They also have fire resistance of 5.

Undead: Bugdead Zombies are immune to critical hits. Their body beneath the exoskeleton is tough and dense.

Immunities (Ex): Zombie bugdead are immune to all cold and electrical attacks, as well as all mind-influencing effects (spells and psion-

KANK AND BUGDEAD KANKS

	Kank, Wprker Large Vermin	Kank, Worker, Exoskeleton Large Exoskeleton Undead	Kank, Worker, Zombie Large Zombie Undead
Hit Dice:	2d8 (9 hp)	2d12 (13 hp)	2d12 (13 hp)
Speed:	40 ft.	20 ft.	40 ft.
AC:	15 (+6 natural, -1 size)	12 (+4 natural, -1 Dex, -1 size)	15 (+6 natural, -1 size)
Damage:	1d4+3	1d4+3	1d4+4
Face/Reach:	10x5'/5'	10x5'/5'	10x5'/5'
Special Attacks:	Poison	None	Poison
Special Qualities:	Produce Honey	—	Damage Reduction 3/metal
Saves:	Fort +3, Ref +0, Will +0	Fort +3, Ref -1, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 16, Dex 11, Con 11, Int —, Wis 11, Cha 7	Str 16, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 18, Dex 11, Con —, Int 1, Wis 11, Cha 1
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	None	None	None
Climate/Terrain:	Any plains other than Salt Flats	Dead Lands	Dead Lands
Organization:	Hive (50—500)	Hive (50—500)	Hive (50—500)
Challenge rating:	2	2	3
Treasure:	None	None	None
Alignment:	Always Neutral	Lawful Evil	Lawful Evil
Advancement:	—	—	—

KANKS

Kanks are large docile insects often used as mounts by the people of the Tablelands. A black exoskeleton of chitin covers their segmented bodies. The three body sections are the head, thorax, and abdomen. They weigh as much as 400 pounds, grow to heights of 4 feet at the back, and as long as 8 feet from head to abdomen. Around their mouths they have multijointed pincers that they use to carry objects, feed themselves, or fight. Six lanky legs descend from their thoraxes. Each leg ending in a flexible claw that allows them to grip the surfaces they walk upon.

Kanks are often used as caravan mounts. They can travel a full day at their top speed, carrying a 200-pound passenger and 200 pounds of cargo. Kanks make decent herd animals, but usually only elves employ them as such. As kanks can digest almost any sort of organic matter, they can thrive in most terrain types. In addition, these creatures require little special attention. A kank hive instinctively organizes itself into food producers, soldiers, and brood queens.

Food producing kanks secrete melon-sized globules of green honey. These are stored in their abdomens and used to feed the hive's young. (When other sources of food are scarce, this honey is also used to feed the rest of the hive.) Humans and demihumans can live exclusively on this nectar for up to three weeks before their bodies begin demanding other sources of nutrition, such as meats and vegetables. The sweet taste of the nectar is the only thing that attracts herders to these creatures, and domesticated kanks produce more globules than those living in the wild.

When the brood queens prepares to lay eggs, the hive digs into an area of extensive vegetation. Each queen can lay 20 to 50 eggs. While the hive waits for the eggs to hatch (it won't move from the spot until they do), the soldier kanks ferociously defend the area from all predators. Herders must wait as well or abandon the hive. A kank's pincers cause 1d6 points of damage. In addition, a target hit by the pincers must make a fortitude save (DC 15) or be paralyzed as a delayed effect. The effects of the poison wear off after 2d6 hours. Note that only soldier kanks produce poison. Food producing kanks can fight if necessary, but brood queens never join in a battle—even to defend themselves or their young.

While the globules of honey produced by kanks are sweet and taste good, only the most desperate carrion eater will consume kank flesh. When a kank dies, its body produces chemicals that drench the meat with a foul-smelling odor that can make even the hungriest giant sick.

Kank chitin can be fashioned into armor (AC 15), though its brittle nature makes it susceptible to shattering.

KANK, BUGDEAD EXOSKELETON AND ZOMBIE

Bugdead kanks are possibly the most numerous large creatures in the southern Dead Lands. Like their living counterparts elsewhere on Athas, bugdead kanks are organized in enormous hives or nests, with subtle variations in scent or parentage dividing friend from foe; these subtleties are lost on humanoid observers. The nests themselves consist of complex patterns of passages and chambers beneath the ground, and nests of opposing hive groups connect to their neighbors at many points.

Unlike their living counterparts, bugdead kanks follow a savage succession of leadership. Whereas the living kank queen rules the nest, reproductive prowess means nothing to the undead—there are no queens in the kank nests. Instead, barbarous, warlike males bent on domination and conflict dominate the nests. The nest leaders are the strongest warriors. Succession is achieved through frequent challenges. A nest leader can expect several challenges per day, and it is common for the leadership of a nest to change hands just as frequently.

A single nest holds between 200 and 1,200 individual kanks. The trappings of living kank society are mimicked by the undead, including the growth and subsequent storage of kank globes, though in the case of the bugdead kanks these are actually foul-smelling, dried husks. The grotesque globes are gathered nonetheless and piled high in special chambers and, as useless as they are, they are defended with the tenacity of living kanks defending their own accumulated globes. The rest of the nest bustles with similar activity, traditions necessary to the maintenance of a living nest, now pale imitations carried out by the mindless bugdead.

On the surface, swarms of kanks scour the obsidian surface, searching for carrion or other waste. Again, the bugdead have no special need of these but maintain the tradition out of instinct. During the daylight hours the surface of the Kank Nests region is virtually alive with a single sheet of milling bugdead kanks. By nightfall, they have all returned to their underground nests, leaving the surface cold and empty.

The underground lairs are extremely difficult to navigate for humanoid explorers. Powerful kank jaws have rough-hewn the tunnels, making them jagged and difficult to maintain footing. Also, since the tunnels are three dimensional in their overall layout, some have difficult steep climbs and drops, making progress slow. The tunnels are roughly cylindrical, varying from 4 to 7 feet in diameter; only at the widest, tallest spots can a humanoid stand to his full height. There is, of course, no natural lighting, since the kanks don't need it, nor is there any special ventilation. Without the latter, the stench of bugdead kanks and their foul piles of globe husks can be overwhelming. Living

KANK, BUGDEAD CONTINUED:

characters must make a Fortitude save (DC12) every hour or suffer a temporary loss of 1 hit point due to nausea. All lost hit points are restored after one turn in fresher air.

Thri-kreen, however, cannot penetrate the kank nests. The passages are, in places, simply too narrow to allow their wide exoskeletons to pass through, though magical and psionic means can overcome this. The stench, however, fills a thri-kreen with a blood-rage that he may not be able to control. A thri-kreen in the kank warrens must make a Will save (DC 14) every turn. After failing the first time, they are overcome with a desire to slay the heinous, undead kanks. After the second, they charge forward at best speed to seek out and engage the kanks in battle, regardless of odds or the tactical situation. After failing the third time, the thri-kreen is overcome and will even fight his comrades in order to destroy more of the kanks. A thri-kreen knows he may succumb to such desires before he enters the nest and can warn his fellows or elect not to enter, based on that knowledge. The racial hatreds between thri-kreen and kanks are usually mild, but the notion of undead kank brings those instincts to a boil in a mantis warrior's blood.

There are no treasures accumulated in the depths of the kank nests. The things that the kanks find valuable are of no importance to humanoids, living or otherwise.

A victim hit by a pincer's attack (1d8 points of damage) is also injected with a poison; the undead kanks cannot produce more poison, so they are using the stale, less effective poison stored in their glands when they were alive; the victim must make an immediate fortitude check at DC 14 or be paralyzed for 1d12 rounds. Kank zombies (but not exoskeletons can still manage their Improved Grab attack. If the victim is grappled; each round thereafter the victim suffers pincer damage. Breaking free from the grapple of a kank zombie requires a successful grappling check as described in the Player's Handbook grappling rules. Companions of the victim may attempt to free him by attacking the kank's pincers. A total of 5 points of damage is all that is required to free the victim.

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Special Weakness:

Saves: Same as base creature.

Abilities: The creature receives a +2 bonus to Strength, but Charisma and Intelligence both become 1, as the bugdead creature becomes possessed with a faint alien and malign intelligence

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Any

Organization: Group (10—100)

Challenge rating: Same as creature +1

Treasure: None

Alignment: Any evil

Advancement: —

SAMPLE BUGDEAD ZOMBIES

See Appendix 2: The Undead Vermin of the Obsidian Plains.

CURSED DEAD, DWARVEN

Cursed dwarven dead are known to exist in only one place, the Groaning City beneath the ruins of Giustenal, though they may exist elsewhere. There may also be similar undead of other races, though none have been reported. Those in the Groaning City were created by a curse spoken by Dread-King Dregoth, after he had led his troops in vanquishing the last demi-human resistance under his city. As the captured dwarven foes were hanged, Dregoth cursed them, and they remain hideous undead creatures to this day.

Cursed dwarven dead look much as they did in life, though injuries they suffered are not repaired in undeath, so the dead may bear wounds. Nearly all of those in the Groaning City have broken

necks from their hanging, and the nooses by which they were hanged still dangle from many a neck, even among those whose ropes have broken and who are thus able to move freely about the cavern. Though the cursed dead can speak the languages of Green Age Giustenal and also dwarvish, they rarely speak, instead most often groaning hideously.

Though the cursed dead were not evil in life, their transformation to undeath has made them so. They exist only to harm any that disturb their lair, gaining some small temporary solace from their pain as they inflict pain on the living.

CREATING A DWARVEN CURSED DEAD

"Cursed dead" is a template that can be added to any dwarf (or possibly other humanoids, though none is known). The creature's type is now free-willed undead. The dwarf must have been cursed at the time of its death, specifically to return to unlife as a cursed dead.

Hit Dice: Increase to d12

Speed: 20 ft.

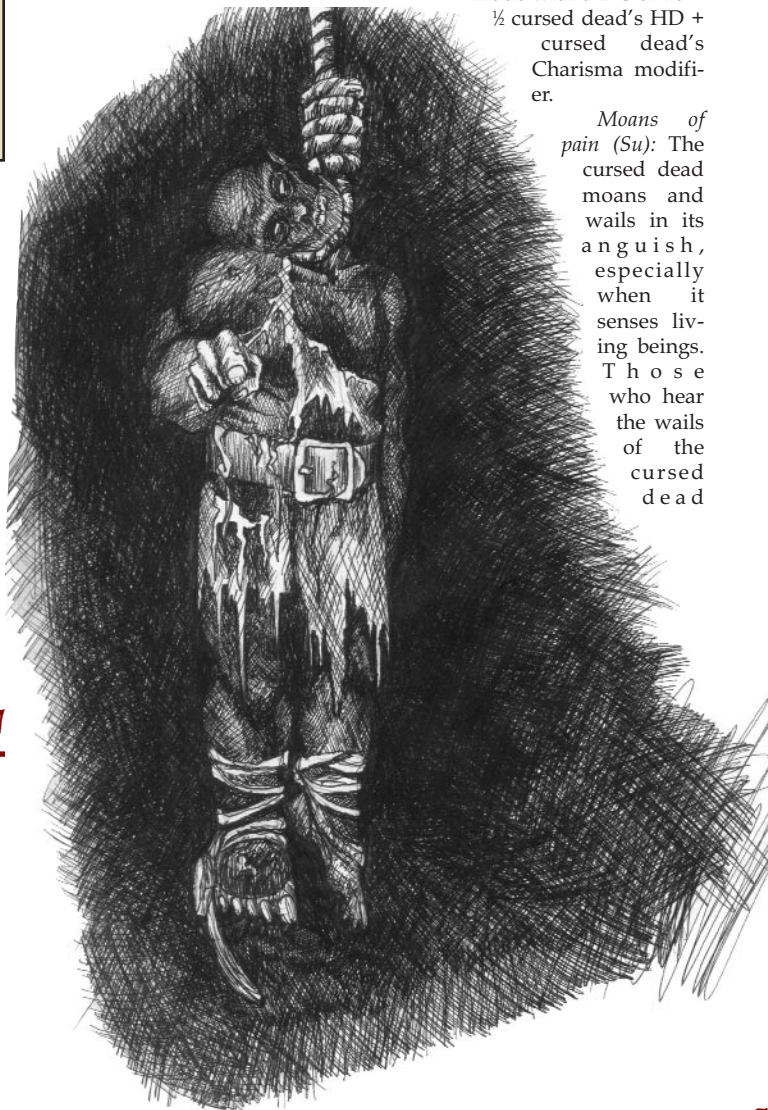
AC: The cursed dead receives a +4 bonus to its natural armor.

Damage: The cursed dead does damage by pummeling with its bare hands, which increase in strength due to the creature's supernatural hatred and pain. Each fist strikes for 1d8 damage, and both fists can strike each round.

Special Attacks: The cursed dead retains most of its previous attacks, but it rarely uses weapons since it has none at hand, and it seems to prefer its direct attack forms. Its *moans* preclude use of spells, though it can use any psionic powers it had in life (see below). Cursed dead also have certain special attacks. Saves versus these attacks are

made with a DC of 10 +
 $\frac{1}{2}$ cursed dead's HD +
cursed dead's
Charisma modifier.

Moans of pain (Su): The cursed dead moans and wails in its anguish, especially when it senses living beings. Those who hear the wails of the cursed dead



must make a Will save or be affected with a –2 morale penalty on all attack rolls and skill checks so long as they are within lair of the cursed dead.

Exploding sinews (Ex): Once every five rounds, the cursed dead can employ this special attack form. It opens its legs and arms wide, moans terribly, and lets its sinews explode outwards in a mass of tangled cords. The next four rounds it must reconstitute itself, but can continue to pummel during this time. The cursed dead can direct four attacks per sinew explosion, each inflicting 1d4 damage. If any two of these attacks hits the same target, that target is tangled in the sinews. Those caught in the cords cannot cast spells or attempt to affect undead as clerics. They suffer –4 penalties to attack or defend themselves. A cursed dead requires only one round to draw a tangled victim to itself, at which point the victim is pummeled automatically twice per round until dead. A victim can escape the sinews with a Strength check (DC 14), modified by the number of cord attacks that hit: –2 for 2 cords, –3 for 3, –4 for 4. Inflicting 8 points of damage to a cord will sever it, though the severed cord will regenerate in 24 hours if the cursed dead which fired it is not slain.

Special Qualities:

Damage resistance (Ex): These creatures have damage resistance of 10/+1. They also have spell/power resistance of 10.

Immunity to control (Ex): The cursed dead cannot be controlled by clerics, due to the nature of the powerful curse that creates them. However, they can be rebuked or turned.

Spells (Sp): The cursed dead cannot cast spells, even if it had spell-casting skills in life. Its *moans* are autonomic, and can barely be suppressed for the cursed dead to speak; it cannot master its pain and hatred enough to cast even the simplest spell.

The Way (Sp): The cursed dead retains and can use all its former psionic powers, plus the following, at will: *crisis of breath*, *dissolving touch*, *destiny dissonance*, *ectoplasmic form*, and *whitefire*.

Saves: Same as the character.

Abilities: The transformation into undeath grants the cursed dead exceptionally powerful hands, giving it a +6 bonus to Strength.

Skills: No special skills apply to cursed dwarven dead.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: Same as character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

CURSED DWARVEN DEAD CHARACTERS

Cursed dead must be dwarves (possibly other humanoids) that were hideously cursed as they died. They are in many cases bound to the area of their deaths. Cursed dead lust for the death of the living, as this is the only time when they feel less of the pain that dominates their existence.

SAMPLE CURSED DWARVEN DEAD

This example uses a level 10 dwarven fighter as the base creature.

Smuchog Bob-Neck

Small-sized corporeal Undead

Hit Dice: 10d12 (65 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: Fists +16/+11 melee

Damage: Fists 1d8+6

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

Special Attacks: Moans of pain, exploding sinews, the Way

Special Qualities: Free-willed undead, immunities, damage reduction 10/+1, power resistance 10

Saves: Fort +7, Ref +5, Will +6

Abilities: Str 22, Dex 14, Con —, Int 11, Wis 12, Cha 15

Skills: Climb +11, Craft (weaponsmith) +9, Jump +12

Feats: Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Iron Will, Leadership, Mobility, Power Attack, Spring Attack, Sunder

Climate/Terrain: Giustenal

Organization: Solitary or group (1–6 cursed dead)

Challenge Rating: 12

Treasure: None

Alignment: Chaotic evil

Advancement: By character class

COMBAT

Free-willed undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

The Will save against the *moans of pain* attack is at a DC of 17.

PERSONALITY

Smuchog Bob-Neck is perhaps the most cognizant of the cursed dwarven dead in the Groaning City. He is one of the few who can master his anguish enough to speak, on those rare occasions when he desires to do so. Smuchog was one of the leaders of the Order of the Lion, the semi-religious brotherhood of dwarves that believed that Taraskir, the last beasthead giant king of Green Age Giustenal, was in fact a god. The Order led the demihumans who sheltered in the Groaning City after the aboveground city was taken by Dregoth's troops and made into his capital. When the Ravager discovered them and attacked, Smuchog organized the last hopeless resistance and was taken alive by Mon Adderath, Dregoth's confidant.

Like the other captured survivors of the Order of the Lion, Smuchog was strung up and hanged for the amusement of Dregoth's troops. The terrible curse which Dregoth visited upon them brought him back to unlife as surely as the rest, but due to his innate resistance, or his strength as a believer or leader, Smuchog was able to retain somewhat more of his mind, or his discipline, and can master his anguish enough to speak. He hates the living no less than his brethren, and since the first foolish adventurer cut his hanging rope and released him to hunt the cavern freely, he has killed many.

Smuchog could be persuaded to talk first and kill later, but not if any of those approaching him are wearing holy symbols of Dregoth. Indeed, checks are made with a +1 circumstance bonus if all of the beings that seek to talk are non-human, for Smuchog remembers that Dregoth's army was composed wholly of humans. If adventurers were to present themselves as enemies of Dregoth, it is possible that Smuchog would be tell them what he knows of the Dread-King's activities—but if the same adventurers return to or through the Groaning City, without having slain Dregoth, Smuchog will not speak to them again but will instead attack.

Normally, Smuchog has little reason to seek to control or lead his former Order members, but if he were to try to gain leadership over them, he could become extraordinarily dangerous. Smuchog has also remained within the Groaning City, cursed to guard it so long as Dregoth remains in the city—the wording of the curse was such that so long as the Ravager maintains his throne in Giustenal or New Giustenal, the dwarven cursed dead are bound to the Groaning City. Whether the curse will continue to bind them there if Dregoth moves his throne elsewhere is unknown.

DHAOT

A dhaot is a semi-corporeal undead sometimes created when a creature dies far from its homeland. The compulsion to return home is so strong that it keeps the spirit alive. Dhaots often wander the wastelands, lost, since they have limited senses.

Dhaots appear as they did in life, but have an expression of weariness and sadness on their faces. Their faces appear dusty and sweaty. They are incorporeal, but can manifest themselves and leave footprints in the sand when they wish. They can turn invisible at will, and cannot be tracked while in this state. Dhaots attempt to return home and will often stop travelers to ask for directions.

Dhaots speak the same languages as they did in life.

CREATING A DHAOT

"Dhaot" is a template that can be added to any humanoid creature. The creature's type is now free-willed undead. The creature must have died far from its homeland and feel a strong compulsion to return home. It retains all abilities it had in life, except those requiring a corporeal body.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The dhaot receives a bonus to its AC equal to +1 or its Charisma modifier, whichever is greater.

Attacks: None

Damage: The dhaot has no natural physical attacks.

Special Attacks: A dhaot retains all of its special abilities as a character. But its transformation has now given it new powers. Saves versus these attacks are made with a DC of $10 + \frac{1}{2}$ dhaot's HD + dhaot's Charisma modifier.

Spells (Sp): A dhaot can become invisible at will, and can cast at will *major image*, *hallucinatory terrain*, *dream* and *nightmare*, just like the arcane spells of the same name.

Special Qualities: A dhaot has all the special abilities it had when it was alive, plus the following new ones.

Semi-corporeal Undead: The dhaot is a semi-corporeal free-willed undead. It is immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Spell/Power Resistance (Ex): The dhaot has spell/power resistance of 5.

Re-Form (Ex): A dhaot has the ability to re-form if it is destroyed. It will reform in 1d12 days.

Damage Reduction (Ex): The dhaot's spirit is strong, giving it damage reduction of 10/+1.

Saves: Same as base character.

Abilities: The transformation into undeath grants the dhaot a strong will, receiving +4 inherent bonus to Charisma.

Skills: A dhaot receives a +10 racial bonus to its Diplomacy skill, and a +4 bonus to Listen and Search checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary or troupe (2–4 dhaots)

Challenge rating: Same as base character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

DHAOT CHARACTERS

A dhaot can be any humanoid that dies away from its home and feels a strong urge to return. The dhaot will not rest until its remains are returned home.

SAMPLE DHAOT

Mithia

Small Size Undead (semi -corporeal)

Hit Dice: 1d12 (6hp)

Initiative: +0

Speed: 20 ft.

AC: 16 (+5 natural, +1 Size)

Attacks: none

Damage: none

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

Special Attacks: Brand, Guilt Stare, Possession, Spells.

Special Qualities: Free-Willed Undead, invisible at will, Spell/Psionics Resistance 5, Damage Resistance 10/+1, Re-form, Death Wish, Phobia, Delusional

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

Abilities: Str —, Dex 10, Con —, Int 14, Wis 6, Cha 18

Skills: Diplomacy +10, Listen +5, Search +5, Sense Motive +5, Spot +5

Feats: Iron Will

Climate/Terrain: Trembling Plains

Organization: Solitary

Challenge Rating: 3

Treasure: Map (see below)

Alignment: Neutral evil

COMBAT

Free-willed undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Saves versus Mithia's attacks are made with a DC of 14. *Spectral forces*, *hallucinatory terrain*, *dream* and *nightmare*.

PERSONALITY

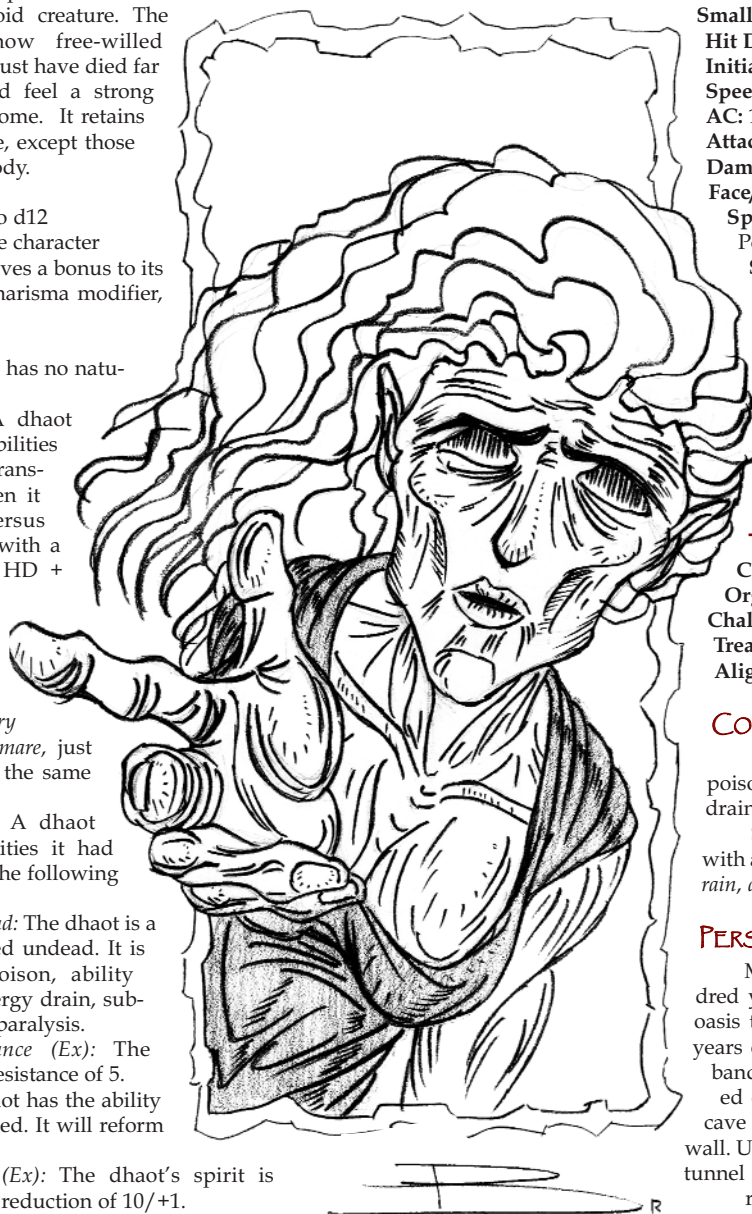
Mithia was captured by bandits six hundred years ago, during a raid on the Kurnan oasis that is now named Fort Stench. Eleven years old at the time, Mithia was taken to the bandits' cave just north of Fort Ral, and treated cruelly until she managed to escape the cave by slipping through a crack in the cave wall. Unfortunately for Mithia, the crack led to a tunnel that gradually narrowed. Considering

remaining with the bandits a fate worse than death, Mithia continued down the tunnel until her body became stuck. Fearing to make a sound lest

the bandits should hear her, Mithia remained silent, and died of starvation and thirst within the sound of her captors calling her name and searching for her. Finally, believing that Mithia had escaped and would lead enemies to their cave, the bandits rigged the cave with traps and went in search of a new holdout.

Unwilling to understand that she had died, Mithia's spirit has escaped down the thin tunnel to a cavern beneath that she was unable to reach in life. Still terrified that the bandits may find her, she has been waiting in that cavern for six hundred years, talking to herself. If the party explores the cave above, after triggering the trap, they will hear a faint mumbling sound coming from the crack in the cave

Mithia wants her body reunited with the bodies of her parents who perished long ago in the Kurnan town now called Fort Stench, an oasis two days due south of the city of Kurn, and several days southwest of Eldaarich. If the PCs assist her, they will eventually learn that the bodies of those that died in that raid were placed together in a large mausoleum inside Fort Stench. Kurnans have no traffic with



● DHAOT

undead and will be extremely alarmed and uncooperative if they find out that the PCs have brought a dhaot into their town! A sentry is traditionally on duty guarding the mausoleum, but it should not be a difficult matter to bypass the sentry and place Mithia's bones inside. When the PCs place her bones in the Mausoleum, she will be able to rest—but first she will reward them by "branding" the arm of her favorite PC with the map to the area where they buried their treasure—an ancient Eldaarish cemetery now buried three feet beneath the sea of silt.

If the PCs do not offer to help at first, Mithia will promise to share her knowledge of the bandits' treasure if the party brings her bones to Fort Stench; if this does not work she will use her guilt stare, branding, and nightmare abilities to extort their cooperation. She will however reserve her possession attack for someone who actually tries to harm her, for example by destroying her bones.

Mithia has a phobia about the male body. If any male character so much as removes his shirt or changes armor in front of her, she will shriek in terror and retreat to the Gray for 1d6 days. She will never speak to that male character again.

DUNE RUNNER

The dune runner is an elf that died while unable to complete its mission. It died while running to deliver a message or complete an important task. Some sages argue that dune runners, like dwarven banshees and possibly vengers, are forms of racked spirits.

The dune runner will repeat its failed run night after night, forever doomed to repeat its hopeless mission.

They appear much as they did in life, except that their grayish skin is pulled tight over their muscles. The dune runner looks almost like a skeleton. It remembers all languages it had in life, and will often talk to travelers to harass them into joining its fruitless run.

CREATING A DUNE RUNNER

"Dune Runner" is a template that can be added to any elf. The creature's type is now free-willed undead. The elf must have died while on an important run, trying to complete an important mission for its tribe or someone dear to him.

Hit Dice: Increase to d12

Speed: 50 ft.

AC: The dune runner receives a +2 bonus to its natural armor.

Attacks: The dune runner attacks with the weapon it had in life, usually a dagger.

Damage: The dune runner does damage as it did in life.

Special Attacks: The dune runner compels all it sees into joining it for its run. Saves versus these attacks are made with a DC of 10 + $\frac{1}{2}$ dune runner's HD + dune runner's Charisma modifier.

Spells (Sp): The dune runner can cast all spells it had in life.

The Way (Sp): The dune runner keeps all its former psionic powers, plus the following, at will: *mass domination*, *mindlink* and *attraction*.

Compulsion (Su): The dune runner compels all it sees into joining it for the run. Any person within 30 feet of the dune runner must make a Will check or be forced to join the dune runner in its run. The dune runner can affect 5 times its HD of people. Victims will run until exhaustion claims them, or they are forcibly restrained. Exhausted victims still try to run, losing 1 point of Constitution every 10 minutes. If their Constitution reaches 0, they must make a Fortitude save (DC 16) or die. Elves who die under the dune runner's compulsion will rise as dune runners themselves, becoming the creature's eternal companion.

Saves: Same as base character.

Abilities: The transformation into undeath grants the dune runner exceptional agility and speed, giving it a +6 bonus to Dexterity.

Skills: A dune runner receives a +4 bonus to Diplomacy, Listen and Search checks.

Feats: Same as base character, plus Improved Initiative

Climate/Terrain: Any

Organization: Solitary or troupe (1—4 dune runners)

Challenge rating: Same as character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

DUNE RUNNER CHARACTERS

Dune runners must be elves that died while trying to complete a mission or quest. They are forever bound to run night after night.

SAMPLE DUNE RUNNER

This template is based on a 3rd level elven ranger.

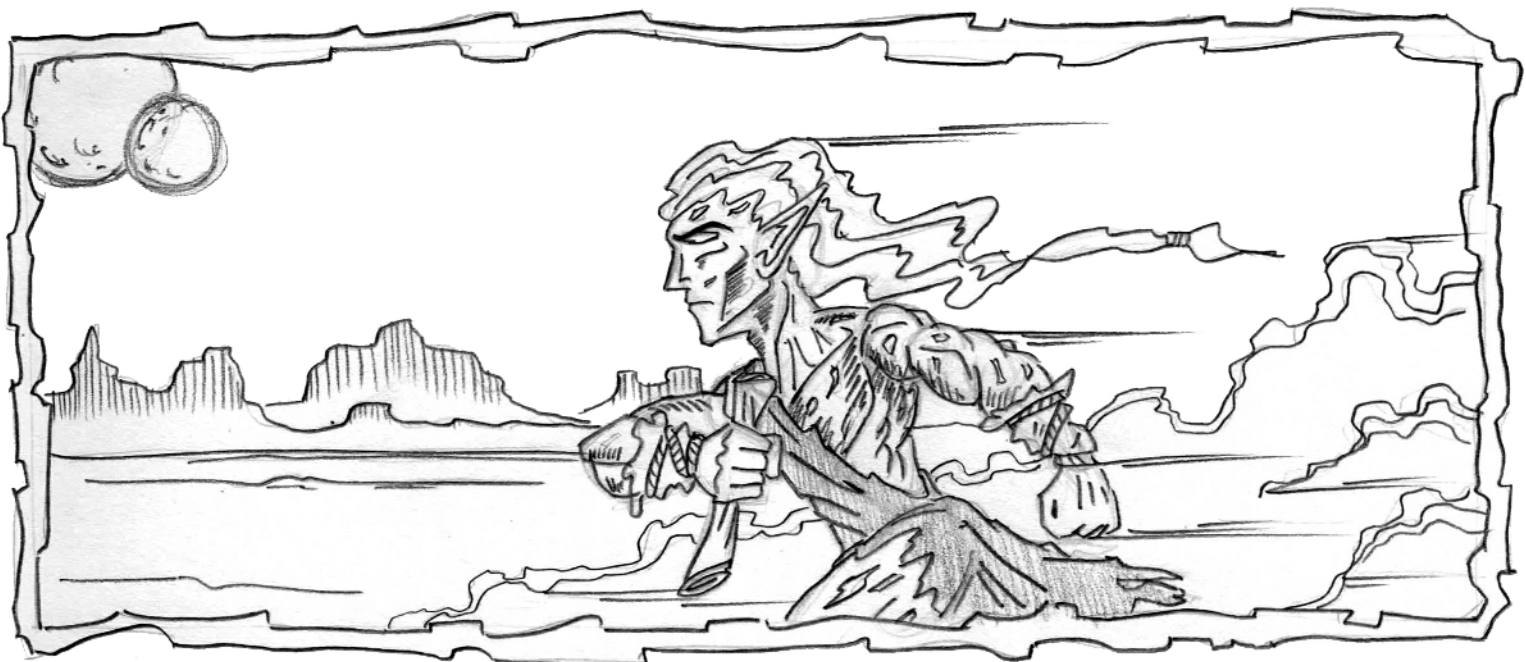
Sothaer

Medium-Size Undead

Hit Dice: 3d12 (24hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 50 ft.



● DUNE RUNNER

AC: 12 (+2 natural)
Attacks: Dagger +4 melee
Damage: Dagger 1d4+1
Face/Reach: 5ft. by 5ft./5 ft.
Special Attacks: *Compulsion*
Special Qualities: Free-Willed Undead
Saves: Fort +3, Ref +7, Will +1
Abilities: Str 12, Dex 23, Con —, Int 14, Wis 10, Cha 11
Skills: Diplomacy +4, Listen +10, Search +10, Spot +7
Feats: Dodge, Improved Initiative, Run, Track

Climate/Terrain: Hinterlands
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Lawful evil

COMBAT

Free-willed Undead: Not subject to critical hits, subdual damage, ability drain, death from massive damage, poison, paralysis or disease.

The Will save against Sothaer's compulsion aura is 12.

PERSONALITY

King's Ages ago, Sothaer was a messenger in the now-extinct tribe of the Trin Harriers, living in the central Hinterlands north of what is now Lost Scale. Kalak of Tyr made rare forays into the Hinterlands in those days (before eventually concluding that the area was too distant for effective control, and not worth the casualties his men suffered trying to repel trin and other attacks); a massive army had just arrived in the Hinterlands near Sothaer's clan's encampment. The chief of the Swift-as-Thought clan, Asdrae, ordered Sothaer to speed across the Hinterlands and gather the tribe's other clans. If the elves could unite, they could form a strong enough rear guard to protect their escape as they fled the Tyrant's army; otherwise, his forces would hunt down the scattered clans and destroy them utterly.

Sothaer took off across the wastes, seeking the other Trin Harriers clans. He found the encampment of the Chitin Snappers and warned them, but did not linger, instead speeding off into the rock shelves in search of the next clan, the Wind Gliders. He never made it. A band of thri-trin, his tribe's mortal enemies, ambushed him in the twisting rocks and tore his body limb from limb while he was still alive. Sothaer gasped out his last in the sure knowledge that this clan, and the Chitin Snappers, were doomed, and that the other six clans would surely also perish, unwarned, as Kalak's raiders fanned out across the Hinterlands.

Sothaer rose soon thereafter as a dune runner, his body restored by eldritch means he could not imagine. He is compelled to make a desperate circuit through the Hinterlands, transcribing a circle from the western edge of the Forest Ridge north halfway to Dej and then around again, seeking the camps of his long-dead tribemates. Sothaer is well aware of the futility of his effort—there have been no Trin Harriers in the Hinterlands for King's Ages—and is convinced that his own failure to warn them led directly to their extinction. He blames not himself, however, but the trin. These creatures were his tribe's totem-enemy, and his own murderers; whenever he finds trin, he dragoons them into his run, detouring through the most difficult terrain, delighting as their chitinous limbs crack and shatter on rocks and sheer drops.

FAEL

A Fael is an undead whose thirst for material possessions and excesses in life fuels its existence. The fael is a ravenous creature that seeks out feasts and banquets where it may devour all the food it can.

The fael appears as it did in life, except its clothing is usually stained with food and drink. Many faels are obese, and they rarely hold any conversation, since they are too busy eating.

CREATING A FAEL

"Fael" is a template that can be added to any humanoid. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: 30 feet

AC: The fael receives a +4 bonus to its natural armor.

Damage: A fael's fists can cause 1d3 points of subdual damage.

Special

Attacks: Saves versus the fael's special bite attack are made with a DC of $10 + \frac{1}{2}$ fael HD + fael's Charisma modifier.

Bite (Ex): The fael has an incredibly strong jaw. It can extend its jaw by as much as one foot, taking a huge bite out of its victim. The bite does 2d6 points of damage, with an increased threat range of 18—20. The critical multiplier for this attack is x3.

Special Qualities: A fael has all the special abilities it had when it was alive, plus the following new one.

Damage Reduction (Ex): The strong magic that created the fael has given it damage reduction of 10/+1.

Saves: Same as base character.

Abilities: The fael's nature gives it a +2 bonus to Strength, a -2 penalty to Dexterity and +2 to Charisma.

Skills: Faels receive a +4 racial bonus to Sense Motive, Listen, Search, and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: Same as character +1

Treasure:

Alignment: Any evil

Advancement: By character class

FAEL CHARACTERS

Faels are ravenous, gluttonous undead who seek only to feed themselves. They have extremely rude manners and will rarely hold a conversation.

SAMPLE FAEL

This example is based on a 8th level human rogue.

Fortrump

Fael

Medium-Sized corporeal Undead

Hit Dice: 8d12 (53hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 20 (+3 Dex, +4 natural, +3 studded leather armor)

Attacks: Metal rapier +9/+4 melee

Damage: Metal rapier 1d6

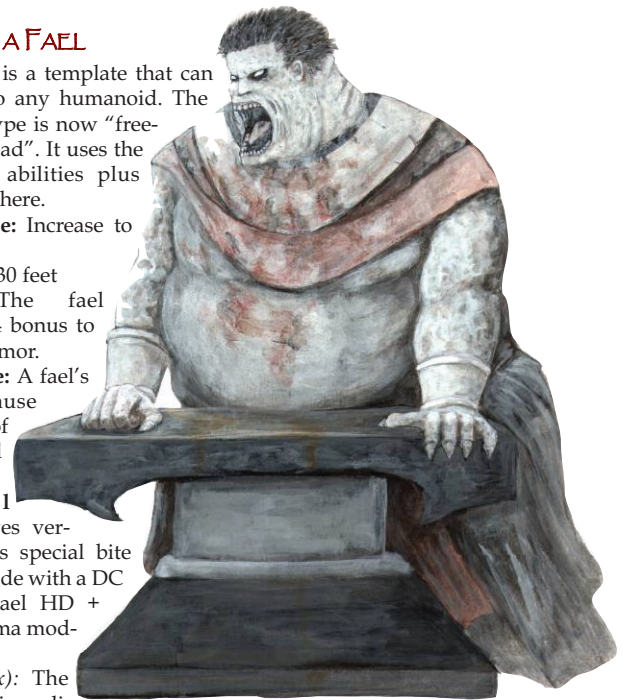
Face/Reach: 5ft. by 5ft./5 ft.

Special Attacks: Bite, Evasion, Sneak Attack +4d6, Uncanny Dodge

Special Qualities: Free-Willed Undead, Damage reduction 10/+1

Saves: Fort +2, Ref +8, Will +7

Abilities: Str 10, Dex 17, Con —, Int 17, Wis 16, Cha 16



Skills: Appraise +14, Bluff +14, Climb +11, Diplomacy +14, Hide +14, Listen +14, Move Silently +14, Read Lips +14, Search +14, Sense Motive +14, Spot +14
Feats: Alertness, Dodge, Iron Will, Weapon finesse (rapier)

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 9
Treasure: Double coins, double items, standard magic
Alignment: Lawful evil
Advancement: By character class

COMBAT

Free-willed Undead: Not subject to critical hits, subdual damage, ability drain, death from massive damage, poison, paralysis or disease.

The Reflex save against Fortrump's bite attack is at a DC of 17.

PERSONALITY

Fortrump spent most of his life as a dissolute noble in Nibenay. His family predated the arrival of the famous Champion, and held rights not only to several hot springs but also to numerous caves in the cliffs north of the city. Fortrump himself originally fancied that he would be a merchant, gaining fame and fortune to bring back and so win his stingy father's praise. But his father, Kalnrrar, forbade Fortrump from such a demeaning pursuit, and instead the young noble was made a resident supervisor on the family's sharecropped holdings outside the city.

Here, isolated from his father, young Fortrump again sought to realize his dream. He transformed the family manor into a caravan area, bringing the merchants to him, as he could not go to them. He learned much from them—of the vagaries of trade, of the wide lands of other cities, of the Dragon and his predations. From these last stories came Fortrump's own inspiration. He too would be a Dragon, in his own small way. As the Dragon consumed the lives of slaves in all the cities, so Fortrump would consume the lives of the slaves on his property.

Month by month, Fortrump's excesses grew greater. He wore out the slaves on his fields providing for his luxuries and lusts, selling the broken remnants of these once-loyal men to finance yet more debauchery. Merchants began to spread tales of the young noble's grand events, such that even Fortrump's father heard them. His rage at seeing his son cavorting with traders knew no bounds. Kalnrrar had his son divested of his sinecure, savagely punished, and banished to one of the family's caves in the cliffs. He had other sons, worthier ones, and soon forgot about the young man he had sealed up in the caves.

But Fortrump did not forget. He died, soon enough of starvation and dehydration, but he did not forget. He rose into undeath as a fael, a terrifying monster lusting after the food and pleasure to which it was used in life. Fortrump bit his way out of the cave, escaping to find his way back to the family compound. He ate his father, and most of his brothers; his sisters he claimed for other uses. Fortrump's family collapsed after the terrible visitation, the survivors fleeing far from Nibenay to escape the fael's vengeance.

Fortrump remains in his cliffside haunt today, lurking in the darkness, emerging by night to hunt. Most often he seeks the escaped slaves or foolish adventurers who imagine that the caves offer sanctuary from the justice or expenses of the city. Frequently he eats these unfortunates, though he has been known to make bargains with some of the bolder and quicker ones to provide him with other pleasures that he cannot find easily in the caves and their environs.

FALLEN (DARK LEGIONNAIRE)

The fallen are the spirits of dead warriors who died unjustly, were sacrificed in battle, or who have been created by other fallen. The disaster that created the Dead Lands created hosts of such undead,

many of whom served under the Champions of Rajaat.

The fallen appear almost as they did in life and from a distance can be mistaken as a patrol or cohort of soldiers. Up close, they betray their true nature, bearing gruesome wounds, blasted bodies and shattered armor. All have pale white glowing eyes, while some manifest more visible manifestations of their deaths i.e. wreathed in flame, obsidian like flesh, blackened skeletal frames. Fallen are generally *mindlinked* with those who created them forming tightly organized units.

They retain the weapons and armor they wore in life, as well as any knowledge of feats, tactics and strategies. Most work in groups, thirsting for battle and the chance to create new recruits for their legions.

CREATING A FALLEN

The fallen are typically human when encountered in or around the Dead Lands, but may be of any race. Fallen are generally free-willed, but will only be raised as such if they show good combat skills in battle. Created fallen tend to fall in with the rest of the undead band or legion, powerful ones challenging the leader for command, or for positions of authority. Occasionally they will serve a more powerful undead, accepting them as a general.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The fallen receives a +6 natural armor bonus to its AC.

Attacks: The fallen gain no special attack as a result of their undead nature.

Damage: A fallen will attack with the weapons it wielded in life, enhanced by the high strength granted by its undead status.

Special Attacks: The fallen retains all the special abilities it had in life. But its transformation has now given it new powers. Saves versus these attacks are made with a DC of 10 + ½ the fallen's HD + the fallen's Charisma modifier.

Spells (Sp): The fallen can still cast any spells it did in life. They can also use the following spell-like powers at will: *death knell* and *death watch*.

The Way (Sp): The fallen may use any psionic powers it could in life, at will. They can also use the following psionic powers at will: *call weaponry*, *mindlink* and *recall pain*.

Despair Aura (Su): They can continually radiate a leaden 10' aura of doom and hopelessness. Affected creatures must succeed at a Will save (DC 15) or suffer -2 to all rolls. They can choose not to manifest this in order to achieve surprise.

Create Spawn (Su): Creatures slain using the fallen's *death knell* spell-like ability rise again as a free-willed fallen.

Special Qualities: The fallen has all the special abilities it had when it was alive, plus the following new ones.

Damage reduction (Ex): The fallen has damage reduction of 10/+1/steel.

Immunities (Ex): Fallen are immune to polymorph and death magic.

Free-willed undead: They are immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Special Weakness: The fallen are bound to follow a code of honor reflecting idealized rules of war. Evil Fallen will attempt to break or twist codes that will get them killed.

Saves: Same as base character.

Abilities: The fallen gains +4 to Strength.

Skills: Fallen receive a +6 racial bonus to all Listen, Search, Sense Motive and Spot checks.

Feats: Same as base character.

Examples of code are:

Will respond to single challenges, and honor victory conditions

Will not harm noncombatants (Neutral, while evil may torture them for information)

Will allow opponents to surrender

Will defend a position to the last undead if ordered

Will take orders from a greater undead (proven in combat)

Will respect command chain

Organization: Sentry (1—2), patrol (5—20), cohort (100+), and legion (1000+).

Challenge rating: Same as character +1

Treasure: None

Alignment: Lawful (neutral or evil)

Advancement: By character class

FALLEN CHARACTERS

A fallen can be any character that died in battle, usually those with classes in soldier, gladiator or ranger.

SAMPLE FALLEN

This example uses an 11th level human fighter as the base creature

Fallen

Medium-Size corporeal Undead

Hit Dice: 11d12 (71hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 25 (+2 Dex, +6 natural, +5 masterwork metal breastplate, +2 large shield)

Attacks: Masterwork short sword +19/+14/+9 melee or spear +13 ranged

Damage: Masterwork short sword 1d6 +8; spear 1d6+9 melee (no shield); spear 1d6+6 ranged

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

Special Attacks: Spells, Psionics, Despair Aura, Create Spawn

Special Qualities: Free-Willed Undead, Damage reduction 10/+1 (steel), Immunities

Saves: Fort +7, Ref +5, Will +4

Abilities: Str 22, Dex 15, Con —, Int 15, Wis 12, Cha 16

Skills: Climb +10, Craft (armorer) +12, Craft (weaponsmith) +10, Listen +9, Jump +14, Move Silently +7, Search +11, Sense Motive +9, Spot +10

Feats: Cleave, Expertise, Improved Bull Rush, Improved Critical (short sword), Leadership, Power Attack, Sunder, Two-Weapon Fighting, Weapon Focus (short sword)*, Weapon Specialization (short sword)*

Climate/Terrain: Any

Organization: Leader of a fallen cohort

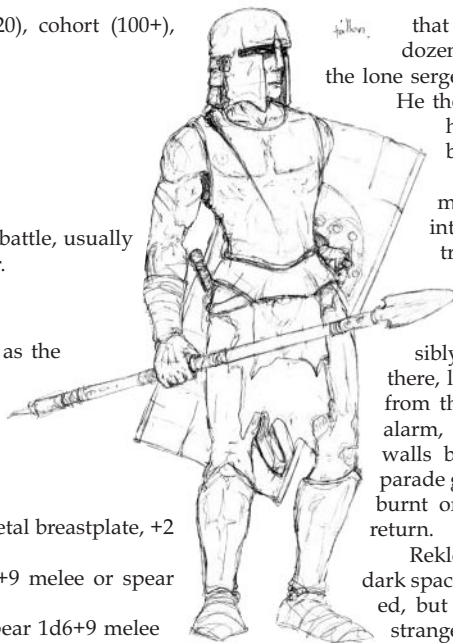
Challenge Rating: 12

Treasure: None

Alignment: Lawful evil

Advancement: By character class

* Bonuses included in listed Attacks and Damage



that zombies were nothing to be feared. He killed a dozen zombies, but the recruits hadn't followed, and the lone sergeant-commander was overborne by the undead. He thought he'd slain their leader, just before he was himself killed by the press of sorrow-faced zombies.

When Charnalhouse's other sergeants finally marshalled the recalcitrant recruits and led them into Barracks 2, they found Reklez's body, torn and trampled. Knowing that Sthonkho would surely want the corpse reanimated, they placed him in the morgue along with the salvageable remains of as many of the slain zombies as could be feasibly reanimated. The sergeant-commander was still there, lying on a stone slab, when the obsidian flooded from the east. Charnalhouse's watchman clanged the alarm, but the steaming shining wave burst over the walls before the guards could even form up on the parade ground. The troops were scattered, boiled alive or burnt or drowned, in any case borne under never to return.

Reklez found himself returning to consciousness, in a dark space. Slowly he concluded that he had been wounded, but had survived, and was stuck in some kind of strange necromantic healing shell. It took him weeks to claw his way out of the cyst, before he finally broke through the hardened obsidian and emerged into the light of day. There were others, his subordinates and fellow sergeants of the guard, who had also survived, but the world they knew had not. No matter: Reklez knew his rank, and his role. Discipline conquered all. He ordered the other fallen to form up, assigned subleaders, and chose a direction of march.

Today Reklez is one of the senior commanders in the armies of Deshentu. He remains convinced that he is alive, not undead, and in fact persists in believing that nearly all undead—any that are in reasonably undamaged condition—are still alive. Reklez believes that the obsidian has granted him, and many others, eternal life, and he finds the doctrines of the Disciples to be curiously compelling. The Grand Vizier disapproves of the obsidian clerics, and Reklez's sense of duty is far too strong for him to defy his superior, but Reklez remains fascinated by the possibility that he's walking on the face of a god.

KAISHARGA

Kaisharga are extremely powerful undead. They voluntarily chose to embrace this existence through a complicated ritual, in order to prolong their life and increase their power. They come from all classes, fighters and wizards, gladiators, psionics and even evil clerics.

Gaunt, skeletal beings, kaisharga gain incredible powers through undeath. Their eyes burn with green fire of hatred for the living and power. They dress as they did in life. The kaisharga's connection to the Gray gives it a grayish tint.

CREATING A KAISHARGA

"Kaisharga" is a template that can be added to any humanoid. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The creature's base natural armor increases by +5.

Damage: The kaisharga's connection to the Gray gives it a claw attack that causes 1d10 damage. The kaisharga can also attack by weapon.

Special Attacks: The kaisharga gains special abilities. Saves versus these attacks are made with a DC of 10 + ½ kaisharga's HD + kaisharga's Charisma modifier.

The Way (Su): The kaisharga gains many psionic powers if it did-

COMBAT

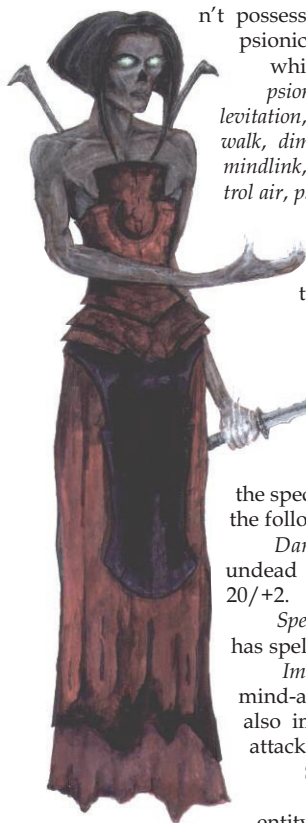
Free-willed Undead: Not subject to critical hits, subdual damage, ability drain, death from massive damage, poison, paralysis or disease.

The save against Reklez's spell attacks is with a DC of 18.

PERSONALITY

Sergeant-commander Reklez was in the morgue when the Dark Tide struck. He had been serving in the personal guard of Sthonkho, one of Gretch's minions, at Charnalhouse, the necromancer's outpost on the site of the Battle of Tforkatch River. Gretch had built the fort soon after the battle, using it as a factory to reanimate corpses harvested from the battlefield, and later as a warehouse for corpses brought back from the siege of Nagarvos'. Sthonkho preferred having living guards monitor the labors of the dead, and Reklez had found the pay better and the duty easier than serving with any of the Champions.

Reklez's skills had led him to promotions, and increased responsibility, which is why he had been in the forefront of the melee when the guards were called to quell a disturbance in Barracks 2. A thinking zombie had somehow gotten in with the usual crowd of zombie laborers, and was leading them in a riot. Reklez had waded in, proud of his combat skills and determined to show Sthonkho's new recruits



n't possess any in life. If the creature possessed psionic powers, it keeps those or gets new ones, whichever is better: *Detect psionics, negate psionics, telekinesis, control body, control wind, levitation, soften, teleport, dimension door, dimension walk, dimensional anchor, domination, mind blank, mindlink, ultrablast, aversion, conceal thoughts, control air, psychic crush and sending.*

Spells (Su): The kaisharga retains all spells and abilities it had in life.

Paralysis (Ex): The kaisharga's touch paralyzes its victim for 2d4 minutes.

Fear Aura (Su): The kaisharga generates a powerful aura of fear for creatures in close range (25ft. + 5ft./2 levels)

Special Qualities: A kaisharga has all the special abilities it had when it was alive, plus the following new ones.

Damage Reduction (Ex): The kaisharga's undead existence gives it damage reduction of 20/+2.

Spell/Power Resistance (Ex): The kaisharga has spell and power resistance of 20.

Immunities: The kaisharga is immune to all mind-affecting effects (spells and psionics). It is also immune to all cold and electrical based attacks.

Saves: Same as base character.

Abilities: The kaisharga is a powerful entity, receiving +6 to Strength and Dexterity, and +4 to Intelligence, Wisdom and Charisma.

Skills: Kaishargas receive a +10 racial bonus to Sense Motive, Listen, Search and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: Same as character +4

Treasure: Standard coins, double goods, double items

Alignment: Any evil

Advancement: By character class

KAISHARGA CHARACTERS

Kaishargas are powerful beings that voluntarily chose undeath. Their transformation has given them great strength and agility, as well as deep cunning and wisdom. The defiler becoming a kaisharga must be able to cast 8th level arcane spells.

SAMPLE KAISHARGA

This example uses a 20th-level human defiler as the character.

Asus, Kaisharga

Medium-Size Undead

Hit Dice: 20d12 (130 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 30 (+4 Dex, +15 natural, +1 ring of protection)

Attacks: Touch +10 melee

Damage: Touch 1d10+4 and paralysis

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

Special Attacks: Psionics, spells, paralyzing touch, fear aura

Special Qualities: Undead, damage resistance 15/+1, spell resistance 20, immunities

Saves: Fort +6, Ref +11, Will +17

Abilities: Str 18, Dex 19, Con—, Int 22, Wis 21, Cha 18

Skills: Alchemy +22, Concentration +24, Craft +17, Knowledge (arcana) +28, Listen +21, Move Silently +10, Scry +22, Search +22, Sense Motive +19, Spellcraft +26, Spot +21

Feats: Brew Potion, Combat Casting, Craft Wondrous Item,

Empower Spell, Forge Ring, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Mastery (1), Still Spell.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: 24

Treasure: Standard coins, double goods, double items

Alignment: Chaotic evil

Advancement: By character class

COMBAT

Undead: Immune to all mind affecting attacks, spells or psionics. Asus is not subject to critical hits, subdual damage, ability drain, death from massive damage, poison, paralysis or disease.

Immunities (Ex): Is immune to all cold and electrical-based attacks.

The Will save against Asus's paralyzing touch and fear aura is 24. The save DC against his spells is 16 + spell level.

Magic Items Carried: Asus carries a +1 ring of protection, a Fruit of Invisibility, a bone wand of lightning and a scroll of Teleport without Error (x2).

PERSONALITY

Asus was born noble, fated for the pampered and sheltered existence of a Nibenese aristocrat. His parents had high hopes for him and enrolled him at a young age to learn to manage the estate and business dealings of the family. Although a good student, Asus had no love for the political and commercial affairs that his family required he perform. What he liked, though, was the feeling of power his station brought him—mastery over slaves, the ability to order things and see them made so. Slaves would report his activities to his father, though, or could be suborned by other noble houses or even the despised templars—surely there was a better way to exploit power's many advantages? Asus found what he was looking for in the practice of wizardry. A wizard controlled great powers, yet was free of the Achilles heel of unreliable slaves.

Asus purchased a battered spellbook and taught himself all he could of its secrets. He was frustrated, however, for much of its knowledge he could not comprehend. It took him years to find a defiler that was willing to teach him. Carefully, Asus maintained the façade of being a young, eager boy; he concealed the spellbook he had, adopting the uncharacteristic and very unpleasant role of obedient pupil. However, Asus' aptitude with magic quickly enabled him to learn as much as the old defiler knew. Asus was able to take what he learned from the old man and unlock many more of his spellbook's secrets, and soon his skills surpassed those of his teacher. The old man grew suspicious, then fearful of his student, and began to withhold information from him. When Asus learned of his master's duplicity, he quickly poisoned the old fool and stole his spells.

His craving for power ever stronger, Asus studied years and years through ancient texts stolen or borrowed from all over the Tablelands. He remained in his family's good graces as long as he could, secretly using their money to buy contraband spellcasting materials (books, components, and such) and smuggle them into Nibenay. In the city, the family's secluded compound provided him an excellent sanctuary where he could establish his own secure hideaway to study. At last, his father confronted him—Asus overcame him almost without effort. He proceeded to loot the family coffers, clear his family's memories of his activities, and depart. He could have easily killed the lot of them, but that would have raised suspicions, and besides, Asus was a long-term planner, and he figured he might need or want to return to Nibenay someday. His family's compound would be waiting for him if he did.

No one marked Asus's passage out of Nibenay. He vanished into the wilderness, using one then another of the hidden bolt-holes he had prepared well in advance. He continued to amass magical texts and gather lore, always seeking to expand his knowledge and power. The most valuable treasure of all, however, the thought which came increasingly to obsess the aging defiler, was that of immortality. Asus labored long and hard to procure the spells and procedures for gaining the gift of cheating death, and when he got the secrets he studied

them with a fearsome singlemindedness. When Asus was finally able to decipher the rituals for extending his life beyond death, he immediately embarked upon that dark, twisted path. After many more years of successes and numerous failures, Asus finally realized his quest to become immortal. His thirst for power, however, remains undiminished.

MEORTY

A meorty is an undead guardian of a long-lost domain that continues to watch and enforce its ancient laws. They remain in their crypts and tombs to watch over their domain and enforce their ancient laws. Any transgressor is calmly informed of its transgression, often in an ancient language, and asked to accept his punishment with honor. Those who refuse are immediately attacked and killed by the meorty.

A meorty appears as a gaunt, skeletal figure wrapped in rotting clothes. Though the clothes appear to have been finely made, as benefited their station, it is moldy and easily destroyed. A meorty also wears jewelry of fine craftsmanship and often wields metal weapons. Even with their skeletal appearance, the meorty moves with grace and has a deep reverberating voice. Its eyes glow with bright green lights. A meorty knows only the ancient language (s) it knew in life.

The meorty is content to rest in peace and will not take the initiative in attacking individuals who avoid transgressing any of the meorty's laws. They will, however, follow their ancient code to the letter and enforce it mercilessly.

CREATING A MEORTY

"Meorty" is a template that can be added to any humanoid of the ancient races. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as character

AC: The meorty receives a +10 bonus to its armor class due to the clerical magicks used to create it.

Damage: The meorty's physical attacks are done with whatever weapon it wields. If the meorty has no weapons, its long skeletal fingers act like claws and do 1d6 damage.

Special Attacks: The meorty's transformation into an undead guardian gives it many powers. Saves versus these attacks are made with a DC of 10 + ½ meorty HD + meorty's Charisma modifier.

The Way (Sp): The meorty gains the following psionic powers; at will: all psychic attack modes, *call cohort*, *clairvoyance*/clairaudience, *crisis of breath*, *dimensional anchor*, *dissolving touch*, *forced mindlink* and *teleport without error*. They also have psionic powers that are in continuous usage: *anchored navigation* (fixed to some object in the meorty's lair), *aura sight*, *body adjustment*, *body equilibrium*, *catfall*, *detect remote viewing*, *elfsight* and *psionic sense*.

Special Qualities: A meorty has all the special abilities it had when it was alive, plus the following new ones.

Turn Undead (Ex): The meorty is now able to rebuke or control undead as if it were an evil cleric of equivalent level.

Damage Reduction (Ex): The strong magic that created the meorty has given it damage reduction of 15/+1.

Immunities (Su): The meorty is immune to all mind-affecting spells, as well as any cold or electrical damage. They are also immune to *enfeeblement* and *polymorph* spells.

Spell/Power Resistance (Ex): The meorty has a spell and power resistance of 25.

Create Spawn (Ex): Any creature slain by a meorty will rise again as ioramh (creatures under 5HD) or as namech, if the meorty so chooses.

Special Weaknesses: Bound to area; usually 1 other custom weakness, often delusional.

Saves: Same as the character.

Abilities: The complex ritual that endowed the meorty gives it +6 to Strength and +2 to Intelligence, Wisdom and Charisma.

Skills: Meorties receive a +10 racial bonus to Listen, Search, Sense Motive and Spot checks.

Feats: Same as the character.

Climate/Terrain: Any

Organization: Solitary or group (1—6 namech or ioramh)

Challenge rating: Same as character +4

Treasure: Standard coins, double items

Alignment: Any evil

Advancement: By character class

MEORTY CHARACTERS

Meorties were created in ancient, complex rituals whose knowledge has been lost to the ages. All meorties were created over 2000 years ago.

SAMPLE MEORTY

This example uses a human 12th level psion (telepath)/8th level priest as the character.

T'lor-Nefer-Shu

Medium-Sized Undead

Hit Dice: 20d12 (130 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 23 (-1 Dex, +10 natural, +4 breast plate)

Attacks: Weapon +16/+11/+6

Damage: Steel khepesh +2, 1d6+8

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

Special Attacks: The Way

Special Qualities: Undead, damage resistance 15/+1, immunities, power resistance 25

Saves: Fort +10, Ref +5, Will +17

Abilities: Str 19, Dex 9, Con—, Int 12, Wis 18, Cha 18

Skills: Bluff +19, Concentration +11, Gather Information +13, Knowledge (arcana) +15, Knowledge (psionics) +19, Psicraft +19, Remote View +19, Spellcraft +11, Sense Motive +14

Feats: Disarm Mind, Enlarge Spell, Empower Spell, Hide Power, Spell Penetration, Mental Adversary, Scribe Tattoo, Twin Power, Weapon Focus (khepesh)

Climate/Terrain: Southern Tablelands

Organization: Solitary

Challenge Rating: 24

Treasure: Standard coins, standard goods

Alignment: Lawful evil

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Immunities: Immune to all mind-affecting spells, as well as any cold or electrical damage. Also immune to *enfeeblement* and *polymorph* spells

Magic Items carried: Steel khepesh +2, ring of teleport, cloak of displacement.

PERSONALITY

T'lor-Nefer-Shu was born in the city of Tar-elon, a vibrant and beautiful city of the Green Age. Tar-elon's position on the coastal islands of the Sunrise Sea made it a trade emporium and brought much wealth to the city and its priest-like kings. The culture in Tar-elon revolved around reverence for the kings, and, despite the flow of merchants and ships' captains from many lands, change came slow among the people. T'lor-Nefer-Shu was one of those who rebelled against this as a young man. He was the scion of one of the city's great families, and was blessed with the best



education a man of his station could expect. He knew the city's history, and that of the other cities and dynasties round about, and was skilled in the Way and in the rites of the priests.

The young man expressed his defiance of his culture's apparent indifference to change by rejecting the faith of Water, which was most prevalent on the island city, and instead embracing that of Fire. His family disapproved, and his marriage prospects dimmed, but T'lor-Nefer-Shu believed he was meant for greater things than familial approval and marital bliss. Other siblings could carry on the family line. T'lor-Nefer-Shu spent his days among the foreigners on the docks, or deep in the hidden libraries of the Fire temple, always seeking knowledge, expanding his understanding of the world without and his mind within.

In time, T'lor-Nefer-Shu's impressive skills and knowledge became well known, so much so that despite his unpopular and vaguely distrusted faith he was invited to join the inner councils of the realm. The mindbending priest, no longer young, accepted this as his due, but he was not arrogant. Maturity had come with the years, and T'lor-Nefer-Shu understood that the customs of foreign lands were indeed not necessarily better than his own. He did not regret the iconoclasm of his early years, but he recognized that there were virtues in patience and constancy as well as in haste and change.

T'lor-Nefer-Shu helped lead Tar-elon's campaigns against the marauding lizardmen in the surrounding waters, and later played a major role in negotiating a temporary truce with them. He married, and sired children. As his old age crept upon him, he judged that his life had been well spent, and found himself satisfied with his choices. The senior psion and priest could not know that yet another major decision was rapidly approaching.

In the Green Age, knowledge of how to create meorty guardians was a closely hidden secret. Only the most important leaders of cities possessed the knowledge to bring such powerful beings into existence, and only did so with reluctance and great care. The priest-kings of Tar-elon first gained knowledge of the rituals during T'lor-Nefer-Shu's declining years. The rulers considered carefully whether they should seek to create such a guardian, but when one of their number made a prophecy of coming doom, the decision was made. T'lor-Nefer-Shu was summoned to the palace, and there amid the forest of hypostyle columns the kings made their request of him.

For more than a month, T'lor-Nefer-Shu wrestled with his decision. His young wife An-Lotis advised him to accept, preferring seeing her husband transformed to watching his health and skills decline with advancing years, and T'lor-Nefer-Shu accepted her recommendation. The rituals were performed with the utmost secrecy, and T'lor-Nefer-Shu soon took his place as Tar-elon's first and only meorty. His responsibilities were few, since the priest-kings still exercised power and imagined that they would continue to do so for uncounted generations to come. For King's Ages their rule did stand, and T'lor-Nefer-Shu was little needed. The meorty rituals, apparently unnecessary, were forgotten.

When the Champions came, Tar-elon could not stand against them. Many of the humans in the city deserted to Keltis, since he promised to eliminate the lizardman threat once and for all. Those citizens who remained were unprepared when other armies, more interested in slaying them than lizardmen, came. Tar-elon was besieged. T'lor-Nefer-Shu rose like a pillar of fire and smote many of the attackers, but Tar-elon's own population was too small, and too depleted, and the city soon fell. The attackers had no stomach to occupy and plunder, however, for T'lor-Nefer-Shu's vengeful rage made him a terror within the city walls. The army departed, leaving T'lor-Nefer-Shu alone in a ruin, a ruin slowly but surely consumed by the encroaching silt.

For many years T'lor-Nefer-Shu was alone. He rebuilt what he could, and used his powers to keep the silt from completely choking the city. He contemplated, for years on end, whether any of his people had survived—some had been abroad with trade ships at the time of the siege, others had been enslaved by the victors, and of course there were those who had enlisted with Keltis a few years before the siege. He wondered, but he could not know, for the rituals which created him had bound him to the island, and he had no wish to scry abroad and thus draw the enemy's attention back to the ruins he had so laboriously partially rebuilt.

And then the other came. A strange creature, not undead but vibrantly alive, its bright eyes illuminating the darkness. T'lor-Nefer-Shu did not understand the strange creature, but he challenged it all the same, and matched his mind and spells against it. The struggle was fierce, and ended—to T'lor-Nefer-Shu's rage—when the creature escaped. Its voice returned, however, and the claims it made astounded the ancient dead. The being claimed to be a survivor of Tar-elon, skilled in wizardry and the Way, and it sought the meorty's permission to enter the city.

T'lor-Nefer-Shu's major responsibilities, when he was made a meorty, included protection of the sanctity of the city's tombs, defense of the royal precinct against foreign invaders, and assurance that the city's psionic masters instructed the young in all the intricacies of the Way. He pondered, but could not see how holding counsel with the stranger contradicted his instructions. Carefully, preparing many hidden defenses, T'lor-Nefer-Shu released his wards and allowed the stranger to return, openly, to speak to him.

The creature named itself Rama-Thot-Re, and claimed to have lived in the last days of Tar-elon. T'lor-Nefer-Shu could not recall him by name or sight, but then he had been largely inactive until the invasion, so that was no surprise. The stranger knew well Tar-elon's ancient customs, however, and brought news that descendants of the city's citizens had indeed survived through the King's Ages elsewhere in the Tablelands. Indeed, he offered to bring some of them back to settle in the beautiful city; at first below ground, protected from the choking silt, then above ground, near the fallen Earth temple. Much work would have to be done, of course, but if T'lor-Nefer-Shu would agree...

Long years later, when the stranger returned, T'lor-Nefer-Shu had his answer. So long as the city's tombs were untouched and venerated, in accordance with ancient custom, and the royal precincts were rebuilt in original style and purpose, and psionic instruction was made compulsory, he would permit the stranger to begin repopulating the city. T'lor-Nefer-Shu had other desires as well—the ancient language, he wanted to hear it spoken again, for example—but these he agreed could wait. Soon enough the people came, first dwarves and then humans, and some of them were indeed descendants of Tar-elon's ancient citizens! The former cultural rebel, turned pillar of society and then undead guardian, found himself welcoming home and rebuilding the society of his youth.

MORG

A morg is a powerful undead, similar to a kaisharga or t'liz but with this critical difference: a morg cannot bring himself into the eternity of undeath. The process of creating a morg is extremely complex, and requires that the subject be dead before it commences. The lore of creating morgs was developed by Gretch, and passed by Rajaat to his Champions during the wars; Kalidnay improved the spells. How many others know the secrets is unknown, but certainly very few.

Morgs look much like they did in life, but their desiccated, near-mummified features and brown-gray pallor mark them as noticeably dead. Their bodies often appear emaciated, but not skeletal, for the mummification process of morg creation leeches most of the liquids from the body, replacing them with spiced unguents and balms. The result is a smooth-skinned, sweet-smelling corpse, with flesh tight but not shriveled around the bones. Unlike t'liz, which must constantly anoint their corpses with oils, morgs' bodies are preserved fully during the initial mummification, and no further applications of unguents or balms is required.

Morgs can speak all the languages they knew in life, but their voices are often raspy due to a lack of internal moisture. All morgs have low-light vision.

CREATING A MORG

"Morg" is a template that can be added to any humanoid, provided it has a powerful patron who can perform the preservation rit-

uals of morg creation. The creature's type is now "free-willed undead." It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as character

AC: The morg receives a +4 bonus to its natural armor.

Damage: The morg can use any weapons and combat skills it possessed in life, as well as gaining a dangerous biting attack which inflicts 1d6 of damage.

Special Attacks: A morg retains all of its previous attacks as a character. But its transformation has now given it new powers. Saves versus these attacks are made with a DC of 10 + ½ morg HD + morg Charisma modifier.

Fear Aura (Su): A morg generates a powerful aura of evil and death, and as such creatures with 5 HD or less will flee when seeing a morg. Creatures of higher HD must make a Will save or be affected the same as a *fear* spell.

Energy Drain (Su): Living creatures that are touched by the morg gain 1 negative level. A character slain by a morg drain attack becomes a namech under the morg's command.

Spells (Sp): The morg can cast spells just as it could when it was alive.

Tongue Attack (Ex): Many morgs (but not all) have a long, slithering tongue they can use to grasp object up to 3 feet away. The morg's tongue can also be used as a whip, dealing 1d6 points of damage. On a successful attack, the morg can attempt to encircle a victim's throat and choke the life from the creature. Use the grab rules to determine if the choke is successful.

Special Qualities: A morg has all the special abilities it had when it was alive, plus the following additional abilities.

Resistant to Blows (Ex): The powerful Gray energies that infuse the morg cause the morg to receive damage reduction of 15/+1.

Immunities (Ex): The morg has cold resistance of 10.

Regeneration (Ex): The morg will regenerate 1 hit point per round. Severed body parts reattach over time.

Special Weakness:

Vulnerability to light: Morgs prefer to dwell in darkness, and so receive a -2 penalty to their attack rolls when in sunlight.

Saves: Same as the character.

Abilities: The transformation into undeath grants the morg a strong body and will, receiving +6 to Strength, +2 to Intelligence, Wisdom and Charisma.

Skills: Morgs receive a +10 racial bonus to Move Silently checks, and a +6 bonus to all Listen, Search, Sense Motive and Spot checks.

Feats: Same as the character.

Climate/Terrain: Any

Organization: Solitary or troupe (1 morg, plus 2—4 ioramh or namech)

Challenge rating: Same as character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

MORG CHARACTERS

Morgs are created only rarely by the sorcerer-kings, the process being most often perceived as a gift bestowed on servants of great power and unquestioned loyalty. Especially since the development of spells to create kaisharga, in which the kaisharga's loyalty can be magically guaranteed, fewer morgs have been created. The morg retains all the abilities it had in life.

MORG MUMMIFICATION

The process of creating a morg involves a considerable amount of time and effort. The unguents that initially preserve a morg's body require very expensive materials. The character must possess the Alchemy ability and be able to cast 9th-level necromantic spells.

SAMPLE MORG

This example is based on a 14th level fighter.

Sekdo Azeg

Medium-Size Undead

Hit Dice: 14d12 (91 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30ft.

AC: 19 (+2 Dex, +4 natural, +3 studded leather)

Attacks: Weapon +24/+19/+14 melee

Damage: Masterwork bronze broadsword +2, 1d6+11

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

Special Attacks: Fear aura, energy drain, tongue attack

Special Qualities: Free-willed undead, resistant to blows, regeneration, vulnerable to sunlight

Saves: Fort +9, Ref +6, Will +5

Abilities: Str 25, Dex 14, Con —, Int 11, Wis 12, Cha 15

Skills: Climb +8, Craft (leatherwork) +6, Jump +8, Intimidate +4, Sense Motive +2

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Leadership, Mobility, Power Attack, Run, Sunder, Weapon Focus (broadsword), Weapon Specialization (broadsword)

Climate/Terrain: Ringing Mountains

Organization: Solitary

Challenge Rating: 16

Treasure: Standard coins, standard goods

Alignment: Lawful evil

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Immunities: Cold resistance of 10. Damage resistance of 15/+1.

The Will save against Sedko's fear aura for creatures of more than 5HD is 19.

PERSONALITY

In life Sekdo Azeg was a war-chief of the armies of the Neksos, one of Rajaat's Champions. During Sekdo's life, the Neksos was in a period wherein he was trying to improve discipline and focus of his troops, and so names were discouraged and ranks used instead. Azeg was known as Sekdo—"Commander of the First Thousand"—for most of his adult life. Sekdo was one of his master's most loyal, and most successful commanders, leading assaults on some of the most inaccessible dwarf-holds of the southern Tablelands. He personally slew the Stone-King of Knorhay, charging far ahead of the main body to hunt down the fleeing dwarven host and its commander.

As he drew older, Sekdo feared that he would be cast aside like so many of his peers, abandoned by the Neksos once his energetic years were over. He petitioned to receive the gift of morgbirth, hoping to renew the strength of his youth, and ensure his place of honor by his master's side for eternity. When he was reborn as a morg, Sekdo was a well-trained warrior.

In combat Sekdo most often wields a +2 *bronze broadsword*, a wergild he claimed from a rival officer after that officer allowed a cohort of Sekdo's troops to be ambushed while clearing a dwarven mine. Sekdo is also proficient with most ancient weapons, and has a lovingly maintained armory of finely crafted metal weapons in his lair.

Sekdo is aware of his master's death and long since replaced his loyalty to his fallen master with his only other remaining passion—weapons play. Sekdo has little patience for demihumans of any race, but will violently attack any dwarf he encounters. The only exception to this is the case of a skilled dwarven warrior, whom Sekdo will proudly challenge to single combat and seek to slay "the old-fashioned way." Sekdo in fact has no respect for any but warriors, considering priests (including druids and templars, which he would see as a varieties of priest) and rogues as insignificant, and wizards as dangerous but unworthy. He respects mindbenders who use their psionic abilities to enhance physical prowess (i.e., psychometabolists), but only considers warriors as his equals. He will proudly challenge any warrior to single combat, and has been known to offer fine weapons from his collection to any who can best him in combat. Sekdo likes to learn new weapon proficiencies and to obtain new

weapons—if he can get a perfect dragon’s paw or cahulaks, even if made of some inferior material, he will take it, and then craft his own weapon from metal stocks he keeps in his smithy.

NAMECH

Namechs are undead creatures that were tricked or coerced into undeath by other, more powerful undead. They are bound to their master, and must obey any command; though they are still capable of independent thought.

A namech looks much as it did in life, though the back of its hands have each developed one long, pointy bone appendage. The namech uses this spike to impale any creature that gets too close. Other than a slightly purple skin and small fangs, the namech looks like a starving version of its former self.

Namechs retain all class abilities and languages they had in life. Upon the death of their master, they are free to roam wherever they chose.

CREATING A NAMECH

“Namech” is a template that can be added to any humanoid. The creature’s type is now “free-willed undead”. It uses the character’s abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as character

AC: The namech receives a +4 bonus to its natural armor.

Damage: Namechs can attack with their pointed bone appendages, dealing 1d6 damage. The namech may also bite for 1d4 damage.

Special Attack: Saves against the namech’s revulsion aura are done at 10 + ½ namech’s HD + namech’s Charisma modifier.

Revulsion (Su): A powerful aura of revulsion surrounds the namech. Any creature within close range (25 ft. + 5 ft/2HD) of the namech that fails a Fortitude save becomes nauseated (see p.85 of the DMG) and is unable to attack, cast spells, use the Way or do anything requiring concentration. The effect lasts for 1d12 minutes.

Special Qualities: A namech has all the special abilities it had when it was alive, plus the following new ones.

Damage Reduction (Su): The namech has damage reduction of 10/+1.

Immunities (Ex): The namech is immune to all mind-affecting spells and effects. It is completely immune to all poison and paralysis attacks.

Special Weakness:

Easier to turn (Ex): The namech is turned or rebuked as if it were 2HD less.

Saves: Same as the character.

Abilities: The namech receives a +4 bonus to Strength, and a +2 bonus to Charisma.

Skills: Namechs receive a +6 racial bonus to Move Silently, Listen, Search, Sense Motive and Spot checks.

Feats: Same as the character.

Climate/Terrain: Any

Organization: Troupe (1-20 namechs)

Challenge rating: Same as character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

NAMECH CHARACTERS

Namechs were coerced or convinced to serve their master in undeath. They must obey their master’s commands, but are still capable of expressing themselves as they please. They often express their sullen resentment of their servitude, sometimes even baiting their masters to put an end to their existence.

SAMPLE NAMECH

This example uses a half-elf level 12 fighter / level 6 thief as the character

Medium-Size Undead

Hit Dice: 18d12 (117 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+3 Dex, +4 natural, +2 leather armor)

Attacks: Weapon +21/+16/+11/+6 melee

Damage: Bone carrikal 1d6+7

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

Special Attacks: Revulsion

Special Qualities: Undead, damage resistance 10/+1, immunities, easier to turn

Saves: Fort +10, Ref +12, Will +7

Abilities: Str 24, Dex 17, Con—, Int 16, Wis 13, Cha 17

Skills: Climb +26, Craft (leatherworking) +12, Handle animal (crodlu) +12, Jump +23, Listen +14, Move Silently +17, Pick Pocket +12, Ride (crodlu) +20, Search +13, Spot +12, Tumble +15

Feats: Blind-fight, Cleave, Combat Reflexes, Dodge, Improved Critical (carrikal), Improved Initiative, Leadership, Mobility, Mounted Combat, Power Attack, Sunder, Weapon Focus (carrikal), Weapon Specialization (carrikal)

Climate/Terrain: Silt Sea

Organization: Solitary

Challenge rating: 20

Treasure: standard coins, double goods

Alignment: Neutral evil

Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Immunities: Immune to all mind-affecting spells and effects.

The Fortitude save for Pad’runas’ *revulsion* aura is 22.

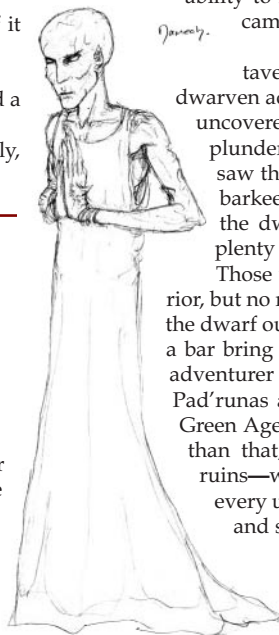
PERSONALITY

Pad’runas had every intention of dying a wealthy and powerful man, and his desire was fulfilled. The half-elfen warrior was a skilled if not famous adventurer many King’s Ages ago. He had accumulated a considerable fortune in his native city of Raam, but was determined to acquire still more before he went into well-earned retirement. Pad’runas was more than a simple fighter; he had also honed the skills of a rogue, and preferred to adventure alone, relying on his ability to move quickly and quietly until the time for combat came.

Pad’runas was lurking at the back of a Raamese tavern when he heard tales of the ruins of Aweeas. A dwarven adventurer was showing off the pottery shards he had uncovered there, claiming he was the first explorer to find and plunder the ruins. Pad’runas perked up his ears when he saw the dwarf pay for his meal with a large gold coin—the barkeep was trying to empty the till to make change when the dwarf told him not to worry about it, since “there’s plenty more where that came from.”

Those words sealed the dwarf’s fate. He was a burly warrior, but no match for cat-footed Pad’runas. The half-elf followed the dwarf out, killed the other interested parties (foolish words in a bar bring all sorts of vultures), and then hunted the dwarven adventurer himself. Two days of exquisite torture revealed for Pad’runas all the dwarf knew—where to find the ruins of the Green Age city of Aweeas. The dwarf, sadly, knew little more than that, for he had explored only the very edges of the ruins—when Pad’runas was quite sure that he had extracted every useful fact, he left the dwarf in a pool of his own blood and set off for the coast.

Aweeas had apparently been a port city, once in the mythical past, and now its ruins lay buried in rough sand and blown silt, with a section recently



exposed by one of those mysterious ebb tides that occasionally play along portions of the Silt Sea's shore. Pad'runas found the ruins easily enough—the dwarf, like most of his kind, had an excellent memory—though they were remote, and were unlikely to be discovered by anyone without precise directions. The half-elf slipped on his soft shoes and confidently entered the ruined city. Had he not explored many such places before, and emerged wealthy?

Pad'runas was less fortunate in Aweeas. He passed down buried streets and through wrecked buildings. He found the wheelless silt skimmers amusing, with all their wood petrified to stone by the years, and began to loot the caches of coins and gems that Aweeas's final inhabitants had vainly buried in their earthen floors. The dwarf had examined only the outer reaches of the city—Pad'runas, sensing that there was enough loot here to complete his retirement, pressed on into the city center. He was looking for public buildings: the fisc, the temple. He found both, and more besides. The half-elven fighter was standing in the wreck of some temple, or perhaps it was a library, or a council chamber, holding a pulsing crystal star in his hand, when it came. The figure wasn't tall but it seemed tall, it seemed terribly imposing in its rotten robes of some rich fabric. A steel mace glimmered in its bony hands, and angry fire glowed in the ragged holes where its eyes and nose should have been. The figure barked at Pad'runas imperiously, in a language he didn't understand. Pad'runas had looted enough ancient remains to know an undead guardian when he saw one. This creature was different than any he'd encountered before, but it carried a mace and he knew how to deal with creatures that carried weapons. The fight was short. The meorty (for such it was) parried the half-elf's strokes with ease, then struck Pad'runas down with such psionic fury as the fighter had never felt before. The last sight in Pad'runas's living eyes was the skeletal face of the meorty bending over him, a cold laugh emerging from its decayed mouth.

Undeath brought understanding—though Pad'runas still could not speak the meorty's ancient language, he could comprehend its commands, sometimes without even hearing them spoken. He became a loyal guardian of Aweeas's secrets, slaying other graverobbers and looters with his weapons or with the new bone spikes that sprouted from the backs of his hands. The Silt Sea's capricious tides rolled back in a few years later, and the adventurers became few and far between, as Aweeas was buried and its location forgotten.

Pad'runas found himself a lonely namech, in an empty city surrounded by unimaginable wealth. The irony of his intended retirement did not elude him, but he was not amused. It was perhaps King's Ages later when the mighty wizard came. Pad'runas reported his coming, and breaching the borders of the central city, then stood aside. His meorty master did not order him to fight, instead engaging the invading wizard himself. Pad'runas watched with some interest—if the wizard were victorious, he would be free, but also vulnerable to the wizard's further anger. The battle, a furious exchange of psionics against magic, ended in a devastating draw. Neither the wizard nor the meorty rose from the courtyard before Aweeas's treasury. The rush of power, the feeling of energy, the joy of freedom—in the moment of the meorty's death this and more washed over Pad'runas, leaving him gasping on the cold stone floor. He was no longer a slave, but now a free-willed creature, no longer alive but restored to the autonomy he had enjoyed in life. He would be out of this ruin and on his way to Raam in just as long as it took to gather up the loot! Or would he? The inertia of King's Ages weighed down on Pad'runas, the ennui of habit. As an undead creature, what was there for him in Raam? What needs did he have, that wealth could buy there? Aweeas, the ruins all around him, was now his home. Pad'runas was torn, lusting after the city of his life and the city of his death alike. There were dangers in both, for he was not the only undead stalking the streets of Aweeas (though he fancied himself the mightiest). Perhaps he would stay, and take the meorty's place as proprietor of the buried ruin. When he tired of such a life, then he could go to Raam—the Vizier and her city were as immortal as he now was, he could wait...

A raaig is the guardian of an ancient temple or shrine devoted to a long-lost god or religion. These shrines can be grottos, stone buildings or underground complexes.

The raaig will warn any trespasser that enters its guarded area, often in an ancient language or through signs the raaig considers clear. If the warning is unheeded, the raaig often attacks by surprise.

A raaig appears as it did in life, except it is semi-corporeal. They are usually dressed as priests or warriors in the clothing or their old religion. They can take corporeal form, and do so when attacking.

Raaigs will allow those who hold similar beliefs to their own to enter their temple. They will appear to those who are unworthy, warning them to stay away.

CREATING A RAAIG

"Raaig" is a template that can be added to any humanoid of the old races. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as character

AC: The raaig receives a +8 bonus to its AC.

Damage: The raaig's spirit is strong, and it inflicts 1d8 damage when it touches a creature. In addition, the creature becomes infected with spores, like a *contagion* spell.

Special Qualities: A raaig has all the special abilities it had when it was alive, plus the following new ones.

Damage Reduction (Su): The raaig gains damage reduction of 15/+1.

Flight (Ex): The raaig has the ability to fly (fly 50ft good).

Immunities (Ex): The raaig is immune to all mind-affecting spells and effects.

Invisibility (Ex): The raaig can take on corporeal form and still remain invisible.

Tongues (Ex): The raaig can understand any language and communicate, just like the *tongues* spell.

Special Weakness: The raaig is extremely susceptible to a *raise dead* spell. A raaig will be destroyed if it fails a Fortitude save vs. the *raise dead* spell.

Bound to Area: The raaig must remain within 500 feet of its temple. For every day the raaig is away from its temple, it loses 1HD. At 0 HD, the raaig is forever destroyed. The raaig will regain 1HD per day when it returns to its temple.

Saves: Same as the character.

Abilities: The raaig receives a +2 bonus to Strength and Charisma.

Skills: Raaigs receive a +12 bonus to Move Silently checks, and a +6 bonus to all Listen, Search, Sense Motive and Spot checks.

Feats: Same as the character.

Climate/Terrain: Any

Organization: Solitary, Sentinel (1—20)

Challenge rating: Same as character +2

Treasure: None

Alignment: Any non good

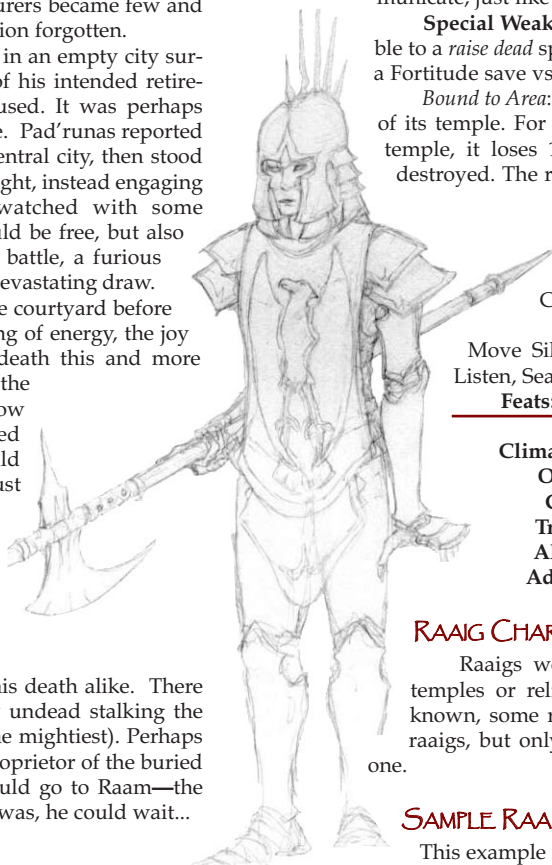
Advancement: By character class

RAAIG CHARACTERS

Raaigs were created millennia ago to protect temples or religious grounds. Though no ritual is known, some raaigs have the ability to create other raaigs, but only if the creature is willing to become one.

SAMPLE RAAIG

This example uses a 6th level Elven fighter as the base



creature

Raaig

Nevalaeg

Medium-Size Undead

Hit Dice: 6d12 (39hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 50ft (good)/30ft.*

AC: 21/26 (+3 Dex, +8 deflection or +3 Dex, +8 natural, +4 scale mail, +1 shield)*

Attacks: Incorporeal touch +6/+1 melee, or +2 *Light Flail* +13/+8*

Damage: Incorporeal touch 1d8 and contagion, or +2 *Light Flail* 1d8 + 8*

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

Special Attacks: Contagion

Special Qualities: Free-willed Undead, Incorporeal, Invisibility, Damage Reduction 15/+1, Flight, Tongues, Susceptible to *raise dead* spell, Bound to Area

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

Abilities: Str —/19, Dex 17, Con —, Int 13, Wis 14, Cha 17*

Skills: Knowledge (religion) +6, Listen +12, Move Silently +17, Search +11, Sense Motive +11, Spot +12

Feats: Alertness, Dodge, Expertise, Improved Disarm, Improved Initiative, Weapon Focus (Flail), Iron Will

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 10

Treasure: Items

Alignment: Neutral

Advancement: By Character Class

* First set of statistics denotes the raaig in incorporeal form

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Immunities: Immune to all mind-affecting spells and psionics. Fortitude saves against the *contagion* attack are at a DC of 15.

PERSONALITY

Nevalaeg never expected to be a holy warrior. He lived in the dark days when his people, and many peoples, were refugees fleeing the genocidal armies of terrible Champions. His devotion was to survival, not religion. Yet the wise spirit that guided his people, a mysterious being called Iliandrim, had directed his elven band upriver to a place secret from the armies of Albeorn. The City of Strong Walls the elves called it, though those who lived there before had other names.

And such wondrous beings! There were humans there, to be sure, but also many gangly insect-men, kreen they called themselves, tall and sharp-edged with nipping claws. Hidden in forbidden enclosures halfling miracle-workers closeted themselves. Over all ruled two kings, one like a winged halfling and the other the greatest kreen Nevalaeg could imagine. Both were mindbenders beyond peer, and together they contrived to grant spells to those that served them most directly.

Nevalaeg knew that to these Great Ones did he owe his and his people's survival. He petitioned his chief and was permitted to join the ranks of those who worshiped the Great Ones, swearing his eternal loyalty to them and their kingdom. In return he received the gift of spells like those of priests, and labored in the guard that minded the borders of the City of Strong Walls. He was proud, and bold, and soon won a reputation as one of the kingdom's most ardent warriors. Even among the kreen, who seemed to regard his kind with undue interest, Nevalaeg was treated as an honored companion.

The time of peace, like all such times, came to a grim end. Nevalaeg led several cadres of troops in the fighting retreat west to the City of Strong Walls, then defended the walls themselves against the brutal siege waged against them. He found that their enemies had holy warriors as well, and matched his blade and faith against more than a few of them. But Nevalaeg could see that his society was falling apart. The halfling-like Great One had vanished before the invasion, and the kreen Great One was overwhelmed by the need to

keep its fellow kreen from eating the other citizens in their hunger. When the enemy broke in, he fought alongside the kreen Great One, slaying many foes before finally succumbing, arrows in his chest and both eyes, and having his body trampled by the armies of the victors.

Nevalaeg's faith survived his death, however. He returned, an insubstantial shade, to survey the scene of ruin and desolation. The City of Strong Walls was destroyed, its remnants buried by the ravenous sands. Nevalaeg could sense, though, that the power of the Great Ones was still very much alive, somewhere, somewhere he could not quite reach. He determined to stay at the ruined temple in the city, biding his time until the Great Ones returned. The sands closed over him, and King's Ages passed, yet still he waits.

Nevalaeg may be found in the ruins of the Great Ones' palace, which he has partially restored. The palace, like the city in ruins around it, is buried deep in the sands of the central Hinterlands, unknown outside the dust-encrusted records in Tyr and Kalidnay. Nevalaeg will be surprised to see visitors, and will question any that come about the Great Ones. He will be particularly interested in any news of avangion-like beings, or reports of the G'lathuk. He will attack without mercy anyone bearing a templar's emblem signifying service to Kalak, Kalidnay, or Borys.

RACKED SPIRIT

A racked spirit is a creature whose guilt sustains its existence. In life, they committed some crime or deed so despicable to their own nature that it fueled the transformation into undeath. They cannot appease their conscience, and are only able to suppress their agony for a short while by inflicting pain on others.

The racked spirit looks much as it did in life, though it looks slightly transparent. A part of the racked spirit exists in the Gray, giving it a slightly grayish tint to its skin.

The dwarven banshee is the most common example of a racked spirit.

CREATING A RACKED SPIRIT

"Racked Spirit" is a template that can be added to any humanoid. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The racked spirit receives a +4 bonus to its natural armor.

Damage: The racked spirit's connection to the Gray gives it a chilling attack that causes 1d6 damage. Creatures immune to cold attacks are still affected.

Special Attacks: The racked spirit gains special abilities. Saves versus these attacks are made with a DC of 10 + ½ racked spirit HD + racked spirit's Charisma modifier.

The Way (Su): The racked spirit gains many psionic powers. It has the ability to use the following psionic powers at will: *aura sight*, *empathy*, *lesser domination*, *mindlink*, *painful touch*, *recall agony*, and *telekinesis*.

Energy Drain (Su): Living creatures touched by the racked spirit gain one negative level. A creature killed by the racked spirit's energy drain will rise as a namech under the racked spirit's control.

Special Qualities: A racked spirit has all the special abilities it had when it was alive, plus the following new ones.

Damage Reduction (Ex): The strong magic that created the racked spirit has given it damage reduction of 10/+1.

Flight (Ex): The racked spirit has the ability to fly (fly 50ft good).

Special Weakness: The racked spirit is susceptible to a *raise dead* spell. Any racked spirit that fails its Will save is instantly destroyed.

Saves: Same as base character.

Abilities: The racked spirit receives a +2 bonus to Intelligence, Wisdom and Charisma.

Skills: Racked spirits receive a +6 racial bonus to Sense Motive, Listen, Search and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary or group (1—4 racked spirits, 3—12 wraiths)

Challenge rating: Same as character +2

Treasure: None

Alignment: Any evil

Advancement: By character class

RACKED SPIRIT CHARACTERS

Racked spirits will try to torment individuals whose lives they have ruined, attempting to make them do acts contrary to their nature. If the individuals do so, they become racked spirits themselves.

SAMPLE RACKED SPIRIT

This example uses an 8th level halfling priest as the base creature

Racked Spirit

Pru-harta

Small Undead (Semi-corporeal)

Hit Dice: 8d12 (52hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft. / fly 50ft. (good)

AC: 18 (+3 Dex, +4 deflection, +1 size)

Attacks: Incorporeal touch +6/+1 melee

Damage: Incorporeal touch 1d6 cold and energy drain

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

Special Attacks: Spells, Psionics, Energy Drain, Create Spawn

Special Qualities: Free-willed Undead, Incorporeal, Damage Reduction 10/+1, Flight, Susceptible to *raise dead* spell

Saves: Fort +6, Ref +6, Will +11

Abilities: Str —, Dex 16, Con —, Int 15, Wis 20, Cha 18

Skills: Concentration +8, Hide +10, Knowledge (religion) +8, Listen +17, Search +11, Sense Motive +14, Spot +15

Feats: Dodge, Improved initiative, Silent spell

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Chaotic Evil

Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Saves against Pru-harta's spells are done with a DC of 15 + spell level.

PERSONALITY

Pru-harta had wanted to be a Rain priestess since she was knee-high to a loi-fungus. Her parents, hunters and gatherers in the verdant jungle of the Forest Ridge, at first tried to dissuade her, but Pru-harta's stubborn insistence finally won them over. At the age of apprenticeship she was bound over to the closest Rain priest: Crossto the Skydrinker, an itinerant cleric based three valleys north in the village of Or-zacnil. Pru-harta's leavetaking from her parents was sad, but simultaneously the most joyous moment of her life.

The life of an acolyte Rain priestess was not easy. Crossto was a hard taskmaster, requiring her to memorize reams of dogma about the primacy of Rain, the perfidy of Water, and the wickedness of Sun and Silt. The lore of the jungles she already knew, but Crossto required still more study of the minutiae of plants from her. For days the acolyte would lie on the forest floor, examining droplets of rain as they were absorbed by rootlets of this or that fern or cycad. She mastered the rituals of the faith, and accompanied her superior on visits to the ill and the faithful.

After years of tutelage, Pru-harta stood one morning in Or-zacnil as a proud priestess. She had survived her pactmaking, and Crossto proclaimed her consecrated to Rain. She still had much to learn, but knew that her place was no longer in the village. Pru-harta set off into the jungles, a journeywoman cleric, seeking the wisdom of experience

as she ministered to the Rain faithful here and there in isolated tribes and clans. Her efforts to proselytize came to naught, however, for the uncompromising dogmas Crossto had taught her alienated most adherents of the other elemental faiths.

Pru-harta was in the deeps of the eastern Forest Ridge, in the narrow spurs and draws of the foothills, when she encountered her first druid. Nelsro Valleykeep held as his guarded lands a draw high up in the foothills, nearly to the edge of the forest and the beginning of bare rock. Rare showers in the Ringing Mountains looming above brought life to the trickling stream that ran through his valley. Pru-harta fell deeply in love with Nelsro, but could not forget the teachings she had imbibed from Crossto the Skydrinker: druids were perfidious, priests devoted not to purity but to the diluted elements found on their limited patches of land.

Nelsro found Pru-harta beautiful, requiting her love, and he sought to teach her how druidic stewardship supported the land and through this, the balance and unity of all the elements. Pru-harta saw his arguments as patently false, the claims made by the deluded. Surely Nelsro could see that Rain, life-giving rain, was all that sustained his narrow valley? Rain was alone worthy of worship. Nelsro sorrowed, struggling to overcome Pru-harta's fervent sermons but to no avail. Finally he banished his beloved, casting her out of his guarded lands.

Pru-harta was surprised, then enraged, to be banished. If her beloved would not see the superiority of Rain, she would prove it to him. His druidic tricks to hide his lands from her could not withstand the cleansing, purifying power of Rain. Determined to show the strength of her element and her faith, Pru-harta climbed. She stood on a jutting peak overlooking Nelsro's narrow valley and summoned forth the mightiest rainstorm she could. The fervent priestess poured out her faith in a mighty prayer, and Rain answered.

The storm gathered in black clouds, massing right over the head of Nelsro Valleykeep's guarded lands. Great gouts of rain lashed down, accompanied by flashes of bitter lightning and the rage of thunder. Pru-harta laughed with joy and pride to see it, just before the lightning split the peak on which she stood and plunged her down into the raging torrent below. The stream in Nelsro's valley had indeed become a furious flood, uprooting trees, eroding hillsides, and carrying all before it.

Pru-harta woke up sprawled in a mudbank. The sun beat down on her, for the fertile valley had been scoured clean by her rainstorm. Occasional rocks jutted from the bare muddy earth, now slowly baking dry. Pru-harta staggered up, found a broken branch to use as a crutch, and limped around the valley. Stumps here and there, and smashed tree boles, were all that remained of the lush vegetation Nelsro had tended so carefully. She found his body near the head of the valley, where he had obviously tried to stem the onslaught. She fell down beside him and cried. She never got up.

Pru-harta remains to this day a racked spirit, obsessed by self-hatred. She alternately despises Rain, the element she once worshiped, convincing herself that the destruction she caused was somehow not her fault but the element's. Then, manic-depressive, she just as suddenly concludes that Rain was blameless, and only her foolishness caused the disaster. She buried the corpse of Nelsro after his death, and hunted down her dogmatic instructor Crossto the Skydrinker, but neither act assuaged her guilt and anger for long. Pru-harta continues to lurk in the Forest Ridge, seeking redress for her loss. Depending on her mood, she may welcome Rain priests or curse them, welcome druids or curse them; but no matter her mood she hates priests of Water, Sun, or Silt, and will slay them without parlay. Even in a good mood, Pru-harta is vindictive and petty; she only becomes more dangerous when her mood inevitably shifts.

T'liz

A t'liz is a powerful defiler whose spirit has outlived its body. They are defilers who have chosen to extend their life into undeath. They seek knowledge and magical power above all else.

T'liz look much like they did in life, and so are able to move

about the population. They have unusually pale skin, and are of average build, often time appearing almost gaunt and skeletal. A t'liz must keep its body functional by anointing it with special oils.

T'liz also cast no shadow and can move in complete silence.

CREATING A T'LIZ

"T'liz" is a template that can be added to any humanoid, provided it can create the required oils to keep its body functional. The creature's type is now "free-willed undead." It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The t'liz receives a +5 bonus to its natural armor.

Damage: The creature now gains a powerful claw attack, capable of doing 1d6+6 of damage.

Special Attacks: A t'liz retains all of its previous attacks as a character. But its transformation has now given it new powers. Saves versus these attacks are made with a DC of 10 + ½ t'liz HD + t'liz Charisma modifier.

Fear Aura (Su): A t'liz generates a powerful aura of evil and death, and as such creatures with 5 HD or less will flee when seeing a t'liz. Creatures of higher HD must make a Will save or be affected the same as a fear spell.

Energy Drain (Su): Living creatures that are touched by the t'liz gain 2 negative levels. A character slain by a t'liz drain attack becomes a namech under the t'liz command.

Spells (Sp): The t'liz can cast spells just like when it was alive.

Special Qualities: A t'liz has all the special abilities it had when it was alive, plus the following new ones.

Turn Undead (Su): The t'liz is now able to turn or control undead as if it were an evil cleric of the same level.

Damage Reduction (Ex): The strong magic that created the t'liz has given it damage reduction of 15/+1.

Immunities (Ex): Electrical and cold-based attacks only do half damage against the t'liz. The creature is also immune to all mind-affecting attacks.

Regeneration (Ex):

The t'liz will regenerate 2 hit points per round.

Special Weakness:

For all their power, t'liz do suffer from a *raise dead* spell. Casting this spell at the t'liz will do 6d6 damage if they fail a Fortitude save, and half damage if the t'liz makes the save.

Vulnerability to light:

T'liz prefer to dwell in darkness, and so receive a -4 attack penalty to their attack rolls when in sunlight.

Saves: Same as base character.

Abilities: The transformation into undeath grants the t'liz a strong body and will, receiving +6 to Strength, +2 to Intelligence, Wisdom and Charisma.

Skills: T'liz receive a +6 bonus to all Listen, Search, Sense Motive and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary or troupe (1 t'liz, plus 2–4 ioramh)

Challenge rating: Same as character +3

Treasure: None

Alignment: Any evil

Advancement: By character class

T'LIZ CHARACTERS

Becoming a t'liz is a process few power-hungry defilers undertake. The t'liz retains all the abilities it had in life.

THE T'LIZ OILS

Creating the oils that maintain a t'liz body require very expensive materials. The character must be able to cast 9th-level necromantic spells.

SAMPLE T'LIZ

Based on a 17th level elven defiler.

Daahm

Medium-Size Undead

Hit Dice: 17d12 (110 hp)

Initiative: +3 (Dex)

Speed: 20 ft. / fly 50ft. (good)

AC: 18 (+3 Dex, +4 deflection, +1 size)

Attacks: Incorporeal touch +6/+1 melee

Damage: Incorporeal touch 1d6 cold and energy drain

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

Special Attacks: Spells, Fear Aura, Energy Drain

Special Qualities: Free-willed Undead, Immunities, Damage reduction 10/+1, turn undead, regeneration

Saves: Fort +6, Ref +6, Will +13

Abilities: Str 14, Dex 14, Con —, Int 21, Wis 16, Cha 12

Skills: Alchemy +15, Concentration +18, Knowledge (history) +16, Knowledge (arcana) +25, Listen +11, Scry +20, Search +16, Sense Motive +13, Spellcraft +25, Spot +16

Feats: Combat Casting, Craft Staff, Empower Spell, Enlarge Spell, Heighten Spell, Iron Will, Scribe Scroll, Simple Weapon Proficiency, Spell Mastery (5), Spell Penetration

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 19

Treasure: Double coins, double goods, standard items

Alignment: Chaotic Evil

Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Immunities: Immune to all mind-affecting spells and psionics. Cold and electrical-based attacks do half damage.

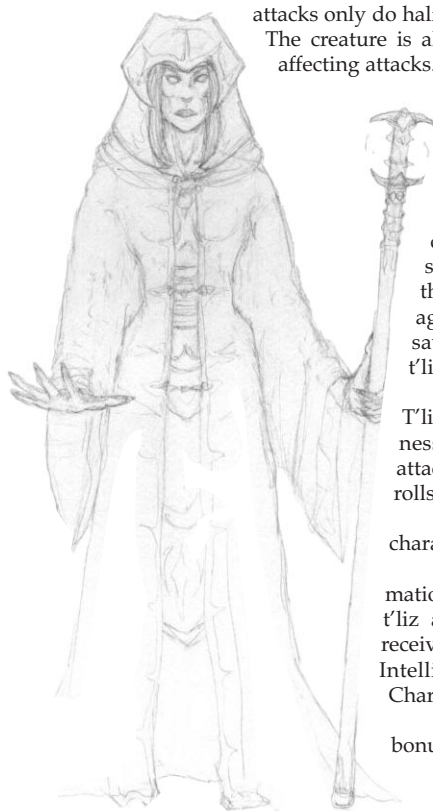
Fortitude saves against the *fear aura* attack are at a DC of 19.

PERSONALITY

The only thing that Daahm cares about is knowledge. Throughout her life, that has been the only thing that mattered to her. Her whole existence is defined as a greedy quest for more and more knowledge.

Daahm was born as member of a now long destroyed tribe of running elves. She followed the tribal customs, running with them, free of the burdens of the cities. Or so she was taught. Life was strict, the desert unforgiving of any mistake, the dark sun merciless during the day while the cold of the night brought chills to young Daahm.

Her parents were killed when strange creatures of black skin and strange glowing eyes set upon the tribe. The tribe had gone far south of their usual routes, hearing tales of magic and power in a land comprised only of black glass. The leader of the tribe, Foralan, had been unusually greedy and wanted to see these riches. He promised the tribe they would reap great rewards if they could only capture a small piece of the great riches in the strange place. But they had found only death on the plains of endless black glass. The strange black creatures had blasted most of the tribe with powerful magic, and the survivors



had run for their lives. The fight had been one way only, death for elves of the Plain Hopper tribe.

As Daahm watched her parents die in a torrent of magical flames, she came to realize that the black creatures' power had won the day. If the tribe had been more powerful, they would have defeated the creatures. And so she decided then that she would learn this magic, that she would learn this power and be able to use it. So when Daahm and the rest of tribe finally reached a city, she left them to find a mentor that could teach her this power. After a few months of relentless searching, she finally found someone who taught to become a defiler.

Daahm now makes her lair on the western edge of the Tablelands, away from the cities and villages so that she may experiment and learn at ease. She returned once to the plains of black glass, seeking knowledge and power from the strange creatures. She survived her ordeal, and learned of a way to extend her life so she can pursue her studies. She underwent the excruciating ritual of t'lizdom willingly, knowing it would secure herself forever.

Daahm is a self-centered person, and will very rarely help someone that manages to find her lair. She is extremely knowledgeable of magic and of Athas' past. Anyone that asks Daahm for information should be wary, as she is just as easily capable of killing the intruders as she is of killing a fly.

VENGER

The venger is a human or demi-human who was killed by an act of betrayal, or otherwise deeply wronged while alive. The intelligent being which inflicted the wrong or betrayal must survive beyond the death of the individual who becomes a venger. At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger 2d6 days later. Some sages argue that vengers, like dwarven banshees and possibly dune runners, are forms of racked spirits.

The venger has a single goal to its existence: it seeks to destroy the being that willfully wronged it in life. Typically, the venger will track and hunt this individual, but in rare cases the venger may also seek to redress the wrong that was committed. This second case occurs most often when the venger's quarry has truly died (not died and been raised into undeath, in which case the venger will continue to pursue them); in such a case, the venger is immediately aware of the event and must determine another method of redress for its wrong. Often a venger in this position will haunt a group of capable adventurers, seeking to coerce them into assisting it in completing its quest.

Vengers appear much as they did in death, showing any wounds or mutilations it suffered while dying. Vengers also continue to decay after their deaths and reanimations, though the process is considerably slowed by the creature's tie to the Gray. A venger will wear or carry any items it possessed at the time of its death, though it ignores these items—even powerful weapons or magical items simply hang loose, until time or battle breaks their straps or clips and the items fall away. The venger is indifferent to weapons and equipment, and never uses any; instead it focuses single-mindedly on its hunt for the being that wronged it or caused its death.

CREATING A VENGER

"Venger" is a template that can be added to any humanoid. The creature's type is now free-willed undead. The humanoid must have been deeply wronged, either at the time of death or before, by an intelligent being. Often vengers are formed by betrayals of long-held loyalties.

Hit Dice: Increase to d12

Speed: 20 ft.

AC: The venger receives a +2 bonus to its natural armor.

Damage: The venger does damage with its bare hands, which increase in Strength due to the creature's supernatural rage and hatred. Each fist strikes for 1d10 damage, and both fists can strike each round.

Special Attacks: The venger loses most of its previous attacks, since it is indifferent to weapons or magical or psionic items and limits itself strictly to barehanded melee. Its *moans* also preclude use of spells, though it can use any psionic powers it had in life (see below). Vengers also have certain special attacks.

Moans of pain (Su): The venger moans and wails in its pain, especially when faced with combat. Those who hear the wails of the venger are affected by fear and run for 1d6 rounds. Saves versus this attack are made with a DC of 10 + ? venger's HD + venger's Charisma modifier.

Flesh detonation (Ex): If the venger's hp drop to 0 or below due to an attack by its quarry, the venger's body explodes in fearsome rage, spraying flesh and bone fragments 25' in all directions. This causes 5d6 damage to all within range. The individual whom the venger was hunting, if within the radius, must make a Reflex save with a DC of 20 or be destroyed by the supernatural explosion.

Vengeful grasp (Su): When the venger finds the being that wronged it, it forgoes normal punching attacks and instead applies its *vengeful grasp*. This attack can only be applied to the single being which wronged the venger in life. The *grasp* causes immediate death if a Fortitude save fails; if the save succeeds, the venger's *grasp* inflicts 1d12 damage and the *grasp* continues into the next round, when the being must save again. The only way to break a venger's *vengeful grasp* is to reduce the venger to 0 hp or ward it in some way; in such cases the venger collapses into a putrid mass of flesh, reforming completely in 1d4 days.

Spells (Sp): The venger cannot cast spells, even if it had spellcasting skills in life. Its *moans* are autonomic, and can barely be suppressed for the venger to speak; it cannot master its pain and hatred enough to cast even the simplest spell.

The Way (Sp): The venger retains and can use all its former psionic powers, plus the following, at will: *body equilibrium*, *energy barrier*, *inflict pain* and *recall agony*. The psionic power *focus forgiveness*, no matter how applied, is ineffective on vengers.

Saves: Same as base character.

Abilities: The transformation into undeath grants the venger exceptionally powerful hands, giving it a +6 bonus to Strength.

Skills: A venger receives a +4 bonus to Tracking checks. It can always sense the direction to its quarry.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: Same as character +2

Treasure:

Alignment: Any evil

Advancement: By character class

VENGER CHARACTERS

Vengers must be humanoids that died after being grievously wronged while in life. They are forever bound to seek the intelligent being who wronged them, and only find rest when that being is slain. A venger who is slain always reforms to continue its hunt, unless it is destroyed by the being it wishes to destroy, or it is destroyed by that being.

SAMPLE VENGER

Kozor the Bereaved

Small Undead

Hit Dice: 6d12 (39hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft.

AC: 20 (+3 Dex, +2 natural, +1 Size, +4 chain shirt)

Attacks: Melee +12/+7

Damage: Hands 1d10+5

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

Special Attacks: Moans of pain, vengeful grasp, psionics

Special Qualities: Free-Willed Undead

Saves: Fort +8, Ref +4, Will +2

Abilities: Str 20, Dex 16, Con —, Int 16, Wis 11, Cha 13

Skills: Climb +7, Craft (armorsmith) +14, Craft (weaponsmith) +14, Handle Animal +4, Hide +7, Jump +10, Listen +6, Swim +6, Track +4

Feats: Combat Reflexes, Dodge, Great Fortitude, Mobility, Skill Focus (armorsmith), Skill Focus (weaponsmith), Spring Attack

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Neutral evil
Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

The Way: Kozor's psionic powers manifest at a caster level of 6. Fortitude saves against the *moans of pain* attack are at a DC of 14.

PERSONALITY

Kozor was born a gnome in the city of Olnak, south of Small Home in Ulyan. He grew up in that mainly human city, becoming a bonesmith, devoting himself to the calling of crafting fine bone tools and weapons. He married and raised a family, and was still in the prime of his life when the army came. Many of Olnak's humans left, answering the call of the Prophet of the Gray Tower, and business suffered. Kozor and his wife had saved over the years, though, so they had money for food and essentials; surely the quarrel of the vast army and the city of Nagarvos' would pass, and life would return to normal.

Rumors of battle and war came to Olnak, and some claimed that the great army and its terrifying Champions were bent not only on ruining the city of Nagarvos', but that they slew any non-humans wherever they found them. Kozor and his wife grew afraid, for the teachings of the Gray Tower's Prophet had become more popular among Olnak's humans over the last decades. But their human neighbors, especially Althabno the Merchant, in Olnak remained friendly enough, and Kozor decided not to join his brother Ozrol and several other gnomish families when they quietly left the city.

A month after Ozrol's flight, came word that Nagarvos' had fallen. Rumors flew that the entire city had been put to the sword. Kozor had many relatives in Nagarvos'; he could not accept that such a thing was possible. He entrusted his wife and children to Althabno their neighbor and good friend, and struggled through the chaotic streets to find someone who could dispel this terrible rumor.

Kozor was in the antechamber of the city council chambers when it began. The massacre swept through the city, riding shouts of "Cleanse the shortbeards!" and "Purify for the Prophet!" Kozor dove into the wine cellar and hid among the casks, awaiting darkness, when the rioters retired to their homes and taverns to celebrate their triumph. Slowly he picked his way through the streets, avoiding the areas lit by burning homes where gnomes, orcs, and other non-humans had lived. Surely Althabno had protected his family?

Kozor's house was a blackened ruin, his bonecrafting shop demolished and his tools broken on the cobblestones. Across the street the mansion of Althabno his friend stood tall and regal, though the pennon indicating the merchant was home did not fly. On the gateposts hung Kozor's wife Grasna, her body naked and mutilated. His children, spitted beside her, he could not look at. Kozor smashed his fist against Althabno's doors, demanding to be let in. The servants, when they came, carried cudgels. The bonesmith killed two with his bare hands before he himself was surrounded and beaten to death.

But death's warm welcome could not hold Kozor's tormented soul. He rose soon afterward, his body remade whole, his mind pared of all thoughts but one: finding the treacherous merchant Althabno, who had surrendered his family to the pogrom, and visiting upon him the death he deserved. Kozor terrified the merchant's staff, slaying those who sought to stay him, making the man's home a horror from which he fled. Kozor followed, pursuing his quarry as best he was able, and continues to do so today.

Today Althabno is long dead—he was a very old man when the obsidian washed over Ulyan, and was slain by it, returning as a zhen. Kozor neither knows nor cares that his betrayer is now undead, he

hunts him still. Althabno is a servant in Gretch's Obsidian Tower, though Kozor has yet to get that far. The obsidian trapped him inside the ruins of Olnak, where he remains, unable to escape because Olnak's rulers have kept the passage back to the surface sealed. If he can ever break free, he will make a beeline for the Obsidian Tower, hunting his former friend.

ZHEN

Zhen are powerful undead created by the boiling liquid obsidian that poured out of the gate to the plane of magma in the Dead Lands. This mysterious black boiling death created unique undead.

A zhen looks much as it did in life, except that its gaunt skin is black and shiny. The zhen's skin is stretched tight over its skeletal frame. In complete darkness, the skin emits a strange purple glow. The glow is very faint but still discernable.

Zhen appearance is ugly but fascinating. Black glistening skin, cool and smooth as glass, with no hair at all except at the top of the head. Hands are pierced by a single large suction cup that makes a hole right through the palms—zhen can climb walls like spiders or cross ceilings using their hands, if they desire, but shaking on a deal is a bit rough. Their eyes burn a deep scarlet color that sometimes changes in the sunlight.

Zhen retain all abilities they had in life, and have a special zeal for combat.

CREATING A ZHEN

"Zhen" is a template that can be added to any humanoid of the ancient races. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The zhen receives a +10 bonus to its natural armor.

Damage: A zhen has powerful fists that inflict 1d8 points of damage. They may also attack with weapons.

Special Attacks: The zhen's agonizing transformation into undeath gives it many powers. Saves versus these attacks are made with a DC of 10 + ½ zhen HD + zhen's Charisma modifier.

The Way (Sp): The zhen gains the following psionic powers. Powers it can use at will include all attack modes, *control light*, *charm person*, *daze*, *false sensory input*, *suggestion* and these powers in continual use: *aura sight*, *body adjustment*, *body equilibrium*, *catfall*, *elfsight* and *expanded vision*.

Spells (Sp): The zhen casts spells the same as when it was alive.

Special Qualities: A zhen has all the special abilities it had when it was alive, plus the following new ones.

Climb (Ex): The strange process that created the zhen has given it the ability to cling onto any obsidian surface. This means the zhen can climb walls as easily as it walks. It can walk on ceilings, or any obsidian surface. This power only works with obsidian.

Damage Reduction (Ex): The strong magic that created the zhen has given it damage reduction of 10/+1.

Regeneration (Ex): The zhen regenerate 3 hit points per round.

Command undead (Ex): Can command lesser undead as a cleric of the same level.

Special Weakness: The zhen, unlike other free-willed undead, are susceptible to mind-affecting spells.

Saves: Same as base character.

Abilities: The zhen's nature gives it +6 to Strength and +2 to Wisdom, Intelligence and Charisma.

Skills: Zhen receive a +6 racial bonus to Listen, Search, Sense Motive and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any
Organization: Solitary or group (2–4 zhen)
Challenge rating: Same as character +2
Treasure: None

Alignment: Any evil
Advancement: By character class

ZHEN CHARACTERS

Zhen were created when the gate to the plane of Magma was opened in the Dead Lands. They are all over 2000 years old.

SAMPLE ZHEN

Zhen

Volldrager (based on an 18th level human cleric)

Medium-Size Undead

Hit Dice: 18d12 (117 hp)

Initiative: +0

Speed: 30 ft.

AC: 20 (+10 natural)

Attacks: Fists +17/+12/+7 melee

Damage: Fists 1d8+4

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

Special Attacks: The Way, Spells

Special Qualities: Free-willed undead, climb, damage reduction 10/+1, regeneration, command undead

Saves: Fort +11, Ref +6, Will +16

Abilities: Str 19, Dex 11, Con —, Int 14, Wis 21, Cha 15

Skills: Concentration +12, Heal +11, Knowledge (planes) +14, Listen +16, Scry +8, Search +6, Sense Motive +16, Spellcraft +23, Spot +6

Feats: Brew potion, Combat Casting, Enlarge Spell, Empower Spell, Extend Spell, Heighten Spell, Skill Focus (knowledge, planes), Spell Penetration

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Chaotic Evil

Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

Command Undead (Ex): Volldrager can command undead as an 18th level cleric.

Saves against Volldrager's spells are made with a DC of 15 + spell level.

PERSONALITY

Volldrager was born to a family of nomads in the central Tablelands, simple people fleeing the chaos as the armies of the Champions emerged from the south and began their many assaults on humanoids everywhere. Volldrager's tribe sought to avoid the fighting—they had quarrels aplenty with wemics, what herder didn't?—but imagined that soon enough the warfare would die down and the rhythms of calving and slaughtering would resume as before. Were not the cycles of a husbandman's life the cycles of all life, since time immemorial? But fate held another future for young Volldrager. Volldrager's parents had guided the family to the coast, where the only humanoids were lizardmen, and these were supposed to be fled far from shore. But giants lived on the islands offshore, and the army of the Ravager hunted them. Dregoth himself came across young Volldrager as he herded his flock—the mighty Champion crushed the animals beneath him, oblivious to them, but he paused when he saw the young man minding them. Dregoth had not become immortal by ignoring talent, and he sensed magical talent in the angry herder lad. Volldrager's parents received a small cash stipend, and were dragooned into Dregoth's army as suttlers, while the boy himself was sent to the Tower.

Dregoth recognized talent, but he was far too engaged in the war against the giants to train Volldrager. Neither did the young man find tutelage at Rajaat's knee, for the War-Bringer was deeply involved in the study of arcane magicks of surpassing potency. Volldrager was instead delivered to the hands of Ohanok, a priest of Water responsible for the upkeep of the gardens around the Pristine Tower. In only a few

short months he himself became a Water cleric, employing his considerable talents as a priest of the elements.

Volldrager might have remained there in the gardens, simmering in his resentment at Dregoth's and then Rajaat's rejections, but for Qwith. Not long after Volldrager made his pact with Water, Rajaat's powerful subordinate sorceress Qwith returned to the Tower to recruit more spellcasters for a secret project in the deep south. The project had been underway for some years, but recent disasters had claimed many lives and replacements were needed. As the work involved the elemental planes, priests were required as well as wizards and psionists. Volldrager leapt at the opportunity—not that he had much choice, of course. The journey south took months, for Qwith also secured wagonloads of spell components and supplies before she headed back to the place she called the Navel. Volldrager found himself staring down the cliffs of Ulyan into a land devastated by war. The ruined towns and farmsteads testified to the passage of the Champions, but regions of ash were interspersed with green patches of open plains. The winds were cold as they rode east, passing the defiled scenes of great battles, discovering ever more ashen lands until they approached the Navel itself. Built in the middle of the shattered ruins of a great city, the Navel was a small walled compound, home to a thousand or more researchers. Qwith led them on a project to discover the paths to the planes, and travel there, and harness the powerful energies there. Such powers were the traditional purview of priests, but Qwith sought to find arcane routes to access the planes' great power. Volldrager was at first enthusiastic—as a priest, he enjoyed great prestige among the wizards and mindbenders, for he was already able to do much that they sought to master. Volldrager joined the cadre of elemental priests serving as advisors to the laboring wizards, rapidly gaining experience as he employed his skills to advance the work. Volldrager fancied himself an important man, however, and the role of advisor and assistant to the wizards began to chafe him. He gained power as a priest, and began to agree with those of his clerical brethren who quietly wondered why it was that wizards required access to the elements—surely anything the clumsy wizards could do, clerics could do better? Many of the Water and Rain priests voiced agreement with Volldrager, though he like they was careful not to reveal his opinions too publicly. Accidents, some of them ruinous, claimed more lives, and with each death Volldrager became more convinced that wizards should simply not be meddling in the arena properly reserved for priests.

But Volldrager's stand was not as secret as he imagined. The stance that he and many of his fellow Water priests took prompted the priests of rival faiths, such as Magma and the new religion devoted to Silt, to automatically oppose such views. The leading priest of Silt, one Anaryys, began carefully monitoring Volldrager's activities, and soon she had conclusive proof of his lack of utter devotion to the project. Anaryys alerted Qwith, and the sorceress had Volldrager publicly humiliated and cast into her dungeons. He was slated to be an unwilling test subject on the effort to access an obsidian-rich region of the Plane of Magma, when events overtook him.

Volldrager was sprawled in his dungeon when the earth of the Navel shook in anger. He strained to make sense of the sounds of battle in the courtyards and chambers above, but could make out only the shouts of the living and the screams of the dying. Then the world vanished. Volldrager was slammed against the back wall of his cell by a wash of liquid, liquid such as no Water priest could ever love. The molten obsidian killed the cleric instantly, washing away the restraints that had prevented him from using his divine magic to escape imprisonment and leaving his body spinning in the slowly solidifying obsidian of the dungeons below the Navel. As water brings life, obsidian brings death, or at least undeath. Such were Volldrager's thoughts as he emerged back into consciousness, reborn as a zhen. He was half encased in obsidian, half exposed to the air pocket that was trapped in the dungeon. Volldrager despised himself for being undead—Water is the blood of life, after all—but he soon concluded that the obsidian was the result of wizards meddling in the purview of priests, and that as a priest, albeit a dead one, it was his duty to the elements to do what he could to put an end to the ignorant tinkering of Qwith and her fellow researchers. Volldrager needn't have bothered, a fact that became clear to him as he clawed his way to the shiny blackglass surface far above what used to be the Navel. Qwith and her project were well and truly over—at least here. Volldrager wanted to make sure, however, and he

also felt increasingly inclined to wreak some vengeance on the idiot wizards, so he began a journey across the glass to locate the Navel's survivors. He found a few—wizards and priests and psions who had contributed to the project's work. From them he learned about the meorties which had assaulted the Navel, and the explosion of obsidian from the gate the wizards had been laboring over. Once he gained all the information he could from these unfortunates, Volldrager killed them. Qwith herself, and Gretch, whom rumors claimed had been somehow involved in the disaster with the gate, were beyond Volldrager's vengeance. He found them, but knew he was too weak to confront them, and in the end he returned to the site of the Navel. There the former Water priest found a new city being built, a city much like the ruins on which the Navel had been built—he claimed a residence there, and set to work gathering together the undead of those who had agreed with him (before the obsidian disaster) about the inappropriateness of wizardly meddling.

Volldrager has become one of the leaders of the City of a Thousand Dead. His faction is composed mostly of zhen who were Water priests before the Dark Tide, though priests of other faiths, including Earth, Rain, Air, and even Fire have rallied to his cause. A few former wizards and psions have also adhered to Volldrager's philosophy of priestly ascendancy in the planes, and there are many lesser undead serving him and his fellow zhen. Volldrager considers himself above the factional fighting that wracks the city, though he has led his people to intervene in cases where wizardly zhen were seeming to gain too much power.

ZOMBIE, THINKING

A thinking zombie is a creature that died while doing a specific task, and it cannot rest until it completes that task. The zombie is driven to complete what it could not finish in life, but maintains its free will.

The thinking zombie's body is in good condition, and hate for the living burns in its eyes. It is usually dressed as it was in life. The zombie's nature can be easily determined, as the flesh of the zombie never repairs itself. Gaping wounds can be seen, unless hidden by clothes. The zombie that moves during the day will quickly begin to stink. Most thinking zombies therefore prefer the night.

CREATING A THINKING ZOMBIE

"Thinking Zombie" is a template that can be added to any humanoid. The creature's type is now "free-willed undead". It uses the character's abilities plus those listed here.

Hit Dice: Increase to d12

Speed: Same as base character

AC: The thinking zombie receives a +4 bonus to its natural armor.

Damage: The thinking zombie can hit with its fists, causing 1d6 damage. Their bite also does 1d4 damage, also causing disease (see below).

Special Attacks: The thinking zombie gains special abilities. Saves versus these attacks are made with a DC of 10 + ½ thinking zombie HD + thinking zombie's Charisma modifier.

Disease (Su): The thinking zombie's bite causes a fatal disease in its victim, just like the arcane spell *contagion*.

Special Qualities: A thinking zombie has all the special abilities it had when it was alive, plus the following new ones.

Immunities (Ex): Electrical and cold-based attacks only do half damage against the thinking zombie. The creature is also immune to all mind-affecting attacks and *death magic*. Note that this makes it essentially immune to telepaths and all psionic attacks, as well as most necromantic magic.

Special Weakness: Holy water splashed on the thinking zombie will cause 2d4 damage. A *raise dead* spell will destroy the thinking zombie if it fails its Fortitude save.

Saves: Same as base character.

Abilities: The thinking zombie receives +6 to Strength and +2 to Intelligence and Charisma.

Skills: Thinking zombies receive a +4 racial bonus to Sense Motive, Listen, Search and Spot checks.

Feats: Same as base character.

Climate/Terrain: Any

Organization: Solitary

Challenge rating: Same as character +1

Treasure: None

Alignment: Any evil

Advancement: By character class

THINKING ZOMBIE CHARACTERS

Thinking zombies seek only to end their existence by completing their task. They are driven by this.

SAMPLE THINKING ZOMBIE

This example uses a 10th level half-elven thief as the base creature

Thinking Zombie

Chalras

Medium-Size Undead

Hit Dice: 10d12 (62 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 18 (+4 Dex, +4 natural)

Attacks: Fists +10/+5 melee, Bite +5 melee

Damage: Fists 1d6+3, Bite 1d4+1 + disease

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

Special Attacks: Disease

Special Qualities: Free-willed undead, immunities, vulnerable to *raise dead*

Saves: Fort +3, Ref +11, Will +2

Abilities: Str 17, Dex 19, Con —, Int 17, Wis 9, Cha 10

Skills: Balance +17, Bluff +6, Climb +16, Disguise +3, Escape Artist +8, Gather Information +7, Hide +17, Jump +9, Listen +10, Move Silently +17, Search +21, Sense Motive +9, Spot +17, Tumble +12, Use Rope +10

Feats: Dodge, Endurance, Mobility, Run

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Neutral Evil

Advancement: By character class

COMBAT

Free-Willed Undead: Immune to disease, poison, ability damage, critical hits, energy drain, subdual damage, sleep and paralysis.

PERSONALITY

Chalras had always been an outcast. He was born in the tribe, and lived there, serving as a husbandman for the kanks the tribe used to haul heavy goods across the Endless Sand Dunes. He might have lived there for the fullness of his life, but for the attractions of Alralil, the tribe chief's daughter. Alralil's father Draegwo refused to condone her liaison with a half-breed, and when they continued to see each other despite his ban, he cast Chalras out of the tribe. "Go forth, walking bug-herder!" roared Draegwo as he ordered Chalras to depart. "Begone! You may return, and wed my daughter, if you prove yourself." The chieftain chuckled, and the assembled elves shuddered, knowing how the old chief found his amusements. "You've loved bugs all your life, half-elf—though bugs are a true elf's greatest foe. Prove your worthiness to be counted a true elf by bringing me back the head of the most fearsome bug on Athas!"

Chalras accepted the challenge. He could have simply vanished into the desert, but he knew that Draegwo intended for him to die fighting some kreen kek-hoz and he was determined to prove the old elf wrong. Chalras went south, where elfen fireside tales told of fearsome kreen keks more terrible than anything known in the Endless

Sand Dunes. But his path took him southwest, and he soon found himself staring down a beetling cliff, looking out over a shining sea of glimmering black glass. Chalras had to know what was down there. He rationalized that Athas was crawling with bugs, and imagined that such a strange place as a sea of glass was surely home to the most fearsome bugs he or Draegwo could imagine. It took Chalras more than two days to climb down the cliffs. Sections of them were covered in a wash of obsidian, as though it had splashed on the rock, and it was hard work to detour around these smooth areas. At last Chalras stood at the base of the cliff, looking over the mirages of the obsidian plain. He traveled by night, when the dazzle was not so blinding and when the glass was cool enough not to burn his feet. Southwards he walked, scrounging bits of carrion where he could—there were no living creatures, animal or vegetable, anywhere. After three days, Chalras came upon an encampment, but when he approached the people there were all dead! He fled into the night, barely eluding the pursuit of the terrifying dead. Two days later, Chalras was exhausted, half-dead with hunger and thirst and maddened by the blasting sun. He stumbled from smooth wavelike hill to glass hill, desperate for some respite from the heat. He never saw the slight undulations that revealed the edges of the ant lion's pit. Chalras fell into the pit, sliding down on slivers and flakes of smooth blackglass to rest at the bottom of the cone. That's when the beast attacked. The undead ant lion was huge, its chitinous hairs sprouting all over its ugly flat head, massive pincers clacking as it sought its prey. Chalras fought for his life, bone dagger flashing white in the spray of glass fragments the ant lion churned up.

By all rights, Chalras should have been slain and eaten that day. But, as Draegwo had mocked him, he had spent his entire life around insects, and he knew more than a little about them. Though he had never seen an ant lion before, Chalras knew that all insects had segmented bodies, and he knew that if he could find the seam where the segments joined he could hurt the beast in a vulnerable spot. When the last flakes of obsidian settled, only the hilt of Chalras's bone knife protruded from the joint behind the ant lion's ugly head. It took days for Chalras to realize that he had also died. The ant lion's jaws had raked him across his chest, making deep wounds that neither festered nor healed. His hunger and thirst vanished, and the heat of the sun no longer exhausted him. Exulting in his new powers, Chalras decapitated the ant lion—surely such a monster was indeed the most fearsome insect on Athas?—and prepared to seek out Draegwo and deliver his comeuppance. But before Chalras had gone far, a patrol of undead met him on the blackglass. They claimed to be patrolling for insects, and Chalras earned their respect when he hefted the ant lion's head. But the patrol leader laughed when Chalras called his prize the most fearsome insect on Athas.

"Most fearsome?! Ha! Here that, boys?" The corpse nearly fell off its skeletal inix as it shook with laughter. "He's got him a pit biter, and thinks it's the worst we got down here!" The zombies behind him shuddered, as much of a laugh as they could muster. The leader leaned down to Chalras. "See here, fresh meat—yes, I can tell you're fresh dead, you look too pretty—that's a pit biter, and it's pretty ugly, but here along the Crunch we see a lot worse—lashbugs, don'tcha know. Never seen a lashbug? Heh, I thought not. Bigger'n that pit biter they are, and faster, what with the snap-whips an' all. Where to find 'em? Determined fellow, eh? Go south, young corpse, go south—past the Crunch and into the Buglands, there's plenty of lashbugs there!"

Chalras spat in disgust as the patrol rode away. He cast his ant lion head away and set his face southwards. He came to and climbed the thick dike of chitin that was the Crunch. Here and there among the

smashed exoskeletons and broken limbs he found the remains of what could only be lashbugs—huge creatures, like scorpions but with massive jaws instead of claws and whips instead of stinger-tails. In the miles of Crunch he fashioned the best weapons he could, using broken pieces of the most jagged and dangerous-looking exoskeletons—he'd need more than his bone knife to slay one of those lashbugs. The lands south of the Crunch were, as the patrol leader had warned him, the Buglands—humanoid undead were the hunted there, not the hunters. Chalras verified the truth of this all too soon, and barely escaped with his life. He was pursued south and east across stretches of blackglass littered with the pits and mounds of undead kank-holes. He hid in a narrow cave to escape a terrifying swarm of undead giant wasps, and was chased for two nights by one of the terrible lashbugs. Its tail-stump buzzed with rage behind him, but with his knife snapped and his chitin cahulaks broken, Chalras could not face it.

Chalras's salvation came when he saw the cliffs that ringed the Dead Lands loom before him. A dark patch of impenetrable shadow obscured all below it, and into this grim shadow the pursuing lashbug would not go. Chalras hid in the darkness, finding it to be a poisonous hell of spiders, great and small, creating a multilayered labyrinth of thick webs. But there were worse things than spiders there, and only the greatest of Chalras's cunning kept him from being dismembered by them. They were like lashbugs, but fey, savagely maddened, and they had three whips instead of two. Chalras hid in the crevices in the obsidian, where only the smallest and most easily slain insects could find him. The thinking zombie is still there today, perhaps the only humanoid undead resident in the Buglands. Certainly he is the only humanoid undead living in the Web, where even scarlet wardens fear to go. Chalras's years hearing the clacking of the lashbugs has made him able to understand their tongue, and he has learned much, even from the insane creatures that populate the Web. He now believes that the Successor is the mightiest of lashbugs, and the most fearsome insect in all of Athas. But he has not left the Web, since he has no idea where to find the Successor's capital or how to slay such a creature. Until he figures out how to overcome these problems, he will continue to lurk among the webs, hunting the small bugs and fleeing the great ones.



Appendix 1:

Athasian Vermin

The following monsters detail the unique vermin found on Athas. All these bugs can be found everywhere in the Tablelands. They are included here because these insects comprise the bulk of the bugdead of the Dead Lands. First are shown the Monstrous Manual entries of these insects, and following that, their exoskeleton and zombie bugdead equivalents.

AGONY BEETLE

Fine Vermin

Hit Dice: 1d8 (4 hp)
Initiative: +2 (Dex)
Speed: 5 ft., Fly 20 ft. (Good)
AC: 20 (+8 size, +2 Dex)
Attacks: Sting +10 melee
Damage: Sting 1d2-5 + Agony
Face/Reach: 1/2 ft./0 ft.
Special Attacks: Agony
Special Qualities: Blindsight, Vermin, The Way
Saves: Fort +2, Ref +2, Will +0
Abilities: Str 1, Dex 15, Con 11, Int —, Wis 10, Cha 1
Skills: Listen +5, Spot +3
Feats: Weapon Finesse (Bite)

Climate/Terrain: Any temperate or hot land
Organization: Single or Pack (2—4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 2—3 HD (Diminutive)

The agony beetle is perhaps one of the cruelest creatures on all of Athas. It will attach itself to a host and feed off the host's pain until it dies.

This harmless looking black scarab beetle psionically lives off the pain it causes, hence its name. It requires no food but suffering and only drinks minute amounts of water. The agony beetle has a hard, black-veined, chitinous shell that is marked by lighter, transverse lines. This shell protects a pair of wings that are the beetle's main mode of transportation. It has six hooked legs that allow it to grasp a victim and a small snout that contains a thin tendril. These bugs are infamous all across the Tablelands are the cruelest death a person could suffer; few wish it even on their worst enemies. Rumor has it that they originally escaped from a sorcerer-king's torture chamber. It is much more likely that they were (are still are) drawn there for obvious reasons. The threat of an agony beetle is more than enough to put even the unruliest slave back into place. Halflings of the Forest Ridge are known to put these beetles into slings and throw them onto trespasser's clothes- it shortens the hunt without damaging the prey.

COMBAT

Agony beetles are worthless in standard combat; they are simply squished like the tiny insects they are. But when they can sneak onto a victim, it is an experience the victim will never forget. When an agony beetle tries to make contact with a victim that is engages in no other demanding activity (reading, talking, walking) he or she is allowed a secret Spot roll to notice the agony beetle, DC 15. If they fail, they will surely notice in a minute. If the character is engaged in any activity that requires any concentration or is asleep, they do not receive a Spot roll. The beetle crawls to the base of the victim's spine and inserts its tendril.

The Way (Sp): *Attack/Defense Modes (Sp): Mind Blank.*

Agony (Su): Once the agony beetle has hit the victim and inserted its tendril, the victim immediately suffers indescribable, unfathomable pain. They can take no actions at all, aside from writing on the ground. If the victim is alone, they will surely die. The beetle then begins draining Constitution points, at a rate of one per round. Once the victim's Constitution reaches 0, they die. The beetle will continue to feed for about 5 minutes after death, and then it flies away. If the beetle is removed, the Constitution damage is healed normally, except the healing time is twice as long as normal.

ANTLOIDS

	Antloid, Worker Large Vermin	Antloid, Soldier Large Vermin	Antloid, Queen Huge Vermin
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)
Initiative:	+0	+0	-3 (Dex)
Speed:	30 ft.	30 ft.	20 ft.
AC:	15 (-1 size, +6 natural)	19 (-1 size, +10 natural)	17 (-2 size, -3 Dex, +12 natural)
Attacks:	Bite +6 melee	Bite +5 melee or sting +5 & poison (special)	—
Damage:	Bite 1d3+9	Bite 2d6+3, sting 1d6+3 & poison	—
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	—	Poison	Pheromones
Special Qualities:	Blindsight 30 ft., Vermin	Blindsight 30 ft., Vermin	Blindsight 30 ft., Vermin
Saves:	Fort +3, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +7, Ref -1, Will +3
Abilities:	Str 23, Dex 10, Con 11, Int —, Wis 10, Cha 1	Str 17, Dex 10, Con 14, Int —, Wis 10, Cha 4	Str 16, Dex 4, Con 15, Int —, Wis 12, Cha 6
Skills:	Listen +5, Spot +3	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Sandy Wastes	Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, Gang (2—20), Crew (6—30 plus 1—6 soldier)	Solitary, Gang (2—4) or Troop (5—30)	Warren (1 plus 10—100 workers, 5-50 soldiers and 1—10 dyanmis)
Challenge Rating:	1	4	4
Treasure:	None	None	1/10 coins, 50% goods and items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3—6 HD (Large)	5—7 HD (Large), 8—12 HD (Huge)	8—12 HD (Huge)

	Antloid, Dyanmis
	Large Vermin
Hit Dice:	3d8+3 (16 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	The Way
Special Qualities:	The Way, Blindsight 30 ft., Vermin
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 14, Dex 13, Con 12, Int —, Wis 15, Cha 12
Skills:	Listen +5, Spot +5

Climate/Terrain:	Sandy Wastes
Organization:	Solitary, Company (2-10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4—6 HD (Large); 7—10 HD (Huge)

The Athasian wastes are filled with colonial insects, but antloids are the largest and arguably the strongest. They resemble ants and create great warrens in the desert.

Antloids are larger than giant termites or ants, challenging kanks in size. Like kanks, they have evolved into specific castes- the worker, the soldier, the dyanmis and the queen. Workers have three, easily defined, sapphire-blue body segments that reach about eight feet in total length. They are assigned to perform one task for their entire lifetime, be it carrying water, carrying food, caring for the queen, repairing the hive, exc. They are very strong, but their mandibles are designed for carrying, cutting and breaking and not fighting. The will only attack if something tries to take what they are carrying or attacks the queen. They are solely responsible for the gigantic antloids warrens that can reach 25 ft. in height and 250 ft. in width. They can consume sand and secrete a strong, brick-like substance (hardness 15, hp 30/in.) that forms the walls of the warren. Soldiers grow to about 10 ft. in length and have a mottled dark blue, green and gray exoskeleton. Their sharp mandibles are designed for combat. There are two subtypes of soldiers- infantry and archers. Both use poison, but in different ways (see below). The strangest of the antloids are the dyanmis, who are gray-black in color and a little smaller than a worker. They are the managers and leaders of the warren. They supervise the workers, make sure the soldiers continue hunting and guarantee the queen is comfortable and safe. They are also host to a number of powerful psionic powers and will not hesitate to use them to defend the hive. All antloids warrens have only one queen. She is a fat, bloated thing whose only purpose is to lay eggs. Red to apricot in color, she is serviced by workers at all times and guarded by a number of soldiers in her lair in the deepest, safest part of the warren.

Antloids frequently come into conflict with the other colonizing insects- namely wild kanks, giant ants and giant termites. These conflicts almost always end up as wars of attrition- whoever has the most soldiers wins, although the psionics of the dyanmis give the antloids a bit of an edge. All antloids' warrens share one characteristic: a water source. It usually lies at or near the bottom of the warren. When and if this water source dries up, a mass antloids exodus will occur and the entire warren will move elsewhere. Giants hate antloids with a passion and will almost never pass up a chance to throw boulders at an antloids warren.

COMBAT

The only antloids that normally engage in combat are the soldiers. Dyanmis will also attack, using their psionics, if the hive itself is under siege. Workers will only fight to defend what they are transporting and the queen. Antloids will attack en-masse; they even have been known to attack caravans, villages, even forts in search of whatever the warren needs.

The Way (Sp): Only dyanmis have the following psionic powers: *concussion*, *expansion*, *lesser body adjustment*, *mindlink* (other dyanmis

only), *negate psionics*, *painful touch*, *vigor*. These powers are as manifested by an 6th level psion.

Attack/Defense Modes (Sp): *id insinuation*, *psychic crush/intellect fortress*, *tower of iron will*, *mental barrier*.

Poison (Ex): Soldier antloids have a poisonous sting, but they are delivered in two different ways. Infantry antloids inject their poison using the stinger located at the tip of their abdomen. The damage for this is 1d6 Con as both secondary and initial. The save DC is 14. Archer soldiers can spray this same poison in a cone 20 ft. long. This can only be used twice per day and only once per hour. Antloids are immune to their own poison.

Pheromones (Ex): This is the queen's only defense mechanism. When threatened, she will spray a noxious musk that will fill a 60 ft. square room. Any non-antloid caught in this area must make a Will save (DC 17) or become *confused* as per that spell (cast as if 8th level).

ANT LION, GIANT

Large Vermin

Hit Dice:	5d8+10 (32 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., Br 10 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Bite +6 melee
Damage:	Bite 2d6+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved Grapple, Crush
Special Qualities:	Vermin
Saves:	Fort +6, Ref +3, Will +3
Abilities:	Str 18, Dex 15, Con 14, Int —, Wis 14, Cha 6
Skills:	Listen +6, Spot +6, Hide +5*

Climate/Terrain:	Sandy Wastes, Rocky Badlands
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7—12 HD (Huge)

Giant ant lions are hunting insects that create massive sand pits that trap any creature unlucky enough to fall into it. They are about 6 feet in length, weight about 800 lbs., and their carapace is deep red. The ant lion will eat virtually anything, from erdlu to elf, it is not a selective gourmet.

Skills: Ant lions receive a +10 to hide check while made in their sand pits.

COMBAT

Ant lions are reactive predators. They lie half-buried at the bottom of their pits waiting until something falls into their trap. Once it does, the ant lion tried to grapple it and crush it with its powerful jaws. Climbing out of this pit is hard due to its sliding sand walls; to escape one must make a Climb check at DC 15. If the prey does manage to escape, the ant lion will rarely pursue. While in the pit, the unstable footing makes any melee attacks against the ant lion at a -2 circumstance penalty.

Improved Grab (Ex): To use this ability, the ant lion must hit with its bite.

Crush (Ex): A giant ant lion that gets a hold automatically deal bite damage plus an additional 1d6 points of bludgeoning damage from the crushing force each round the hold is maintained.

ARATHA

Medium-Size Vermin

Hit Dice:	6d8+6 (33 hp)
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Initiative: -1 (-1 Dex)
Speed: 20 ft., Climb 10 ft
AC: 19 (-1 Dex, +10 natural)
Attacks: 4 tentacles rake +7 melee
Damage: Tentacle rake 1d8+3
Face/Reach: 5 ft. by 5 ft./ 15 ft.
Special Attacks: Improved Grab
Special Qualities: The Way, Vermin
Saves: Fort +6, Ref +1, Will +4
Abilities: Str 17, Dex 8, Con 12, Int —, Wis 14, Cha 8
Skills: Hide +3*, Listen +5, Spot +5

Climate/Terrain: Rocky Badlands, Mountains
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 7—10 (Medium-size); 11—16 (Large)

Aratha are eight-legged passive predators that lurk high in mountain caves, using The Way to lure prey to its death.

Aratha look rather like large spiders, except their front four legs are much longer than the others and much more flexible. They have eight compound eyes, and they grow red. The aratha's exoskeleton is tan with darker spots. Their legs end in pads of sharp claws that are barbed to catch flesh as well as climb rocky surfaces. It uses these legs to attack prey and rend the flesh off its bones. They subside on the flesh of animals that they share the mountains with. They have few natural predators due to the unpleasant nature of their flesh, but tignones seem to be able to stomach an aratha's flesh and are easily a match for these huge arachnids in terms of psionic powers.

Skills: Aratha receive a +4 bonus to Hide and Move Silently check made in mountainous terrain.

COMBAT

Aratha live in shallow caves and attack anything that nears their cave. They also use their *attraction* power to lure prey toward their clawed tentacles. If trapped in their lair, they will fight to death, but if their prey proves too challenging, they will withdraw their tentacles and use *aversion* power to force their prey to flee.

The Way (Sp): Aratha can use the following psionic power at will—*attraction*, *aversion*, *biocurrent*, *body equilibrium*, *suspend life*, *telempathic projection*. These powers are as manifested by an 8th level psion.

Attack/Defense Modes (Sp): *At will- ego whip, id insinuation/ intellect fortress, mental barrier*

Improved Grab (Ex): To use this ability, the aratha must hit with a tentacle rake.

ASSASSIN BUG

Diminutive Vermin

Hit Dice: 1d8 (4 hp)
Initiative: +2 (Dex)
Speed: 10 ft., Fly 40 ft. (Good)
AC: 16 (+4 size, +2 Dex)
Attacks: Sting +6 melee
Damage: Sting 1d2-5 + poison or eggs (see below)
Face/Reach: 1 ft./0 ft.
Special Qualities: Vermin
Saves: Fort +2, Ref +2, Will +0
Abilities: Str 1, Dex 15, Con 11, Int —, Wis 10, Cha 4
Skills: Listen +5, Spot +5
Feats: Weapons Finesse (Bite)

Climate/Terrain: Any temperate or hot land
Organization: Pair
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

Advancement: 2-3 HD (Diminutive)

Assassin bugs are small winged insects that grow to only 6 in. in size and are dark brown in color. They resemble large roaches, but they have a significantly sized stinger on the end of their abdomen. They always travel in male-female pairs. They are never seen in groups larger or smaller than this. Assassin bugs have been known to be released into a political opponent's bedroom by a nefarious templar or noble.

COMBAT

The male strikes first in combat, flying toward the prey and stabbing in with its sharp tail stinger. This deals poison damage with an initial and secondary damage of 1d3 Dexterity. This poison also numbs the affected area of the body affected. After the male strikes, the female strikes at the area just poisoned by the male. She also stings the prey, but she injects the target with eggs. A dozen eggs are always injected, but only 1d6+6 will hatch. These eggs hatch in 1d12+12 hours. As soon as they hatch, the larvae begin to devour the host's body and cause one point of damage per hour, causing immense, nearly immobilizing, pain. The larvae incubate inside the host's body for two weeks, it does not matter if the host is alive for the entire period or not. After the two weeks, the larvae burrow out of the host's body as full adults. The eggs can be removed before they hatch by burning them out or cutting them out. Inflicting 4 points of fire or acid damage to the infected area will kill the eggs. Inflicting 6 points of damage from a bladed weapon will also remove the eggs. A successful Heal check at DC 10 will halve either of these damages. After the eggs have hatched, the only way to remove the larvae is a *remove disease* or other powerful magic or psionic powers.

BEE; WORKER & SOLDIER

The Pulp Bee should be used instead. See below.

BEASTFLY, GIANT

Medium-Size Vermin

Hit Dice: 5d8 (22 hp)
Initiative: +1 (Dex)
Speed: 20 ft., Fly 60 ft. (Average)
AC: 15 (+1 Dex, +4 natural)
Attacks: Bite +3 melee
Damage: Bite 1d8
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Improved Grab, Drain Blood
Special Qualities: Vermin
Saves: Fort +4, Ref +2, Will +1
Abilities: Str 10, Dex 13, Con 10, Int —, Wis 10, Cha 2
Skills: Listen +5, Spot +5

Climate/Terrain: Any temperate or hot land
Organization: Solitary, Brood (2—5), Swarm (6—20)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

Of all the giant flies, giant beastflies are the most vicious. They are the only giant flies that will attack humanoids for food. They thrive on the blood of living creatures and have been known to drain their victims to incapacitation and into withered husks.

COMBAT

Giant beastflies attack any living being with its razor sharp tuberos mouth. If the beastfly hits with its bite, it can attempt to drain blood from the target in subsequent rounds.

Improved Grab (Ex): To use this ability, the horsefly must hit with its bite

Drain Blood (Ex): If a giant beastfly successfully grapples a target, it can automatically deal bite damage in the following rounds in blood drain. The beastfly disengages from the target once it has drained its hit points in blood or is reduced to $\frac{1}{4}$ (one quarter) of its maximum hit points. Fire will also drive it away.

BLUEBOTTLE FLY, GIANT

Small Vermin

Hit Dice: 3d8 (13 hp)
Initiative: +1 (Dex)
Speed: 15 ft., Fly 50 ft. (Average)
AC: 14 (+1 size, +1 Dex, +2 natural)
Attacks: Bite +3 melee
Damage: Bite 1d4
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Qualities: Vermin
Saves: Fort +3, Ref +2, Will +1
Abilities: Str 10, Dex 13, Con 11, Int —, Wis 10, Cha 2
Skills: Listen +5, Spot +5

Climate/Terrain: Any temperate or hot land
Organization: Solitary, Brood (2—5), Swarm (6—20)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral

Giant bluebottle flies are larger versions of the common pests. They get the name bluebottle from their shiny bluish abdomen. They are attracted to carrion, offal and the like. They are, however, especially attracted to sweet odors and creatures covered with blood or open wounds. Raamese artisans make attractive mosaics that include the shiny blue exoskeletons of giant bluebottle flies.

COMBAT

Giant bluebottle flies will avoid combat unless they have no alternative. They attack by stabbing with their sharp proboscis.

CILOPS

Large Vermin

Hit Dice: 4d8+8 (26 hp)
Initiative: +2 (Dex)
Speed: 40 ft., Climb 20 ft.
AC: 18 (-1 size, +2 Dex, +7 natural)
Attacks: Bite +5 melee
Damage: Bite 2d6+3
Face/Reach: 5 ft. by 10 ft. / 5 ft.
Special Attacks: The Way, Stunning, Triple Bite
Special Qualities: The Way, Scent, Vermin
Saves: Fort +6, Ref +3, Will +3
Abilities: Str 16, Dex 14, Con 14, Int —, Wis 14, Cha 2
Skills: Spot +8, Wilderness Lore +8
Feats: Track

Climate/Terrain: Any temperate or hot land
Organization: Solitary or Pack (2—5)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 5—12 HD (Huge)

Cilops are large, centipede-like creatures, prized by the templars of the city-states due to their tracking abilities.

Cilops can grow up to 15 feet in length and their color varies on

the terrain they were born in; cilops of the salt flats are chalky blue-white to steel gray, while cilops from the rocky badlands vary from rust orange to dark brown. Their small oval head hosts one compound eye directly in the center, three pairs of vicious pincers and two prehensile antennae that grow from 3 to 5 feet in length. They have honed their natural tracking ability from hunting prey and are now considered the ultimate slave-tracking creature. Cilops have not been bred in captivity and thus, must be captured and trained. They cannot be made into mounts, but they can serve as tracking animals if the handler succeeds a Handle Animal check vs. DC 20 with a training time of two weeks. The cilops bonds with this handler and will only serve him, no one else.

COMBAT

When in natural settings, cilops have no true home or lair, they range all across their territory. They sometimes pack up and hunt together, but there is no clear organization or hierarchy in these and they break-up as easily as they form. They will hunt down anything smaller than themselves, often following the prey for miles until it falls asleep, something a cilops does not have to worry about, as it does not sleep.

The Way (Sp): At will- *attraction, danger sense, detect psionics, detect thoughts, invisibility, object reading, see invisible, sensitivity to psychic impressions.* These powers are as manifested by an 6th level psion.

Attack/Defense Modes (Sp): At will- *ego whip, psychic crush/ mental barrier, mind blank.*

Stunning (Ex): The cilops may decide to forgo its normal melee attacks and attempt to make a melee touch attack with its antennae. If the touch succeeds, the target must make a Fortitude save at DC 14 or be stunned for 1 round.

Triple Bite (Ex): When a cilops bites, it might make contact with more than one set of pincers. Whenever a cilops hits a target with its bite attack, note how many points the cilops beat its target's armor class by. If it is 5 or more, the cilops critical multiplier is increased to x3. If by 10 or more, the critical multiplier is increased to x4.

DESERT CRICKET

Fine Vermin

Hit Dice: 1/8d8 (1 hp)
Initiative: +4 (Dex)
Speed: 5 ft., Fly 10 ft. (Clumsy)
AC: 22 (+8 size, +4 Dex)
Attacks: —
Damage: —
Face/Reach: 1/2 ft./0 ft.
Special Qualities: Cricket's Song, Vermin
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 1, Dex 18, Con 10, Int —, Wis 10, Cha 1
Skills: Listen +5, Spot +5

Climate/Terrain: Any temperate or hot land
Organization: Solitary, Brood (2—5), Colony (5—20)
Challenge Rating: $\frac{1}{8}$
Treasure: None
Alignment: Always neutral

Desert crickets are minute insects known for the ability to create music by rubbing their hind legs together. They grow no larger than 2 inches and greatly resemble grasshoppers or locusts. Their exoskeleton is a shiny blue in color. Their loud chirping is often considered appealing and many a noble's home is adorned with cages of desert crickets to create a pleasant atmosphere, far away from the living rooms, of course. It's cheaper and certainly safer than hiring a bard. Out in the wastes, desert crickets congregate together and all chirp in unison, making music than can be heard from miles around. Desert travelers, especially elves, consider hearing the song of a desert cricket to be good luck and a sign of peaceful weather in the near future.

COMBAT

Desert crickets are no more than tiny bugs. They cannot fight. But they do have one unique ability that makes them noteworthy.

Cricket's Song (Ex): Desert crickets can create a zone of sound that completely drowns out all other sound. This sphere is 20 ft. in radius and acts like a *silence* spell in the sense that sounds is effectively negated. Speaking is impossible, as is casting spells with verbal components. Beyond 20 ft. the sound can still easily be heard, but it isn't nearly as loud.

DRAGONFLY, GIANT

Large Vermin

Hit Dice: 7d8+7 (38 hp)
Initiative: +3 (Dex)
Speed: 10 ft., Fly 60 ft. (Poor)
AC: 17 (-1 size, +3 Dex, +5 natural)
Attacks: Bite +7 melee
Damage: Bite 1d8+4
Face/Reach: 5 ft. by 10 ft./ 5 ft.
Special Attacks: Improved Grab, Devour
Special Qualities: Vermin
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 16, Dex 16, Con 13, Int —, Wis 11, Cha 3
Skills: Listen +6, Spot +6

Climate/Terrain: Rocky Badlands, Mountains
Organization: Solitary, Pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 8—12 HD (Large); 13—16 HD (Huge)

Giant dragonflies are nimble, winged predators that will eat nearly anything. These creatures prefer living in areas of high elevation, mainly due to their hunting technique. They grow about 8 ft. long and range in color from jet-black to electric blue, but most are of a greenish color. They have an 18-20 ft. wingspan and usually weight about 500 lbs. The only time when giant dragonflies do not hunt for food is when the female is preparing to lay eggs. At this time, the dragonfly will kill a Small size or larger creature and will lay their eggs in the corpse. Halflings of the Forest Ridge closest to the Ringing Mountains occasionally use these creatures as mounts, but they prove rather difficult to train.

COMBAT

Giant dragonflies prefer dropping down on unsuspecting prey, snatching it, and devouring it in midair. They prefer to hunt creatures that are alone, but if they do attack a group it will be when one of the members is at least a small distance away from the others. If they hit with their bite and manage to grab the creature, they will fly away, holding the creature with its legs and biting it repeatedly, hitting automatically each round.

Improved Grab (Ex): To use this ability, the giant dragonfly must hit with its bite.

Devour (Ex): Once a giant dragonfly has achieved a hold, it automatically deals bite damage each round it maintains the hold.

TRAINING A GIANT DRAGONFLY

Training a giant dragonfly as an aerial mount requires a successful Handle Animal check (DC 25 for a larva, DC 30 for an adult). A larva matures in 2 and ½ months. Larva must be trained just after they emerge from their host and adult must be trained right after they emerge from a cocoon. If a training attempt is not made within a week of emergence, or an attempt is made and fails, they cannot be trained.

Giant Dragonfly eggs are worth 2,000 cp each on the open market, but they are very hard to find outside the Forest Ridge and

Ringing Mountains area. Cocooned giant dragonflies are worth 3,000 cp. Riding a giant dragonfly requires an exotic saddle. A giant dragonfly can attack while carrying a rider, but the rider cannot also attack unless they succeed at a Ride check (see Ride, pg. 72 of the PHB).

Carrying Capacity: A light load for a giant dragonfly is up to 75 lbs; a medium load is 76 to 150; a heavy load is 151 to 225 lbs.

DRAGONFLY LARVA, GIANT

Small Vermin

Hit Dice: 4d8 (18 hp)
Initiative: +0
Speed: 20 ft., Climb 10 ft.
AC: 15 (+1 size, +4 natural)
Attacks: Bite +5 melee
Damage: Bite 1d6+1
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Qualities: Vermin
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 12, Dex 10, Con 11, Int —, Wis 10, Cha 2
Skills: Listen +5, Spot +5

Climate/Terrain: Rocky Badlands, Mountains
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5—7 HD (Small); 8—10 HD (Medium-size)

Giant dragonfly larvae seem like feeble, toothless bugs, but in truth, they are just as vicious, if not more so, than their parents. They appear toothless because of a strange, tentacled, fleshy organ that covers most of their mouth. Giant dragonfly larvae are normally green-yellow in color, but can change the color of their skin to better hunt. They begin life by eating their way out of a corpse. They are rather small when they chew out of their host, no more than 6 inches, but in the next two weeks they grow in leaps and bound, ending at over 3 feet in length at the end of the two weeks. At that point they stop growing and being preparing to molt. They consume as much organic matter as they can, preferring flesh, but eating whatever they can. They have been known to kill an erdlu or erdland and feed off of it for several days. After 2 months of eating, they find a secluded place and using the fleshy organ above their mouth, they create a cocoon, about the size of a barrel. In about 10 days a fully formed giant dragonfly will emerge.

Skills: Giant dragonfly larvae receive a +4 to hide checks when using their camouflage.

COMBAT

Giant dragonfly larvae are ferocious in combat, growing in ferocity as they come closer to pupating (cocooning). They strike at creatures that appear wounded, old or sick. They prefer ambushing prey, using their natural camouflage to get into a good spot. Ambush is their preferred mode of attack, either ambushing prey from the side as it passed or dropping upon it from a higher position. They usually do not retreat, but will if they are seriously outnumbered.

EAR SEEKER

Fine Vermin

Hit Dice: ¼d8 (1 hp)
Initiative: +0
Speed: 5 ft., Climb 5 ft.
AC: 18 (+8 size)
Attacks: Bite +8 melee
Damage: Bite 1d2-5 + Infection

Face/Reach: 1/2 ft./0 ft.
Special Attacks: Infection
Special Qualities: Vermin
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 1, Dex 11, Con 10, Int —, Wis 10, Cha 1
Skills: Listen +5, Spot +5
Feats: Weapon Finesse (Bite)

Climate/Terrain: Any temperate or hot land
Organization: Solitary, Brood (2—5)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral

Ear seekers are tiny bugs that lay eggs inside humanoids, preferring the ears. They are about equal to a flea in size, occasionally bigger. Ear seekers are hermaphroditic, and they live just long enough to lay their eggs inside a warm place inside a humanoid or mammal. Ear seeker is a bit of a misnomer, as they have been known to lay eggs inside the nose or even within tear ducts. Ear seekers are also a tool of corrupt nobility and templars, and they have been used for occasional assassinations in the past. Those wishing to keep conversations secret have also been known to lace doors with ear seekers to keep eavesdroppers away.

COMBAT

Ear seekers crawl into any orifice of a living mammalian creature and implant its eggs. It automatically hits unless the creature is aware of the ear seekers and is actively trying to dig them out. Only then does the ear seeker have to make an attack. When this attack is made, only natural and magical armor class bonuses apply.

Infection (Ex): Once the ear seeker has bitten the host, it lays 1d8+8 eggs that hatch in 4d6 hours. The ear seeker dies immediately after laying the eggs. If implanted in the ears, the host becomes deaf just after the eggs hatch. If implanted in the eyes, the host becomes blind; if implanted in the nose, the host loses their sense of smell. Constantly burrowing deeper into the host's head where food and warmth are plentiful, the host must succeed at a Fortitude save (DC 20) for 1d4 days. If the host fails, an essential part of his brain has been devoured and he dies. If the host succeeds on all his saving throws, then the ear seekers burrow out of the host's skull, causing 2d6 damage. The eggs can be removed before they hatch by inflicting 4 points of damage from fire, acid or an edged weapon; note that inflicting such damage on the ear seeker larvae almost invariably requires inflicting like damage on the host, and may also permanently reduce the host's Charisma. The eggs can also be removed by *remove disease* or other powerful magic or psionic powers. After the eggs hatch, supernatural powers will still kill the larvae, but the other methods no longer work and the affected sense will not be restored without application of additional, more specific, supernatural powers.

FIREFLY, GIANT

Medium-Size Vermin

Hit Dice: 3d8+3 (16 hp)
Initiative: +2 (Dex)
Speed: 10 ft., Fly 40 ft. (Average)
AC: 16 (+2 Dex, +4 natural)
Attacks: Bite +3 melee
Damage: Bite 1d4+1
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: Illuminating Burst
Special Qualities: Vermin
Saves: Fort +4, Ref +3, Will +1
Abilities: Str 12, Dex 14, Con 12, Int —, Wis 10, Cha 5
Skills: Listen +5, Spot +5

Climate/Terrain: Stony Barrens, Rocky Badlands, Scrub Plains
Organization: Solitary, String (2—5)

Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5—10 HD (Large)

Giant fireflies, also known as firefriends, are large, luminescent flying insects. They are about 5 feet long and a foot high, weighting about 100 lbs. They prey on smaller insects by attracting them with their bioluminescent abdomen. Their body is a yellow-brown, while their abdomen glows bright blue. They can only keep their abdomen glowing for several hours a day, typically choosing nighttime hours. Many small villages and outposts tie up a number of these creatures to provide reliable illumination at night.

COMBAT

Firefriends can rarely be lured into combat with anything larger than itself. They will flee unless they are psychically prevented from doing so. If cornered or attacked by a predator, they will use their illuminating burst power.

Illuminating Burst (Sp): This ability mimics the spell *searing light* as cast by an 8th level cleric. The firefriend's tail glows brightly blue just before firing the beam. This ability can be used three times per day, no more than once every other round. The Reflex save DC for this ability is 15.

MEGAPEDE

Colossal Vermin

Hit Dice: 32d8+224 (368 hp)
Initiative: -2 (Dex)
Speed: 40 ft.
AC: 17 (-8 size, +2 Dex, +17 natural)
Attacks: Bite +31 melee & poison and 4 claw +26 melee
Damage: Bite 4d6+20 & poison and claw 2d8+10
Face/Reach: 40 ft. by 80 ft./ 15 ft.
Special Attacks: Poison
Special Qualities: The Way, Vermin
Saves: Fort +25, Ref +8, Will +10
Abilities: Str 40, Dex 6, Con 25, Int —, Wis 10, Cha 2
Skills: Climb +24, Hide -12, Spot +4

Climate/Terrain: Sandy Wastes, Salt Flats
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement: 33—64 HD (Colossal)

Megapedes are colossal psionic centipedes that roam the sandy deserts of Athas.

Megapedes are physically similar to normal centipedes in all ways except size. They have a very long (100-150 ft.) segmented body, which sport a pair of legs every two feet. These legs are five feet in length and have flexible claws at their ends. The body of a megapede is covered with furry, bulbous skin that serves as a pseudo-exoskeleton. The Ivory Triangle is known to host the largest number of megapedes and they are feared and loathed in the cities of Gulg and Nibenay more than any other city-state. The megapedes of Athas are, with the exception of the elemental drakes, nightmare beasts and the Dragon itself, the most dangerous creatures on the face of the planet. Because of their sheer size they cannot easily hide their presence. However, they are known to burrow into very large sand dunes and attack anything that walk near or over it, which when combined with their *chameleon* and *compression* powers makes them actually rather stealthy. They are universally nocturnal and will not attack during the majority of the day. Megapedes lay eggs in the most desolate area of the rocky barrens of the Tablelands, hatching between one and three larva megapedes. These creatures are also powerful manifesters of The Way, which give them another edge in combat beyond their sheer size.

COMBAT

Megapedes will attack and eat anything and everything. They prefer kanks and erdlu, but can survive off of vegetation for weeks. They often use their psionics to soften up prey and then finish it off in melee.

The Way (Sp): At will- *attraction, aversion, chameleon, compression, disintegrate, energy barrier, greater concussion, improved biofeedback.* These powers are as manifested by an 16th level psion.

Attack/Defense Modes (Sp): At will- *all/all*

Poison (Ex): Poison is transmitted through the megapede's bite. The save DC is 36 and the initial and secondary damage is 2d6 Dexterity.

PULP BEE

Small Vermin

Hit Dice: 4d8 (18 hp)

Initiative: +1 (Dex)

Speed: 20 ft., Fly 70 ft. (Good), Climb 10 ft.

AC: 15 (+1 size, +1 Dex, +4 natural)

Attacks: Sting +4 melee & poison

Damage: Sting 1d4 & poison

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

Special Attacks: Poison

Special Qualities: Vermin

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

Abilities: Str 10, Dex 13, Con 11, Int —, Wis 10, Cha 3

Skills: Climb +5, Spot +5

Climate/Terrain: Scrub Plains

Organization: Solitary, Swarm (2—5) or Hive (11—20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5—7 HD (Small) 8—10 HD (Medium-size)

Pulp bees are large wasps that inhabit the plains along the edges of the Athasian desert.

Pulp bees secrete a pasty substance, which hardens into a material similar in texture and consistency to wood. Pulp bees are about two feet long, have a two-foot wingspan, four legs and a long stinger tail. The thorax and head of this creature are black, while its abdomen and limbs are red, making identification of pulp bees rather easy. Like many insects, pulp bees gather in hives. They create the hives using the wood-like pulp material that gives them their name. Within a pulp bee hive there are three kinds of bees- food gatherers/producers, soldiers/builders and queen. The food gatherers/producers go and gather food from nearby plant and return it to the nest. There they break it down into a mushy paste, which they ingest. They then secrete a sweet liquid that, when it hardens, is the major food source for the hive. Soldiers/builders are the ones who actually produce the pulp that creates and nest. They also defend the nest from predators and the like. Queen lay eggs and nothing else. Although the queen is usually about a foot larger than the other types of pulp bee, here is no other difference between the sub-species. The wood-like material pulp bees secrete is sought after as building material by many cultures. Also, the liquid secreted by food producers is rich and nutritious enough to sustain a human in the desert for two days. Although it loses some effectiveness when it hardens, the hardened jelly can still sustain a human for one day. Several dagadas in Gulg are known for keeping several of these hives for just this purpose.

COMBAT

Pulp bees attack anyone who threatens the hive, where the queen and her eggs live. When threatened, pulp bees attack with their poisonous stinger.

Poison (Ex): Pulp bees inject a poison that does 1d4 points of dexterity damage, initial and secondary. Fortitude save DC 18.

TERMITES

	Termite, Giant Worker Medium-Size Vermin	Termite, Giant Soldier Medium-Size Vermin	Termite, King or Queen Large Vermin
Hit Dice:	1d8 (4 hp)	2d8+4 (13 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	-1 (Dex)
Speed:	30 ft.	30 ft.	20 ft.
AC:	13 (+3 natural)	15 (+5 natural)	17 (-1 size, -1 Dex, +9 natural)
Attacks:	Bite +2 melee	Bite +4 melee; or spray +1	Bite +5; or spray +1
Damage:	Bite 1d6+3	Bite 1d8+3	Bite 1d6+3; or spray special (see below)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	Irritating Fluid	Irritating Fluid
Special Qualities:	Vermin	Vermin	Vermin
Saves:	Fort +2, Ref +0, Will +0	Fort +5, Ref +0, Will +0	Fort +5, Ref +0, Will +2
Abilities:	Str 15, Dex 10, Con 11, Int —, Wis 10, Cha 1	Str 17, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 6
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, Gang (2—6), Crew (6—11 plus 1—4 soldiers)	Solitary or Gang (2—4)	Hive (1 plus 10—100 workers, 5—20 soldiers and one king or queen)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins, 50% goods and items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2—4 HD (Large)	3—6 HD (Large)	5—8 HD (Huge)

Termites are ravenous colonial insects who live only to expand their hive. They build gigantic mounds, some rising as high as 100 ft. above the Athasian landscape. They consume wood or wooden materials and chew it up. Combined with a unique enzyme contained in their saliva, this wood pulp creates their mounds. Workers build and maintain the hive, as well as gather food for the colony. Soldier ter-

mites defend the hive from predators, while queen and king termites breed more termite eggs. The queen and the king occupy the same area, in the lowest chamber of the hive. Termites often come into conflict with other termites, antloids and wild kanks. No two colonial insect species ever live in the same area; one will die, the will other live.

COMBAT

Termites fear nothing and will give their insect lives for the good of the hive- entire caravans have been abandoned to termites with routes created to avoid their hives. They will attack nearly anything that could serve as prey for the hive. If the prey is larger, the termite's numbers will simply increase. Few creatures can escape a rampaging termite horde, the safest method is to take to the air, but for many that isn't an option.

Irritating Fluid (Ex): Soldier and king termites can spray a foul liquid at their prey. This foul fluid causes blindness if the target fails a Fortitude save vs. DC 14 for soldiers, 16 for king termites. This noxious chemical is also flammable. If ignited it causes 2d6 points of fire damage. The fluid stays flammable for 1 hour then becomes inert. The range modifier is 10 ft. for a soldier and 20 ft. for a king. Termites receive a +2 racial bonus when using this attack.

TICK GIANT

Small Vermin

Hit Dice: 2d8+6 (15 hp)

Initiative: -2 (Dex)

Speed: 20 ft., Climb 10 ft.

AC: 18 (-2 Dex, +1 Size, +9 natural)

Attacks: Bite +4 melee

Damage: Bite 1d4+2 and disease

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

Special Attacks: Improved Grab, Drain Blood, Disease

Special Qualities: Vermin

Saves: Fort +6, Ref -2, Will -3

Abilities: Str 14, Dex 6, Con 16, Int —, Wis 5, Cha 3

Skills: Spot +4

Climate/Terrain: Rocky Badlands

Organization: Solitary, Brood (2—5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Giant ticks resemble their tiny brethren in every way. They have the hard shell, the blood thirst and the pestilence than their tinier cousins have. They only difference is, as the tick increases in size, it also increases in deadliness. They also spread a terrible disease known as wheezing death.

COMBAT

Ticks wait high up in caves, overhangs or any other elevated terrain.

Improved Grab (Ex): To use this ability, the tick must hit with its bite

Drain Blood (Ex): If a giant tick successfully grapples a target, it can automatically deal bite damage in the following rounds in blood drain. The tick only lets go when it or its prey is dead.

Disease (Ex): The bite of a giant tick spread a disease commonly known as *wheezing death*. This disease causes large, pus-filled, bubbles to form in the inside and outside of the airway. This causes a slow, painful suffocation. In the final stages, the victim begins to wheeze, gasp and fight for air almost constantly, hence the name of the disease. The save DC is 18, the incubation time is 1d2 days and the damage is 1d6 Constitution.

Appendix 2: The Undead Vermin of the Obsidian Plains, Exoskeletons and Zombies

EXOSKELETONS, BUGDEAD

	Agony Beetle, Exoskeleton Fine Undead	Antloid, Worker, Exoskeleton Large Undead	Antloid, Soldier, Exoskeleton Large Undead
HD:	1d12 (6 hp)	2d12 (13 hp)	4d12 (26 hp)
Initiative:	+1 (Dex)	-1	-1
Speed:	5 ft., Fly 10 ft. (Good)	15 ft.	15 ft.
AC:	17 (+8 size, +1 Dex, -2 Natural)	12 (-1 size, -1 Dex, +4 natural)	16 (-1 size, -1 Dex, +8 natural)
Attacks:	Sting +9 melee	Bite +6 melee	Bite +5 melee or sting +5 & poison (special)
Damage:	Sting 1d2-5 + Agony	Bite 1d3+9	Bite 2d6+3, sting 1d6+3 & poison
Face/Reach:	1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Agony	—	Poison
Special Qualities:	Blindsight, Undead, The Way, Fragile Carapace	Blindsight 30 ft., Undead, Fragile Carapace	Blindsight 30 ft., Undead, Fragile Carapace
Saves:	Fort +2, Ref +1, Will +0	Fort +3, Ref -1, Will +0	Fort +6, Ref +0, Will +1
Abilities:	Str 1, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 17, Dex 8, Con —, Int —, Wis 10, Cha 4
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	Weapon Finesse (Bite)	—	—
Climate/Terrain:	Any temperate or hot land	Sandy Wastes	Sandy Wastes
Organization:	Single or Pack (2—4)	Solitary, Gang (2—20), Crew (6—30 plus 1—6 soldier)	Solitary, Gang (2—4) or Troop (5—30)
Challenge Rating:	2	1	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2—3 HD (Diminutive)	3—6 HD (Large)	5—7 HD (Large), 8—12 HD (Huge)

ZOMBIES, BUGDEAD

	Agony Beetle, Zombie Fine Undead	Antloid, Worker, Zombie Large Undead	Antloid, Soldier, Zombie Large Undead
HD:	1d12 (6 hp)	2d12 (13 hp)	4d8 (26 hp)
Initiative:	+2 (Dex)	+0	+0
Speed:	5 ft., Fly 20 ft. (Good)	30 ft.	30 ft.
AC:	20 (+8 size, +2 Dex)	15 (-1 size, +6 natural)	19 (-1 size, +10 natural)
Attacks:	Sting +10 melee	Bite +7 melee	Bite +6 melee or sting +6 & poison (special)
Damage:	Sting 1d2-5 + Agony	Bite 1d3+10	Bite 2d6+4, sting 1d6+4 & poison
Face/Reach:	1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Agony	—	Poison
Special Qualities:	Blindsight, Undead, The Way, Damage Resistance 3/metal, Fire Resistance 5	Blindsight 30 ft., Undead, Damage Resistance 3/metal, Fire Resistance 5	Blindsight 30 ft., Undead, Damage Resistance 3/metal, Fire Resistance 5
Saves:	Fort +2, Ref +2, Will +0	Fort +3, Ref +0, Will +0	Fort +6, Ref +1, Will +1
Abilities:	Str 3, Dex 15, Con —, Int 1, Wis 10, Cha 1	Str 25, Dex 10, Con —, Int 1, Wis 10, Cha 1	Str 19, Dex 10, Con —, Int 1, Wis 10, Cha 1
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	Weapon Finesse (Bite)	—	—
Climate/Terrain:	Any temperate or hot land	Sandy Wastes	Sandy Wastes
Organization:	Single or Pack (2—4)	Solitary, Gang (2—20), Crew (6—30 plus 1—6 soldier)	Solitary, Gang (2—4) or Troop (5—30)
Challenge Rating:	3	2	5
Treasure:	None	None	None
Alignment:	Any Evil	Any Evil	Any Evil
Advancement:	2—3 HD (Diminutive)	3—6 HD (Large)	5—7 HD (Large), 8—12 HD (Huge)

EXOSKELETONS, BUGDEAD

	Antloid, Queen Huge Undead	Antloid, Dyanmis Large Undead	Ant Lion, Giant, Exoskeleton Large Undead
Hit Dice:	6d12 (39 hp)	3d12 (19 hp)	5d12 (32 hp)
Initiative:	-4 (Dex)	+0	+1 (Dex)
Speed:	10 ft.	15 ft.	10 ft., Br 5 ft.
AC:	11 (-2 size, -4 Dex, +10 natural)	13 (-1 size, +4 natural)	14 (-1 size, +5 natural)
Attacks:	—	Bite +3 melee	Bite +6 melee
Damage:	—	Bite 1d6+2	Bite 2d6+6
Face/Reach:	10 ft. by 20 ft./10 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	The Way	—
Special Qualities:	Blindsight 30 ft., Undead, Fragile Carapace	The Way, Blindsight 30 ft., Undead, Fragile Carapace	Undead, Fragile Carapace
Saves:	Fort +7, Ref -2, Will +3	Fort +4, Ref +1, Will +3	Fort +6, Ref +2, Will +3
Abilities:	Str 16, Dex 2, Con —, Int —, Wis 12, Cha 6	Str 14, Dex 11, Con —, Int —, Wis 15, Cha 12	Str 18, Dex 13, Con —, Int —, Wis 14, Cha 6
Skills:	Listen +6, Spot +6	Listen +5, Spot +5	Listen +6, Spot +6, Hide +5*
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Sandy Wastes	Sandy Wastes, Rocky Badlands
Organization:	Warren (1 plus 10—100 workers, 5—50 soldiers and 1—10 dyanmis)	Solitary, Company (2—10)	Solitary
Challenge Rating:	4	4	6
Treasure:	1/10 coins, 50% goods and items	None	Standard
Alignment:	Always neutral	Always neutral	Any Evil
Advancement:	8—12 HD (Huge)	4—6 HD (Large); 7—10 HD (Huge)	—

ZOMBIES, BUGDEAD

	Antloid, Queen Huge Undead	Antloid, Dyanmis Large Undead	Ant Lion, Giant, Zombie Large Undead
Hit Dice:	6d12 (39 hp)	3d8 (19 hp)	5d12 (32 hp)
Initiative:	-3 (Dex)	+1 (Dex)	+2 (Dex)
Speed:	20 ft.	30 ft.	20 ft., Br 10 ft.
AC:	17 (-2 size, -3 Dex, +12 natural)	16 (-1 size, +1 Dex, +6 natural)	17 (-1 size, +1 Dex, +7 natural)
Attacks:	—	Bite +4 melee	Bite +7 melee
Damage:	—	Bite 1d6+4	Bite 2d6+7
Face/Reach:	10 ft. by 20 ft./10 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Pheromones,	The Way,	Improved Grapple, Crush
Special Qualities:	Blindsight 30 ft., Undead, Damage Resistance 3/metal, Fire Resistance 5	The Way, Blindsight 30 ft., Undead, Damage Resistance 3/metal, Fire Resistance 5	Undead, Damage Reduction 3/metal, Fire Resistance 5
Saves:	Fort +7, Ref -1, Will +3	Fort +4, Ref +2, Will +3	Fort +6, Ref +3, Will +3
Abilities:	Str 16, Dex 4, Con —, Int 1, Wis 12, Cha 1	Str 16, Dex 13, Con —, Int 1, Wis 15, Cha 1	Str 20, Dex 15, Con —, Int 1, Wis 14, Cha 1
Skills:	Listen +6, Spot +6	Listen +5, Spot +5	Listen +6, Spot +6, Hide +5*
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Sandy Wastes	Sandy Wastes, Rocky Badlands
Organization:	Warren (1 plus 10—100 workers, 5—50 soldiers and 1—10 dyanmis)	Solitary, Company (2—10)	Solitary
Challenge Rating:	4	4	7
Treasure:	1/10 coins, 50% goods and items	None	Standard
Alignment:	Any Evil	Any Evil	Any evil
Advancement:	8—12 HD (Huge)	4—6 HD (Large); 7—10 HD (Huge)	—

AGONY BEETLE, BUGDEAD

Agony beetles are just as fierce as they were in life, but even harder to kill. Few people are excited about this.

ANTLOIDS, BUGDEAD

Antloids have not changed much once they become undead either. However, like giant termites, they become rather aggressive, especially among the Dyanmis caste. Exoskeleton antloid queens have lost their pheromones.

ANT LION, BUGDEAD

Undead giant Ant Lions are twice as vicious, but just as patient as their living brethren. In the great obsidian waste, undead ant lions have developed the ability to burrow underneath the glass-like ground. They often burrow underneath the ground in an area where the obsidian is thick, then they tunnel into a spot where the obsidian is barely thick enough to walk upon. When something living walks across the ground, they will break through the glass and their prey will fall into their layer. Not only does they prey suffer 1d10 falling damage, but they suffer 1d6 points of piercing damage from the broken obsidian at the bottom of the pit. If this doesn't kill the prey out-

EXOSKELETON, BUGDEAD

	Aratha, Exoskeleton Medium-Size Undead	Assassin Bug, Exoskeleton Diminutive Undead	Beastfly, Giant, Exoskeleton Medium-Size Undead
Hit Dice:	6d12 (39 hp)	1d12 (6 hp)	5d12 (32 hp)
Initiative:	-2 (-2 Dex)	+1 (Dex)	+0
Speed:	10 ft., Climb 5 ft	5 ft., Fly 2 ft. (Good)	10 ft., Fly 30 ft. (Average)
AC:	16 (-2 Dex, +8 natural)	13 (+4 size, +1 Dex, -2 Natural)	12 (+2 natural)
Attacks:	4 tentacles rake +7 melee	Sting +6 melee	Bite +3 melee
Damage:	Tentacle rake 1d8+3	Sting 1d2-5	Bite 1d8
Face/Reach:	5 ft. by 5 ft./ 15 ft.	1 ft./0 ft.	5 ft. by 5 ft./ 5 ft.
Special Attacks:	—	—	—
Special Qualities:	The Way, Undead, Fragile Carapace	Undead, Fragile Carapace	Undead, Fragile Carapace
Saves:	Fort +5, Ref +0, Will +4	Fort +2, Ref +1, Will +0	Fort +4, Ref +1, Will +1
Abilities:	Str 17, Dex 6, Con —, Int —, Wis 14, Cha 8	Str 1, Dex 13, Con —, Int —, Wis 10, Cha 4	Str 10, Dex 11, Con —, Int —, Wis 10, Cha 2
Skills:	Hide +3*, Listen +5, Spot +5	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	—	Weapons Finesse (Bite)	—
Climate/Terrain:	Rocky Badlands, Mountains	Any temperate or hot land	Any temperate or hot land
Organization:	Solitary	Pair	Solitary, Brood (2—5), Swarm (6—20)
Challenge Rating:	7	1	5
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	7—10 (Medium-size); 11—16 (Large)	2—3 HD (Diminutive)	—

ZOMBIE, BUGDEAD

	Aratha, Zombie Medium-Size Undead	Assassin Bug, Zombie Diminutive Undead	Beastfly, Giant, Zombie Medium-Size Undead
Hit Dice:	6d12 (39 hp)	1d12 (6 hp)	5d12 (32 hp)
Initiative:	-1 (-1 Dex)	+2 (Dex)	+1 (Dex)
Speed:	20 ft., Climb 10 ft	10 ft., Fly 40 ft. (Good)	20 ft., Fly 60 ft. (Average)
AC:	19 (-1 Dex, +10 natural)	16 (+4 size, +2 Dex)	15 (+1 Dex, +4 natural)
Attacks:	4 tentacles rake +8 melee	Sting +7 melee	Bite +4 melee
Damage:	Tentacle rake 1d8+4	Sting 1d2-4	Bite 1d8+1
Face/Reach:	5 ft. by 5 ft./ 15 ft.	1 ft./0 ft.	5 ft. by 5 ft./ 5 ft.
Special Attacks:	Improved Grab	—	Improved Grab, Drain Blood
Special Qualities:	The Way, Undead, Damage Resistance 3/metal, Fire Resistance 5	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Resistance 3/metal, Fire Resistance 5
Saves:	Fort +5, Ref +1, Will +4	Fort +2, Ref +2, Will +0	Fort +4, Ref +2, Will +1
Abilities:	Str 19, Dex 8, Con 12, Int 1, Wis 14, Cha 1	Str 3, Dex 15, Con —, Int 1, Wis 10, Cha 1	Str 12, Dex 13, Con —, Int 1, Wis 10, Cha 1
Skills:	Hide +3*, Listen +5, Spot +5	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	—	Weapons Finesse (Bite)	—
Climate/Terrain:	Rocky Badlands, Mountains	Any temperate or hot land	Any temperate or hot land
Organization:	Solitary	Pair	Solitary, Brood (2—5), Swarm (6—20)
Challenge Rating:	8	2	6
Treasure:	None	None	None
Alignment:	Always neutral	Any Evil	Any Evil
Advancement:	7—10 (Medium-size); 11—16 (Large)	2—3 HD (Diminutive)	—

right, the ant lion is waiting to crush the victim with their mandibles, which are just as deadly, even after the insect's death.

ARATHA, BUGDEAD

Undead Aratha are much more active hunters than their living relatives. This is mainly because they no longer require food and thus can wander for extended periods. Also they loathe the living and are not content to wait, but rather seek to kill them in where they lie. Undead aratha lose the ability to manifest the psionic powers *body equilibrium* and *suspend life*. Exoskeleton aratha also lose their terrain-based hide bonus.

ASSASSIN BUG, BUGDEAD

Assassin bugs have lost most of their formerly fearsome nature

in their transformation to undeath. Since their eggs never survive the transformation, the female assassin bug cannot inject the eggs into a living host. They will still attempt however, but to no avail. These creatures are rarely made undead on purpose, simply because they become much weaker and ineffective as weapons.

BLUEBOTTLE FLY, BUGDEAD

The two breeds of giant fly remain most unchanged. However, giant beastflies will also now consume bone marrow and necromancers and other types who control undead must be careful to keep the giant beastflies away from the animated skeletons.

CILOPS, BUGDEAD

Zombie cilops retain their hunting and tracking abilities, but

EXOSKELETON, BUGDEAD

	Bluebottle Fly, Giant, Exoskeleton Small Undead	Cilops, Exoskeleton Large Undead	Desert Cricket, Exoskeleton Fine Undead
Hit Dice:	3d12 (19 hp)	4d12 (26 hp)	1/8d12 (1 hp)
Initiative:	+0 (Dex)	+1 (Dex)	+3 (Dex)
Speed:	10 ft., Fly 30 ft. (Average)	20 ft., Climb 10 ft.	5 ft., Fly 5 ft. (Clumsy)
AC:	11 (+1 size)	15 (-1 size, +1 Dex, +5 natural)	21 (+8 size, +3 Dex)
Attacks:	Bite +3 melee	Bite +5 melee	Stab +3 melee
Damage:	Bite 1d4	Bite 2d6+3	Stab 1
Face/Reach:	5 ft. by 5 ft./ 5 ft.	5 ft. by 10 ft./5 ft.	1/2 ft./0 ft.
Special Attacks:	—	The Way, Stunning, Triple Bite	—
Special Qualities:	Undead, Fragile Carapace	The Way, Scent, Undead, Fragile Carapace	Cricket's Song, Undead, Fragile Carapace
Saves:	Fort +3, Ref +1, Will +1	Fort +6, Ref +2, Will +3	Fort +2, Ref +3, Will +0
Abilities:	Str 10, Dex 11, Con —, Int —, Wis 10, Cha 2	Str 16, Dex 12, Con —, Int —, Wis 14, Cha 2	Str 1, Dex 16, Con —, Int —, Wis 10, Cha 1
Skills:	Listen +5, Spot +5	Spot +8	Listen +5, Spot +5
Feats:	—	—	Weapon Finesse (Stab)
Climate/Terrain:	Any temperate or hot land	Any temperate or hot land	Any temperate or hot land
Organization:	Solitary, Brood (2—5), Swarm (6—20)	Solitary or Pack (2—5)	Solitary, Brood (2—5), Colony (5—20), Swarm (25—100)
Challenge Rating:	3	6	1/8
Treasure:	None	Standard	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	5—12 HD (Huge)	—

ZOMBIE, BUGDEAD

	Bluebottle Fly, Giant, Zombie Small Undead	Cilops, Zombie Large Undead	Desert Cricket, Zombie Fine Undead
Hit Dice:	3d12 (19 hp)	4d12 (26 hp)	1/8d12 (1 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+4 (Dex)
Speed:	15 ft., Fly 50 ft. (Average)	40 ft., Climb 20 ft.	5 ft., Fly 10 ft. (Clumsy)
AC:	14 (+1 size, +1 Dex, +2 natural)	18 (-1 size, +2 Dex, +7 natural)	22 (+8 size, +4 Dex)
Attacks:	Bite +4 melee	Bite +6 melee	Stab +4 melee
Damage:	Bite 1d4+1	Bite 2d6+4	Stab 1
Face/Reach:	5 ft. by 5 ft./ 5 ft.	5 ft. by 10 ft./5 ft.	1/2 ft./0 ft.
Special Attacks:	—	The Way, Stunning, Triple Bite	—
Special Qualities:	Undead, Damage Resistance 3/metal, Fire Resistance 5	The Way, Scent, Undead, Damage Resistance 3/metal, Fire Resistance 5	Cricket's Song, Undead, Damage Reduction 3/metal, Fire Resistance 5
Saves:	Fort +3, Ref +2, Will +1	Fort +6, Ref +3, Will +3	Fort +2, Ref +4, Will +0
Abilities:	Str 12, Dex 13, Con —, Int 1, Wis 10, Cha 1	Str 18, Dex 14, Con —, Int 1, Wis 14, Cha 1	Str 3, Dex 18, Con —, Int 1, Wis 10, Cha 1
Skills:	Listen +5, Spot +5	Spot +8, Wilderness Lore +8	Listen +5, Spot +5
Feats:	—	Track	Weapon Finesse (Stab)
Climate/Terrain:	Any temperate or hot land	Any temperate or hot land	Any temperate or hot land
Organization:	Solitary, Brood (2—5), Swarm (6—20)	Solitary or Pack (2—5)	Solitary, Brood (2—5), Colony (5—20), Swarm (25—100)
Challenge Rating:	4	7	1/4
Treasure:	None	Standard	None
Alignment:	Any Evil	Always neutral	Any Evil
Advancement:	—	5—12 HD (Huge)	—

exoskeleton cilops only retain their psionic tracking methods.

effective and prey will often bleed to death in a matter of seconds.

DESERT CRICKET, BUGDEAD

Desert Crickets still retain their ability to create near-deafening sound within a 20' radius, but something in their death has changed their social structure. They now gather in large groups (up to 100) and actively hunt prey. One or more crickets will create sound to suppress the prey's ability to determine where the swarm is coming from and then the group will attack en masse. In undeath, the bones of the desert cricket have become rather sharp and the crickets will throw themselves bodily into the prey. In large numbers, this tactic is very

DRAGONFLY, GIANT, BUGDEAD

Giant Dragonflies act much the same alive and they do dead. They still hunt prey by picking them up and devouring them in mid-air, however exoskeleton undead are not nearly as skilled at this as they were in life.

DRAGONFLY LARVA, GIANT, BUGDEAD

Undead giant dragonfly larvae lack the harmless appearance

EXOSKELETON, BUGDEAD

	Dragonfly, Giant, Exoskeleton Large Undead	Dragonfly Larva, Giant Exoskeleton Small Undead	Earseeker, Exoskeleton Fine Undead
Hit Dice:	7d12 (45 hp)	4d12 (26 hp)	1/8d12 (1 hp)
Initiative:	+2 (Dex)	-1	-1
Speed:	5 ft., Fly 30 ft. (Poor)	10 ft., Climb 5 ft.	5 ft., Climb 5 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)	12 (-1 Dex, +1 size, +2 natural)	15 (-1 Dex, -2 Natural, +8 size)
Attacks:	Bite +7 melee	Bite +5 melee	Bite +7 melee
Damage:	Bite 1d8+4	Bite 1d6+1	Bite 1d2-5
Face/Reach:	5 ft. by 10 ft./ 5 ft.	5 ft. by 5 ft./ 5 ft.	1/2 ft./0 ft.
Special Attacks:	Devour	—	Infection
Special Qualities:	Undead, Fragile Carapace	Undead, Fragile Carapace	Undead, Fragile Carapace
Saves:	Fort +6, Ref +4, Will +2	Fort +4, Ref +0, Will +1	Fort +2, Ref +0, Will +0
Abilities:	Str 16, Dex 14, Con —, Int —, Wis 11, Cha 3	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 2	Str 1, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills:	Listen +6, Spot +6	Listen +5, Spot +5	Listen +5, Spot +5
Fears:			Weapon Finesse (Bite)
Climate/Terrain:	Rocky Badlands, Mountains	Rocky Badlands, Mountains	Any temperate or hot land
Organization:	Solitary, Pair	Solitary	Solitary, Brood (2—5)
Challenge Rating:	7	4	?
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	8—12 HD (Large); 13—16 HD (Huge)	5—7 HD (Small); 8—10 HD (Medium-size)	—

ZOMBIE, BUGDEAD

	Dragonfly, Giant, Zombie Large Undead	Dragonfly Larva, Giant Zombie Small Undead	Earseeker, Zombie Fine Undead
Hit Dice:	7d12 (45 hp)	4d12 (26 hp)	1/8d8 (1 hp)
Initiative:	+3 (Dex)	+0	+0
Speed:	10 ft., Fly 60 ft. (Poor)	20 ft., Climb 10 ft.	5 ft., Climb 5 ft.
AC:	17 (-1 size, +3 Dex, +5 natural)	15 (+1 size, +4 natural)	18 (+8 size)
Attacks:	Bite +8 melee	Bite +6 melee	Bite +8 melee
Damage:	Bite 1d8+5	Bite 1d6+3	Bite 1d2-4 + Infection
Face/Reach:	5 ft. by 10 ft./ 5 ft.	5 ft. by 5 ft./ 5 ft.	1/2 ft./0 ft.
Special Attacks:	Improved Grab, Devour	—	—
Special Qualities:	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Resistance 3/metal, Fire Resistance 5
Saves:	Fort +6, Ref +5, Will +2	Fort +4, Ref +1, Will +1	Fort +2, Ref +0, Will +0
Abilities:	Str 18, Dex 16, Con —, Int 1, Wis 11, Cha 1	Str 14, Dex 10, Con —, Int 1, Wis 10, Cha 1	Str 3, Dex 11, Con —, Int 1, Wis 10, Cha 1
Skills:	Listen +6, Spot +6	Listen +5, Spot +5	Listen +5, Spot +5
Feats:			Weapon Finesse (Bite)
Climate/Terrain:	Rocky Badlands, Mountains	Rocky Badlands, Mountains	Any temperate or hot land
Organization:	Solitary, Pair	Solitary	Solitary, Brood (2—5)
Challenge Rating:	8	5	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Any Evil
Advancement:	8—12 HD (Large); 13—16 HD (Huge)	5—7 HD (Small); 8—10 HD (Medium-size)	—

many had in life. Only a few zombies retain the organ that covers the teeth; in others they are exposed for the rending fangs they are. Zombie larva are even more vicious than they were in life.

EAR SEEKER, BUGDEAD

Earseekers attempt to act in death as they did in life. However, since they cannot lay living eggs, they are not able to destroy the senses of creatures they inhabit. However, they do hate the living and instead of laying eggs as they formerly did, they will simply burrow into the flesh of living beings and attack each round. They can still be removed just as living earseekers could be.

FIREFLY, GIANT ZOMBIE

Undead Fireflies act much as they did in life, but the zombie versions are much more aggressive and will usually attack and living creature they encounter. Instead of an Illuminating Burst, the fire-friends now can use a beam of Negative Energy. This beam inflicts 1 negative level and is negated by a Reflex save. The Reflex save and the Fortitude save to resist losing a level are the same as the DC listed for the Illuminating Burst ability.

KANK, BUGDEAD

Once they become undead, kanks continue to exist as they always have. They organize into hive, although the exoskeleton hives

EXOSKELETON , BUGDEAD

	Firefly, Giant, Exoskeleton Medium-Size Undead	Kank, Worker Large Undead	Kank, Soldier Large Undead
Hit Dice:	3d12 (19 hp)	2d12 (12 hp)	2d12 (13 hp)
Initiative:	+1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	5 ft., Fly 20 ft. (Average)	20 ft.	20 ft.
AC:	13 (+1 Dex, +2 natural)	12 (-1 size, -1 Dex, +4 natural)	13 (-1 size, -1 Dex, +5 natural)
Attacks:	Bite +3 melee	Bite +3 melee	Bite +4 melee
Damage:	Bite 1d4+1	Bite 1d8+4	Bite 1d8+6
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Energy Drain	—	—
Special Qualities:	Undead, Fragile Carapace	Undead, Fragile Carapace	Undead
Saves:	Fort +3, Ref +2, Will +1	Fort +3, Ref -1, Will +0	Fort +3, Ref -1, Will +1
Abilities:	Str 12, Dex 12, Con —, Int —, Wis 10, Cha 5	Str 16, Dex 8, Con —, Int —, Wis 10, Cha 8	Str 19, Dex 8, Con —, Int —, Wis 13, Cha 10
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, String (2-5)	Solitary, Gang (2-6), Crew (6-11 plus one soldier)	Solitary or Gang (2-4)
Challenge Rating:	4	2	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5—10 HD (Large)	3—6 HD (Large)	3—6 HD (Large)

ZOMBIE, BUGDEAD

	Firefly, Giant, Zombie Medium-Size Undead	Kank, Worker Large Undead	Kank, Soldier Large Undead
Hit Dice:	3d12 (19 hp)	2d12 (13 hp)	2d12 (13 hp)
Initiative:	+2 (Dex)	+0	+0
Speed:	10 ft., Fly 40 ft. (Average)	40 ft.	40 ft.
AC:	16 (+2 Dex, +4 natural)	15 (-1 size, +6 natural)	16 (-1 size, +7 natural)
Attacks:	Bite +4 melee	Bite +4 melee	Bite +5 melee & poison
Damage:	Bite 1d4+3	Bite 1d8+6	Bite 1d8+7
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Energy Drain	Contaminated Honey	Poison
Special Qualities:	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Resistance 3/metal, Fire Resistance 5	Undead, Damage Resistance 3/metal, Fire Resistance 5
Saves:	Fort +3, Ref +3, Will +1	Fort +3, Ref +0, Will +0	Fort +3, Ref +0, Will +1
Abilities:	Str 14, Dex 14, Con —, Int 1, Wis 10, Cha 1	Str 18, Dex 10, Con —, Int 1, Wis 10, Cha 1	Str 21, Dex 10, Con —, Int 1, Wis 13, Cha 1
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, String (2—5)	Solitary, Gang (2—6), Crew (6—11 plus one soldier)	Solitary or Gang (2—4)
Challenge Rating:	5	3	3
Treasure:	None	None	None
Alignment:	Any Evil	Any Evil	Always neutral
Advancement:	5-10 HD (Large)	3—6 HD (Large)	3—6 HD (Large)

are usually smaller and more victim to attack since the soldier kanks have lost their poison ability. Zombie kanks, however, do not share this weakness. Not only do their soldier kanks retain their poison glands, but they honey from a worker kank has become poisonous as well. To all outward appearance it looks the same, but in fact, it is a very potent neurological poison. The initial damage is 1d6 temporary intelligence and the secondary damage is 1d4 permanent intelligence damage. The only way one can tell the difference between the two honeys (without tasting it) is to attempt to ferment the honey into *broy*. If this is attempted, the contaminated honey will produce a tremendously foul odor and dissolve without fermenting. A number of evil individuals and organizations reanimate worker kanks for this purpose as it can make a troublesome noble suddenly very complacent.

MEGAPEDA, BUGDEAD

Undead megapedes are actually less fearsome than their living cousins. They have lost access to their *chameleon*, *compression*, *energy barrier* and *improved biofeedback* powers. Exoskeletons have also lost their poison. However, their increased aggressiveness more than makes up for their other losses.

PULP BEE, BUGDEAD

Undead pulp bees remain just as colonial and organized as their living counterparts. Exoskeletons have lost their poison, but zombies have not. Bugdead pulp bees almost always gather in hives with numbers nearing 20 and sometimes, hives will overlap areas and will

EXOSKELETON, BUGDEAD

	Kank, Queen Large Undead	Megapede, Exoskeleton Colossal Undead	Pulp Bee, Exoskeleton Small Undead
Hit Dice:	4d12 (26 hp)	32d12 (208 hp)	4d12 (26 hp)
Initiative:	-2 (Dex)	-3 (Dex)	+0
Speed:	15 ft.	20 ft.	10 ft., Fly 45 ft. (Good), Climb 5 ft.
AC:	14 (-1 size, -2 Dex, +7 natural)	14 (-8 size, -3 Dex, +15 natural)	15 (+1 size, +2 natural)
Attacks:	—	Bite +23 melee and 4 claw +18 melee	Sting +4 melee
Damage:	—	Bite 4d6+20 and claw 2d8+10	Sting 1d4
Face/Reach:	5 ft. by 10 ft./5 ft.	40 ft. by 80 ft./ 15 ft.	5 ft. by 5 ft./ 5 ft.
Special Attacks:	—	The Way	—
Special Qualities:	Undead	The Way, Undead, Fragile Carapace	Undead, Fragile Carapace
Saves:	Fort +4, Ref +0, Will +2	Fort +10, Ref +7, Will +18	Fort +4, Ref +1, Will +1
Abilities:	Str 16, Dex 7, Con 13, Int —, Wis 13, Cha 11	Str 40, Dex 4, Con —, Int —, Wis 10, Cha 2	Str 10, Dex 11, Con —, Int —, Wis 10, Cha 3
Skills:	Listen +7, Spot +7	Climb +24, Hide -12, Spot +4	Climb +5, Spot +5
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Sandy Wastes, Salt Flats	Scrub Plains
Organization:	Hive (1 plus 10—100 workers and 5—20 soldiers)	Solitary	Solitary, Swarm (2—5) or Hive (11—20)
Challenge Rating:	2	14	2
Treasure:	1/10 coins, 50% goods and items	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5—8 HD (Huge)	33—64 HD (Colossal)	5—7 HD (Small) 8—10 HD (Medium-size)

ZOMBIE, BUGDEAD

	Kank, Queen Large Undead	Megapede, Zombie Colossal Undead	Pulp Bee, Zombie Small Undead
Hit Dice:	4d12 (26 hp)	32d12 (208 hp)	4d12 (26 hp)
Initiative:	-1 (Dex)	-2 (Dex)	+1 (Dex)
Speed:	30 ft.	40 ft.	20 ft., Fly 70 ft. (Good), Climb 10 ft.
AC:	17 (-1 size, -1 Dex, +9 natural)	17 (-8 size, -2 Dex, +17 natural)	15 (+1 size, +1 Dex +4 natural)
Attacks:	—	Bite +24 melee & poison and 4 claw +19 melee	Sting +5 melee & poison
Damage:	—	Bite 4d6+21 & poison and claw 2d8+10	Sting 1d4+1 & poison
Face/Reach:	5 ft. by 10 ft./5 ft.	40 ft. by 80 ft./ 15 ft.	5 ft. by 5 ft./ 5 ft.
Special Attacks:	—	The Way, Poison	Poison
Special Qualities:	Undead, Damage Resistance 3/metal, Fire Resistance 5	The Way, Undead, Damage Resistance 3/metal, Fire Resistance 5	Undead, Damage Resistance 3/metal, Fire Resistance 5
Saves:	Fort +4, Ref +0, Will +2	Fort +10, Ref +8, Will +18	Fort +4, Ref +2, Will +1
Abilities:	Str 18, Dex 9, Con —, Int 1, Wis 13, Cha 1	Str 30, Dex 6, Con —, Int 1, Wis 10, Cha 1	Str 12, Dex 13, Con —, Int 1, Wis 10, Cha 1
Skills:	Listen +7, Spot +7	Climb +24, Hide -12, Spot +4	Climb +5, Spot +5
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Sandy Wastes, Salt Flats	Scrub Plains
Organization:	Hive (1 plus 10—100 workers and 5—20 soldiers)	Solitary	Solitary, Swarm (2—5) or Hive (11—20)
Challenge Rating:	3	15	2
Treasure:	1/10 coins, 50% goods and items	None	None
Alignment:	Always neutral	Any Evil	Any Evil
Advancement:	5—8 HD (Huge)	33—64 HD (Colossal)	5—7 HD (Small) 8—10 HD (Medium-size)

not be aggressive toward each other, preferring to instead attack living beings in that area. A few areas, ranging over 3 square miles in size, have become so infested with undead pulp bees that nothing larger than a Tiny snake can live aboveground.

ties. However, they are much more aggressive than previous and seem to relish in taking lives.

TERMITE, GIANT, BUGDEAD

Giant undead termites do not change much after death. They will gather in mounds and attempt to overtake any neighboring enti-

TICK GIANT, BUGDEAD

Giant ticks, once undead, now drain life energy instead of blood. Their bite inflicts one negative level with a save DC of 18.

EXOSKELETON, BUGDEAD

	Termite, Giant Worker, Exoskeleton Medium-Size Undead	Termite, Giant Soldier, Exoskeleton Medium-Size Undead	Termite, King or Queen, Exoskeleton Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	4d8 (26 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-2 (Dex)
Speed:	15 ft.	15 ft.	10 ft.
AC:	10 (-1 Dex, +1 natural)	12 (-1 Dex, +3 natural)	14 (-1 size, -2 Dex, +7 natural)
Attacks:	Bite +2 melee	Bite +4 melee; or spray +0	Bite +5; or spray +0
Damage:	Bite 1d6+3	Bite 1d8+3	Bite 1d6+3; or spray special (see below)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	Undead, Fragile Carapace	Undead, Fragile Carapace	Undead, Fragile Carapace
Saves:	Fort +2, Ref +1, Will +0	Fort +5, Ref -1, Will +0	Fort +5, Ref +1, Will +2
Abilities:	Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 17, Dex 8, Con —, Int —, Wis 10, Cha 2	Str 16, Dex 7, Con —, Int —, Wis 13, Cha 6
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, Gang (2—6), Crew (6—11 plus 1—4 soldiers)	Solitary or Gang (2—4)	Hive (1 plus 10—100 workers, 5—20 soldiers and one king or queen)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins, 50% goods and items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2—4 HD (Large)	3—6 HD (Large)	5—8 HD (Huge)

ZOMBIE, BUGDEAD

	Termite, Giant Worker, Zombie Medium-Size Undead	Termite, Giant Soldier, Zombie Medium-Size Undead	Termite, King or Queen, Zombie Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	4d12 (26 hp)
Initiative:	+0	+0	-1 (Dex)
Speed:	30 ft.	30 ft.	20 ft.
AC:	13 (+3 natural)	15 (+5 natural)	17 (-1 size, -1 Dex, +9 natural)
Attacks:	Bite +3 melee	Bite +5 melee; or spray +3	Bite +6; or spray +1
Damage:	Bite 1d6+4	Bite 1d8+4; or spray (see below)	Bite 1d6+4; or spray special (see below)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	—	Irritating Fluid	Irritating Fluid
Special Qualities:	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Reduction 3/metal, Fire Resistance 5	Undead, Damage Reduction 3/metal, Fire Resistance 5
Saves:	Fort +2, Ref +0, Will +0	Fort +5, Ref +0, Will +0	Fort +5, Ref +0, Will +2
Abilities:	Str 17, Dex 10, Con —, Int 1, Wis 10, Cha 1	Str 19, Dex 10, Con —, Int 1, Wis 10, Cha 1	Str 18, Dex 9, Con —, Int 1, Wis 13, Cha 1
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +6, Spot +6
Climate/Terrain:	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes	Stony Barrens, Rocky Badlands, Scrub Plains, Sandy Wastes
Organization:	Solitary, Gang (2—6), Crew (6—11 plus 1—4 soldiers)	Solitary or Gang (2—4)	Hive (1 plus 10—100 workers, 5—20 soldiers and one king or queen)
Challenge Rating:	2	3	3
Treasure:	None	None	1/10 coins, 50% goods and items
Alignment:	Any Evil	Any Evil	Any Evil
Advancement:	2—4 HD (Large)	3—6 HD (Large)	5—8 HD (Huge)

EXOSKELETON, BUGDEAD

	Tick, Giant, Exoskeleton Small Undead
Hit Dice:	2d12 (13 hp)
Initiative:	-3 (Dex)
Speed:	10 ft., Climb 5 ft.
AC:	15 (-3 Dex, +1 Size, +7 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4+3 and disease
Face/Reach:	5 ft. by 5 ft./ 5 ft.
Special Attacks:	Energy Drain
Special Qualities:	Undead, Fragile Carapace
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 14, Dex 4, Con —, Int —, Wis 10, Cha 3
Skills:	Spot +4

Climate/Terrain:	Rocky Badlands, Mountains, Jungles, Forests
Organization:	Solitary, Brood (2—5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral

ZOMBIE, BUGDEAD

	Tick Giant, Zombie Small Undead
Hit Dice:	2d12 (13 hp)
Initiative:	-2 (Dex)
Speed:	20 ft., Climb 10 ft.
AC:	18 (-2 Dex, +1 Size, +9 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+4 and disease
Face/Reach:	5 ft. by 5 ft./ 5 ft.
Special Attacks:	Improved Grab, Energy Drain, Disease
Special Qualities:	Undead, Damage Reduction 3/metal, Fire Resistance 5
Saves:	Fort +4, Ref -2, Will +0
Abilities:	Str 16, Dex 6, Con —, Int 1, Wis 10, Cha 1
Skills:	Spot +5

Climate/Terrain:	Rocky Badlands, Mountains, Jungles, Forests
Organization:	Solitary, Brood (2—5)
Challenge Rating:	4
Treasure:	None
Alignment:	Any Evil