

Undead

Abadon

Abadon (CR 9)

A winged undead creature with an arachnid appearance.

XP 6,400

NE Large Undead

Init +8; Senses Darkvision 120 ft.; Perception +17

DEFENSE

AC 23, touch 13; flat-footed 19 (-1 size, +4 dex, +10 natural)

hp 102 (12d8+48)

Fort +9, Ref +8, Will +8

Defensive Abilities Channel Resistance +4; DR 5/magic and silver; Immune Shadow, Undead traits; Resist Ice 10

Weakness Holy

TACTICS

During Combat The abadon usually starts the fight with Virus Fly on tougher-looking enemies then closes with soft-looking enemies and tries to rend them if possible.

OFFENSE

Speed 40 ft., Fly 80 ft. (average)

Melee 2 Claws +17 (1d8+8), Bite +11 (1d8+8)

Space 10 ft.; Reach 10 ft.

Special Attacks Rend (2 Claws, 1d8+12), Virus Fly

STATISTICS

Str 26, Dex 18, Con —, Int 10, Wis 10, Cha 16

Base Atk +9; CMB +18; CMD 32

Feats [Alertness](#), [Flyby Attack](#), [Great Fortitude](#), [Improved Initiative](#), [Toughness](#), [Weapon Focus](#) (Claw)

Skills Acrobatics +16, Fly +19, Perception +17, Sense Motive +17

Language Abyssal

SPECIAL ABILITIES

Rend (Ex)

When an abadon hits with both of its claws in 1 round, it causes 1d8+12 damage by latching onto the opponent's body and tearing flesh.

Virus Fly (Su)

3/day, An abadon can release a plague of flies upon a single target within 30 ft. The abadon must make a ranged touch attack (+11), if it hits, the target takes 14d6 points of shadow damage and must make a Fortitude save (DC 19) or be inflicted with the Curse status for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Doomstone Family

Dolmen (CR 8)

A giant stone with remains of a grave-looking fiend from the Farplane with stony defenses. It swipes razor-sharp claws at its foes and can Petrify them, too.

XP 4,800

NE Large Undead ([Earth](#))

Init -1; Senses Darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 8, flat-footed 19 (-1 dex, +12 natural, -1 size)

hp 55 [110] (10d8+30)

mp 35

Fort +6, Ref +6, Will +7

Defensive Abilities Channel Resistance +4; DR 10/good; Immune Earth, Petrify, undead traits; Resist Fire 10, Lightning 10; Strong Lightning

Weakness Water and Holy

TACTICS

During Combat

OFFENSE

Speed 10 ft.

Melee Claw +11 (2d6+7/19-20×3 plus weakness)

Space 10 ft.; Reach 10 ft.

Special Attacks Stone Breath, Weakness

Spells Known (FC CL 10th; concentration +13)

1st (DC 14) – Blind

2nd (DC 15) – Poison

3rd (DC 16) – Bio, Blindga, Slow

4th (DC 17) – Poisonga, Statue

5th (DC 18) – Drain, Gravity

STATISTICS

Str 20, Dex 8, Con –, Int 16, Wis 12, Cha 18

Base Atk +7; CMB +13; CMD 22

Feats Cleave, Combat Casting, Improved Critical(Claw), Power Attack, Vital Strike

Skill Perception +13, Spellcraft +13, Stealth +16

Languages Abyssal, Common + 1 other

SPECIAL ABILITIES

Razor-sharp Claw(Ex)

Due to having an oversized claw and being extremely shape, the dolmen's claw is considered two size categories larger and its critical tier is increased to x3.

Stone Breath(Su)

Once every 1d4+1 rounds, a Dolmen can breath out a dry gray breath hitting all those within a 30-ft. cone. The targets within the area of effect will receive the Petrify status (Fortitude save DC 20 to negate). Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 29).

Weakness(Ex)

Whenever a Dolmen strikes its opponent with its claw, they must make a save for every status ailment inflicted upon them. The following status effects are Blind (Fortitude save 19), Confuse (Will save 19), and Sap (Fortitude save 19) for 1d4 rounds.

Tomb (CR 13)

A giant stone with remains of a grave-looking fiend from the Farplane that attacks with various status ailments. The battle can turn especially ugly if it inflicts Confuse on the entire party.

XP 25,600

NE Large Undead ([Earth](#))

Init -1; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 8, flat-footed 22 (-1 dex, +15 natural, -1 size)

hp 142 [195] (15d8+75)

mp 73

Fort +10, Ref +7, Will +10

Defensive Abilities Channel Resistance +5; DR 10/good; Immune Earth, Petrify, undead traits; Resist Fire 10, Ice 10, Lightning 10; Strong Lightning

Weakness Water and Holy

TACTICS

During Combat

OFFENSE

Speed 10 ft.

Melee Claw +16 (2d6+9/19-20×3 plus weakness)

Space 10 ft.; Reach 10 ft.

Special Attacks Stone Breath, Weakness

Spells Known (FC CL 15th; concentration +19)

1st (DC 15) – Blind

2nd (DC 16) – Poison

3rd (DC 17) – Bio, Blindga, Slow

4th (DC 18) – Poisonga, Statue

5th (DC 19) – Drain, Gravity

6th (DC 20) – Confusion, Slowga

7th (DC 21) – Countdown, Graviga

8th (DC 22) – Doom, Mass Confusion

STATISTICS

Str 22, Dex 9, Con –, Int 18, Wis 12, Cha 20

Base Atk +11; CMB +18; CMD 27

Feats Cleave, Combat Casting, Devastating Strike, Improved Critical(Claw), Lightning Reflexes,

Power Attack, Vital Strike
Skill Perception +18, Spellcraft +18, Stealth +21
Languages Abyssal, Common + 2 others

SPECIAL ABILITIES

Razor-sharp Claw(Ex)

Due to having an oversized claw and being extremely shape, the tomb's claw is considered two size categories larger and its critical tier is increased to x3.

Stone Breath(Su)

Once every 1d4+1 rounds, a Tomb can breath out a dry gray breath hitting all those within a 30-ft. cone. The targets within the area of effect will receive the Petrify status (Fortitude save DC 21 to negate). Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 29).

Weakness(Ex)

Whenever a Tomb strikes its opponent with its claw, they must make a save for every status ailment inflicted upon them. The following status effects are Blind (Fortitude save 22), Confuse (Will save 22), Sap (Fortitude save 22), Sleep (Will save 22), and Slow (Fortitude save 22) for 1d4 rounds.

Demonolith (CR 16)

A giant stone with remains of a grave-looking fiend from the Farplane that swipes razor-sharp claws at its foes and with various ailment statuses.

XP 76,800

NE Large Undead ([Earth](#))

Init +0; Senses Darkvision 60 ft.; Perception +23

DEFENSE

AC 29, touch 9, flat-footed 29 (+20 natural, -1 size)

hp 210 [280] (20d8+120)

mp 123

Fort +12, Ref +8, Will +13

Defensive Abilities Channel Resistance +6; DR 15/good; Immune Earth, Petrify, undead traits; Resist Fire 15, Ice 15, Lightning 15; Strong Lightning

Weakness Water and Holy

TACTICS

During Combat

OFFENSE

Speed 10 ft.

Melee Claw +21 (2d6+10/19-20×3 plus weakness)

Space 10 ft.; Reach 10 ft.

Special Attacks Stone Breath, Weakness

Spells Known (FC CL 20th; concentration +25)

1st (DC 16) – Blind

2nd (DC 17) – Poison

3rd (DC 18) – Bio, Blindga, Slow

4th (DC 19) – Poisonga, Statue
5th (DC 20) – Drain, Gravity
6th (DC 21) – Confusion, Slowga
7th (DC 22) – Countdown, Graviga
8th (DC 23) – Doom, Mass Confusion
9th (DC 24) – Death

STATISTICS

Str 24, Dex 10, Con –, Int 20, Wis 12, Cha 22

Base Atk +15; CMB +23; CMD 33

Feats Cleave, Combat Casting, Critical Focus, Devastating Strike, Great Cleave, Improved Critical(Claw), Improved Devastating Strike, Lightning Reflexes, Power Attack, Vital Strike

Skill Perception +23, Spellcraft +23, Stealth +27

Languages Abyssal, Common + 3 others

SPECIAL ABILITIES

Razor-sharp Claw(Ex)

Due to having an oversized claw and being extremely sharp, the demonolith's claw is considered two size categories larger and its critical tier is increased to x3.

Stone Breath(Su)

Once every 1d3+1 rounds, a demonolith can breath out a dry gray breath hitting all those within a 30-ft. cone. The targets within the area of effect will receive the Petrify status (Fortitude save DC 22 to negate). Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 29).

Weakness(Ex)

Whenever a demonolith strikes its opponent with its claw, they must make a save for every status ailment inflicted upon them. The following status effects are Blind (Fortitude save 26), Confuse (Will save 26), Sap (Fortitude save 26), Sleep (Will save 26), Slow (Fortitude save 26), and Zombie (Fortitude save 26) for 1d4 rounds.

Evil Head Family

Dead Head (CR 3)

A monster that consists of the skull of a dead person who was never mourned, retaining the malice and attachment it felt towards the living. The mysterious flames that encircle its head are thought to be the manifestation of its negative emotions. It seems to think it can reclaim its former self by claiming the body of a living being, so it often attacks any living thing it comes across, attempting to swap its head with its victim's.

XP 800

NE Tiny Undead

Init +0; **Senses** Darkvision 60 ft.; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 14 (+2 natural, +2 size)

hp 26 [40] (4d8+8)

mp 7

Fort +3, Ref +1, Will +5

Immune Undead Traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

During Combat The dead head will start with chill or have it already on. It will try to stay back and cast debuffing spells first like silence for mages and poison for warriors/rogue types. It will only use fear or dust to get melee/range attackers off of it or when it wants to escape from it's attackers. It will switch over to damage spells when it's content on debuffs. When out of MP, the dead head will buff itself with Chill assuming it's not already on and go towards the weakest target.

OFFENSE

Speed fly 30 ft. (perfect)

Melee Bite +5 (1d3-2)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks Chill, Dust, Pumpkin Head

Spells Known (SC CL 4th, Concentration +6)

1st (DC 13) – [blizzard](#), dark, fear, ruin

2nd (DC 14) – [blizzard II](#), dark II, [poison](#), [silence](#)

STATISTICS

Str 6, **Dex** 10, **Con** –, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 9 (can't be tripped)

Feats Dazzling Display, Weapon FinesseB, Weapon Focus(bite)

Skills Fly +19, Intimidate +9, Perception+11, Stealth +16

Languages Common (cannot speak)

SPECIAL ABILITIES

Chill (Su)

1/day, the dead head enchants a biting cold to it's teeth for 4 rounds. The dead head can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save (DC 14) or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Dust (Ex)

The dead head can use its crumbled remains to attack any creature that comes within 10 feet. Twice per day as a standard action, it can billow forth a cloud of dust that surrounds it in a 10-foot radius. Creatures caught within the area must succeed on a DC 14 Fortitude save or be nauseated for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

Pumpkin Head (Su)

1/day, a dead head can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+5) and deals extra damage based on the number of hit points the dead head has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Bloody Head (CR 6)

A monster composed of the skull of a dead person. The name bloody head is thought to come from how blood-like the red flames surrounding it appear, but since there are others who say it's because of how it sucks the blood of its victims and even more who say it comes from how it turned red from the anger it felt after dying, it is not fully understood. The only thing that is known for sure is that as soon as it sees a living thing, it is quick to try and sink its teeth into it.

XP 2,400

NE Tiny Undead

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

DEFENSE

AC 17, touch 13, flat-footed 16 (+1 dex, +4 natural, +2 size)

hp 52 [80] (8d8+16)

mp 14

Fort +4, **Ref** +3, **Will** +7

Immune Undead Traits; Resist Ice 15

Weakness Fire and Holy

TACTICS

During Combat The bloody head will start with chill and dread spikes or have them already on. It will try to stay back and cast debuffing spells first (AoE bebuffs if possible over single target) like silence/pain for mages and frog/pain/bestow curse for warriors/rogue types. It will only use fear or dust to get melee/range attackers off of it or when it wants to escape from it's attackers. It will switch over to AoE damaging spells trying to get as many foes as possible. When out of MP, the bloody head will buff itself with Chill assuming it's not already on and go towards the weakest target.

OFFENSE

Speed fly 30 ft. (perfect)

Melee Bite +9 (1d4-1)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks Chill, Dust, Pumpkin Head

Spells Known (SC CL 8th, Concentration +10)

1st (DC 13) – [blizzard](#), dark, fear, ruin

2nd (DC 14) – [blizzard II](#), dark II, [poison](#), [silence](#)

3rd (DC 15) – blizzara, blizzard III, bio, dark III, darkra, pain

4th (DC 16) – bestow curse, blizzard IV, dark IV, dread spikes, frog, poisonga, ruinra, silencega

STATISTICS

Str 8, **Dex** 12, **Con** –, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +3; **CMD** 14 (can't be tripped)

Feats Combat Casting, Dazzling Display, Power Attack, Weapon FinesseB, Weapon Focus(bite)

Skills Fly +20, Intimidate +12, Perception+12, Stealth +16

Languages Common (cannot speak)

SPECIAL ABILITIES

Chill (Su)

2/day, the bloody head enchants a biting cold to it's teeth for 8 rounds. The bloody head can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save (DC 13) or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Dust (Ex)

The bloody head can use its crumbled remains to attack any creature that comes within 10 feet. Twice per day as a standard action, it can billow forth a cloud of dust that surrounds it in a 10-foot radius. Creatures caught within the area must succeed on a DC 16 Fortitude save or be nauseated for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

Pumpkin Head (Su)

Once every 1d6+1 rounds, a bloody head can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+9) and deals extra damage based on the number of hit points the bloody head has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Pale Head (CR 9)

The unmourned remains of the dead, turned into a monster by the hatred and resentment it felt toward the living. The blue flames around it are freezing cold, and will instantly freeze anyone touching it. It isn't unusual to find monsters placed into servitude even after its death by demons, but the pale head is forced into servitude of evildoers who have taken its body away as ransom.

XP 6,400

NE Tiny Undead

Init +2; **Senses** Darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 dex, +6 natural, +2 size)

hp 97 [143] (13d8+39)

mp 32

Fort +7, **Ref** +6, **Will** +9

Immune Undead Traits; Resist Ice 20

Weakness Fire and Holy

TACTICS

During Combat The pale head will start with chill and dread spikes II or have them already on. It will try to stay back and cast debuffing spells first (AoE bebuffs if possible over single target) like silence/pain/rasp/syphon for mages and frog/pain/bestow curse for warriors/rogue types. It will only use fear or dust to get melee/range attackers off of it or when it wants to escape from it's attackers. It will switch over to AoE spells trying to get as many foes as possible. When out of MP, the pale head will buff itself with Chill assuming it's not already on and go towards the weakest target.

OFFENSE

Speed fly 30 ft. (perfect)

Melee Bite +12 (1d4)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks Chill, Dust, Pumpkin Head

Spells Known (SC CL 13th, Concentration +16)

1st (DC 14) – [blizzard](#), dark, fear, ruin

2nd (DC 15) – [blizzard II](#), dark II, [poison](#), [silence](#)

3rd (DC 16) – blizzara, blizzard III, bio, dark III, darkra, pain

4th (DC 17) – bestow curse, blizzard IV, dark IV, dread spikes, frog, poisona, ruinra, silencega

5th (DC 18) – biora, blizzaga, blindja, darkga, drain, freeze, gloom, painga, poisonja, zombify

6th (DC 19) – abyss, dread spikes II, eyebite, glacier, rasp, ruinga, silenceja, syphon

STATISTICS

Str 10, **Dex** 14, **Con** –, **Int** 16, **Wis** 12, **Cha** 16

Base Atk +9; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Combat Casting, Dazzling Display, Extend Spell, Power Attack, Sickening Spell, Silent Spell, Weapon FinesseB, Weapon Focus(bite)

Skills Fly +22, Intimidate +14, Perception +14, Stealth +18

Languages Common (cannot speak)

SPECIAL ABILITIES

Chill (Su)

3/day, the pale head enchants a biting cold to it's teeth for 13 rounds. The pale head can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save (DC 14) or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Dust (Ex)

The pale head can use its crumbled remains to attack any creature that comes within 10 feet. Twice per day as a standard action, it can billow forth a cloud of dust that surrounds it in a 10-foot radius. Creatures caught within the area must succeed on a DC 16 Fortitude save or be nauseated for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

Pumpkin Head (Su)

Once every 1d4+1 rounds, a pale head can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+13) and deals extra damage based on the number of hit points the pale head has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Viridian Head (CR 12)

A monster formed from the skull of the deceased which holds a strong desire to live. The skull attacks humans to take their life so that they can return to life again, but no matter how many lives

the skull reaps, it is impossible for them to ever return to their original form. And yet, viridian heads keep wandering the land in search of a way to return to life. Sadly enough, the only way to save their soul is to crush them so that they will never seek a way to return to life again.

XP 19,200

NE Tiny Undead

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

DEFENSE

AC 22, touch 15, flat-footed 19 (+3 dex, +7 natural, +2 size)

hp 138 [194] (16d8+66)

mp 48

Fort +8, **Ref** +8, **Will** +12

Immune Ice and Undead Traits

Weakness Fire and Holy

TACTICS

During Combat The viridian head will start with chill and dread spikes III or have them already on. It will try to stay back and cast debuffing spells first (AoE bebuffs if possible over single target) like silence/pain/rasp/syphon for mages and frog/pain/bestow curse for warriors/rogue types. It will only use fear or dust to get melee/range attackers off of it or when it wants to escape from it's attackers. It will switch over to AoE spells trying to get as many foes as possible. When out of MP, the viridian head will buff itself with Chill assuming it's not already on and go towards the weakest target.

OFFENSE

Speed fly 30 ft. (perfect)

Melee Bite +15 (1d4)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks Chill, Dust, Pumpkin Head

Spells Known (SC CL 16th, Concentration +20)

1st (DC 15) – [blizzard](#), dark, fear, ruin

2nd (DC 16) – [blizzard II](#), dark II, [poison](#), [silence](#)

3rd (DC 17) – blizzara, blizzard III, bio, dark III, darkra, pain

4th (DC 18) – bestow curse, blizzard IV, dark IV, dread spikes, frog, poisonga, ruinra, silencega

5th (DC 19) – biora, blizzaga, blindja, darkga, drain, freeze, gloom, painga, poisonja, zombify

6th (DC 20) – abyss, dread spikes II, eyebite, glacier, rasp, ruinga, silenceja, syphon

7th (DC 21) – bioga, countdown, drainra, freeze II, gloom II, mass zombify

8th (DC 22) – abyss II, doom, dread spikes III, glacier II

STATISTICS

Str 10, **Dex** 16, **Con** –, **Int** 18, **Wis** 14, **Cha** 16

Base Atk +12; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Casting, Dazzling Display, Extend Spell, Quicken Spell, Power Attack, Sickening Spell, Silent Spell, Weapon FinesseB, Weapon Focus(bite)

Skills Fly +24, Intimidate +16, Perception +16, Stealth +20

Languages Common (cannot speak)

SPECIAL ABILITIES

Chill (Su)

5/day, the viridian head enchants a biting cold to its teeth for 16 rounds. The viridian head can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save (DC 15) or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Dust (Ex)

The viridian head can use its crumbled remains to attack any creature that comes within 10 feet. Twice per day as a standard action, it can billow forth a cloud of dust that surrounds it in a 10-foot radius. Creatures caught within the area must succeed on a DC 21 Fortitude save or be nauseated for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

Pumpkin Head (Su)

Once every 1d4+1 rounds, a viridian head can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+17) and deals extra damage based on the number of hit points the viridian head has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Ghost Family

Apparition (CR 5)

This translucent and skeletal creature is clothed in tattered rags. Its eyes burn with a crimson light.

XP 1,600

CE Medium Undead ([Incorporeal](#))

Init +5; Senses Darkvision 60 ft., Perception +16

DEFENSE

AC 15, touch 15; flat-footed 13 (+3 deflection, +1 dex, +1 dodge)

hp 38 (5d8+15)

Fort +4, Ref +2, Will +6

Defensive Abilities Channel Resistance +2, Incorporeal, Rejuvenation; Immune Undead traits

Weakness Holy

TACTICS

During Combat The apparition starts the fight with Frightful Moan if close enough to his enemies or Ectosmash to get in closer to do Frightful Moan the next turn. He tends to use Curse Gaze on an opponents if they have below 50% health and Grave Reel if he is below 50% health.

OFFENSE

Speed Fly 30 ft. (perfect)

Melee Dark touch +4 (3d6 shadow damage, Fort. DC 16 half)

Space 5 ft.; Reach 5 ft.

Special Attacks Curse Gaze, Ectosmash, Frightful Moan, Grave Reel

STATISTICS

Str —, Dex 12, Con —, Int 10, Wis 11, Cha 16

Base Atk +3; CMB +4; CMD 17

Feats Dodge, Improved Initiative, Iron Will

Skills Fly +7, Knowledge (history) +8, Knowledge (nobility) +8, Perception +16, Sense Motive +8,

Stealth +7; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Curse Gaze (Su)

2/day, an apparition gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save (DC 16) or be inflicted with the Curse status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Dark Touch (Su)

By passing part of its incorporeal body through a foe's body as a standard action, the apparition inflicts 3d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction.

Ectosmash (Su)

An apparition can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Frightful Moan (Su)

The apparition died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Grave Reel (Su)

1/day, an apparition can drain the essence of enemies around it in a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 16) or suffer 2d6 points of shadow damage and the ghost is healed by the damage inflicted. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Rejuvenation (Su)

In most cases, it's difficult to destroy an apparition through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right

whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different apparition by the GM.

Ghost (CR 7)

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist.

XP 3,200

CE Medium Undead ([Incorporeal](#))

Init +5; Senses Darkvision 60 ft., Perception +18

DEFENSE

AC 17, touch 17; flat-footed 15 (+5 deflection, +1 dex, +1 dodge)

hp 73 (7d8+42)

Fort +7, Ref +5, Will +7

Defensive Abilities Channel Resistance +4, Incorporeal, Rejuvenation; Immune Undead traits

Weakness Holy

TACTICS

During Combat Ghost starts the fight with Frightful Moan if close enough to his enemies or Ectosmash to get in closer to do Frightful Moan the next turn. He tends to use Curse on his opponents if they have below 50% health and Grave Reel if he is below 50% health.

OFFENSE

Speed Fly 30 ft. (perfect)

Melee Corrupting touch +6 (7d6 shadow damage, Fort. DC 18 half)

Space 5 ft.; Reach 5 ft.

Special Attacks Curse, Ectosmash, Frightful Moan, Grave Reel

STATISTICS

Str —, Dex 12, Con —, Int 10, Wis 11, Cha 20

Base Atk +5; CMB +6; CMD 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Corrupting Touch (Su)

By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Curse (Su)

3/day, a ghost can curse those around it in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 16) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Ectosmash (Su)

A ghost can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Frightful Moan (Su)

The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Grave Reel (Su)

3/day, a ghost can drain the essence of enemies around it in a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 18) or suffer 2d6 points of shadow damage and the ghost is healed by the damage inflicted. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Rejuvenation (Su)

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

Specter (CR 10)

This creature looks like a vaguely humanoid figure composed of living shadow. White-hot pinpoints of light seem to serve as its eyes. Its arms end in wicked claws of shadowstuff and its lower torso trails off into wispy dark shadows.

XP 9,600

CE Medium Undead ([Incorporeal](#))

Init +8; Senses Darkvision 60 ft., lifesense 60 ft.; Perception +25

DEFENSE

AC 21, touch 21; flat-footed 16 (+6 deflection, +4 dex, +1 dodge)

hp 115 (11d8+77)

Fort +9, Ref +9, Will +12

Defensive Abilities Channel Resistance +4, Incorporeal, Rejuvenation; Immune Undead traits

Weakness Holy

TACTICS

During Combat The specter starts the fight with Frightful Moan if close enough to his enemies or Ectosmash to get in closer to do Frightful Moan the next turn. He tends to use Curse on his

opponents if they have below 50% health. Grave Reel or Drain Touch if he is below 50% health and Blood Saber if below 30% health.

OFFENSE

Speed Fly 30 ft. (perfect)

Melee Aging touch +12 (8d6 shadow damage and old status effect, Fort DC 18 half dmg & negate effect)

Space 5 ft.; Reach 5 ft.

Special Attacks Blood Saber, Curse, Drain Touch, Ectosmash, Frightful Moan, Grave Reel

STATISTICS

Str —, Dex 18, Con —, Int 12, Wis 16, Cha 22

Base Atk +8; CMB +12; CMD 28

Feats Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +16, Knowledge (history, nobility, planes) +15, Perception +25, Sense Motive +17, Stealth +16; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Aging Touch (Su)

By passing part of its incorporeal body through a foe's body as a standard action, the specter inflicts 8d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted and ignores the aging effect. Any creature the specter touches with a successful melee touch attack and failed Fortitude save takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance—skin becomes more wrinkled and pockmarked, hair turns white, posture stoops—and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this touch, it is temporarily aged one age category. Every time the target ages in this way, the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable, it instead takes additional 5d6 points of shadow damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay.

Ability damage dealt by this effect heals as normal, at a rate of 1 point per day for each affected ability. The bonus on Disguise checks also fades over time, decreasing at a rate of -2 every day until the target's Disguise modifier returns to normal.

Blood Saber (Su)

2/day, a specter can drain the health of all nearby enemies with a 15-ft.-radius spread. A specter deals 6d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 22) to negate the heal affect and take half damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Curse (Su)

4/day, a specter can curse those around it in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 20) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Drain Touch (Su)

A specter can absorb the blood from a target with a melee touch attack (+12). If it hits, the target take 4d6 points of shadow damage and the specter is healed for that much. This spell also works against undead unlike most draining abilities. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Ectosmash (Su)

A specter can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Frightful Moan (Su)

The specter died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Grave Reel (Su)

5/day, a specter can drain the essence of enemies around it in a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 19) or suffer 2d6 points of shadow damage and the specter is healed by the damage inflicted. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Rejuvenation (Su)

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

Wraith (CR 13)

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

XP 25,600

CE Large Undead ([Incorporeal](#))

Init +8; Senses Darkvision 60 ft., lifesense 60 ft.; Perception +25

DEFENSE

AC 26, touch 26; flat-footed 16 (+7 deflection, +9 dex, +1 dodge, -1 size)

hp 172 (16d8+119)

Fort +12, Ref +16, Will +15

Defensive Abilities Channel Resistance +6, Incorporeal, Rejuvenation; Immune Undead traits

Weakness DM's choice (one element type except for shadow)

TACTICS

During Combat The wraith starts the fight with Frightful Moan if close enough to his enemies or Ectosmash to get in closer to do Frightful Moan the next turn. He tends to use Curse on his

opponents if they have below 50% health and death cutter on his opponents above 50% health. Blood Saber or Drain Touch if he is below 50% health.

OFFENSE

Speed Fly 60 ft. (perfect)

Melee Aging touch +19 (10d6 shadow damage and old status effect, Fort DC 23 half dmg & negate effect)

Space 10 ft.; Reach 10 ft.

Special Attacks Blood Saber, Curse, Death Cutter, Drain Touch, Ectosmash, Frightful Moan

STATISTICS

Str —, Dex 28, Con —, Int 14, Wis 20, Cha 25

Base Atk +12; CMB +22; CMD 28

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Toughness

Skills Fly +21, Knowledge (history, nobility, planes) +21, Perception +31, Sense Motive +23, Stealth +21; Racial Modifiers +8 Perception, +8 Stealth

Languages Common, Inferno, Undercommon

SPECIAL ABILITIES

Aging Touch (Su)

By passing part of its incorporeal body through a foe's body as a standard action, the specter inflicts 10d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted and ignores the aging effect. Any creature the specter touches with a successful melee touch attack and failed Fortitude save takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance—skin becomes more wrinkled and pockmarked, hair turns white, posture stoops—and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this touch, it is temporarily aged one age category. Every time the target ages in this way, the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable, it instead takes additional 5d6 points of shadow damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay.

Ability damage dealt by this effect heals as normal, at a rate of 1 point per day for each affected ability. The bonus on Disguise checks also fades over time, decreasing at a rate of -2 every day until the target's Disguise modifier returns to normal.

Blood Saber (Su)

3/day, a wraith can drain the health of all nearby enemies with a 15-ft.-radius spread. A wraith deals 6d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 23) to negate the heal affect and take half damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Curse (Su)

A wraith can curse those around it in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 21) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Death Cutter (Su)

Once every 1d4 rounds, a wraith can make a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 23) or be inflicted with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Drain Touch (Su)

A wraith can absorb the blood from a target with a melee touch attack (+19). If it hits, the target take 4d6 points of shadow damage and the specter is healed for that much. This spell also works against undead unlike most draining abilities. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Ectosmash (Su)

A wraith can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Frightful Moan (Su)

The wraith died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 20 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Rejuvenation (Su)

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

Mummy Family

Mummy (CR 5)

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

XP 1,600

LE Medium Undead

Init +0; Senses Darkvision 60 ft.; Perception +16

Aura Despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 62 (8d8+24)

Fort +4, Ref +2, Will +8

Defensive Abilities Channel Resistance +2; Immune Undead traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

During Combat The mummy awakens if his treasure or something of valuable is taken from him or his home (tomb) and attacks whoever did it stole his goods first. If nothing has been taken, he tends to go for any nearby opponent that has been paralyzed by despair assuming he can reach them.

OFFENSE

Speed 20 ft.

Melee Slam +14 (1d8+10 plus mummy rot)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 24, Dex 10, Con -, Int 6, Wis 15, Cha 15

Base Atk +6; CMB +13; CMD 23

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (Slam)

Skills Perception +16, Stealth +11

Language Necril

SPECIAL ABILITIES

Despair (Su)

All creatures within a 30-ft. radius that see a mummy must make a (DC 16) Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su)

Curse and disease – slam; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure -.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting any healing spells on the afflicted creature must succeed on a DC 16 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without an Arise or greater magic. The save DC is Charisma-based.

Mummy, Grand (CR 7)

Dirty linen strips swathe this emaciated, once-noble figure from head to toe. Its eyes burn with unholy light.

XP 3,200

LE Medium Undead

Init +2; Senses Darkvision 60 ft.; Perception +18
Aura Despair (30 ft., paralyzed for 1d4 rounds, Will DC 21 negates)

DEFENSE

AC 29, touch 12, flat-footed 27 (+7 armor, +2 dex, +10 natural)
hp 100 (12d8+48)
Fort +7, Ref +8, Will +11
Defensive Abilities Channel Resistance +4; DR 5/-; Immune Undead traits; Resist Ice 15
Weakness Fire and Holy

TACTICS

During Combat The mummy awakens if his treasure or something of valuable is taken from him or his home (tomb) and attacks whoever did it stole his goods first. If nothing has been taken, he tends to go for any nearby opponent that has been paralyzed by despair assuming he can reach them. The mummy will only use Danse Macabre when he is the only one standing.

OFFENSE

Speed 20 ft.
Melee Slam +19 (2d6+13 plus mummy rot)
Space 5 ft.; Reach 5 ft.
Special Attacks Danse Macabre

STATISTICS

Str 29, Dex 14, Con -, Int 6, Wis 17, Cha 17
Base Atk +9; CMB +18; CMD 30
Feats Ability Focus (despair), Improved Natural Attack, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Slam)
Skills Perception +18, Stealth +13
Language Necril
Gear +1 chainmail, gem-encrusted torque worth 600 gil

SPECIAL ABILITIES

Danse Macabre (Su)

1/day, a grand mummy waves his hands about which spreads a dark purple wave of blight within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 20) or be inflicted with Zombie status. Blue mages may learn this ability as a 7th level spell (Knowledge: Religion DC 29).

Despair (Su)

All creatures within a 30-ft. radius that see a grand mummy must make a (DC 21) Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same grand mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su)

Curse and disease – slam; save Fort DC 19; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure -.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting any healing spells on the afflicted creature must succeed on a DC 19 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without an Arise or greater magic. The save DC is Charisma-based.

Pharaoh (CR 12)

Dirty golden linen strips swathe this emaciated, once-kingly figure from head to toe. It wears a crown of jewels and its eyes glimmer with an unholy blight.

XP 19,200

LE Medium Undead

Init +2; Senses Darkvision 60 ft.; Perception +24

Aura Greater Despair (30 ft., paralyzed for 1d4 rounds, then shaken for 1d4 rounds, Will DC 23 negates)

DEFENSE

AC 31, touch 13, flat-footed 29 (+7 armor, +1 deflection, +2 dex, +11 natural)

hp 156 (16d8+96)

Fort +10, Ref +9, Will +15

Defensive Abilities Channel Resistance +6, Rejuvenation; DR 10/-; Immune Ice, Lightning, Undead traits

Weakness Fire

TACTICS

During Combat The pharaoh starts the fight with Summon Undead assuming he hasn't already or Undead Mastery assuming anyone is undead. If no one is undead, he will try to get closer to use Dance Macabre or Zombify if no one is close by on anyone who hasn't been paralyzed by Greater Despair to use Undead Mastery next turn so he can turn his opponents on their allies. He will also use his allies to prevent himself from taking damage if possible. He will use Drain, Greater Fear, and Sandstorm Wrath when he is below 50% health.

OFFENSE

Speed 30 ft.

Melee Slam +22 (2d6+15 plus insidious mummy rot)

Space 5 ft.; Reach 5 ft.

Special Attacks Dance Macabre, Sandstorm Wrath (DC 23, 10d8 fire and slashing), Undead Mastery (DC 23)

Spells Known (Necromancer CL 9th, Concentration +14)

1st – Dark (DC 17), Dread (DC 17), Enfeeblement (DC 16), Fear (DC 17), Summon Undead I

2nd – Dark II (DC 18), Death Knell (DC 18), False Life, Summon Undead II

3rd – Abhorrent Blight (DC 18), Dark III (DC 19), Darkra (DC 19), Dispel, Halt Undead (DC 19), Mass Enfeeblement (DC 18), Infect (DC 18), Ray of Exhaustion (DC 19), Summon Undead III, Vampiric Touch (DC 19)

4th – Bestow Curse (DC 19), Contagion (DC 19), Dark Blight (DC 20), Greater False Life, Greater Fear (DC 20), Slay Living (DC 19), Summon Undead IV

5th – Darkga (DC 21), Drain (DC 21), Summon Undead V, Waves of Fatigue (DC 21), Zombify (DC 21)

STATISTICS

Str 30, Dex 14, Con -, Int 15, Wis 20, Cha 20

Base Atk +12; CMB +22; CMD 34

Feats Ability Focus (greater despair), Combat Casting, Elemental Focus (Dark), Improved Natural Attack, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Slam)

Skills Intimidate +15, Knowledge (religion) +16, Perception +24, Sense Motive +16, Spellcraft +15, Stealth +17

Language Common, Necril, Undercommon

Gear +1 gold breastplate, headband of inspired wisdom +2, ring of protection +1, gem cover crown worth 1,200 gil, gem-encrusted torque worth 600 gil

SPECIAL ABILITIES

Armored Mage (Ex)

Normally, armor heavier than light armor interferes with a spell-caster gestures, which can cause spells to fail if those spells have a somatic component. A pharaoh's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to medium armor or light armor.

Danse Macabre (Su)

3/day, a pharaoh waves his hands about which spreads a dark purple wave of blight within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 22) or be inflicted with Zombie status. Blue mages may learn this ability as a 7th level spell (Knowledge: Religion DC 29).

Greater Despair (Su)

All creatures within a 30-ft. radius that see a pharaoh must make a (DC 23) Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same pharaoh's greater despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Insidious Mummy Rot (Su)

Curse and disease – slam; save Fort DC 23; onset 1 minute; frequency 1/day; effect 2d4 Con and 2d4 Cha; cure -.

Insidious mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting any healing spells on the afflicted creature must succeed on a DC 23 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without an Arise or greater magic. The save DC is Charisma-based.

Rejuvenation (Su)

One day after a pharaoh is destroyed, the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days. If the body starts anew. After this time, the pharaoh awakens fully healed in its tomb. To permanently destroy a pharaoh, it must be destroyed and then its remains must be targeted by holy, raise, and then dispel, cast in consecutive rounds and in that order.

Sandstorm Wrath (Su)

3/day as a standard action, a pharaoh can exhale a blast of superheated sand in a 40-foot cone. The blast deals 10d8 points of fire and slashing damage and are blinded for 2d4 rounds. A successful Reflex save halves this damage and negates the Blind status.

Undead Mastery (Su)

As a standard action, a pharaoh can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the pharaoh's control (the save DC is Charisma-based). An undead with an Intelligence score is allowed an additional save every day to break free of the pharaoh's control; for undead without an Intelligence score, the control is permanent. A creature that succeeds at its Will save cannot be affected again by the same pharaoh's undead mastery for 24 hours. A pharaoh can control up to 96 Hit Dice of undead creatures. If the pharaoh exceeds this limit, any excess undead from earlier uses of this ability become uncontrolled, as per summon undead. If another creature is currently controlling an undead that fails its save against undead mastery, the pharaoh must roll an opposed Charisma check against the current controller. If the pharaoh succeeds, it wrests away control of the undead. Otherwise, the pharaoh's undead mastery attempt has no effect.

Reaper Family

Gespenst (CR 12)

Being an undead given to sudden manifestation in the streets of large towns where the living reside in numbers. Such that perish with sins unabsolved are barred from celestial repose and cast into the darkness, from which pollution they rise once more. Though they are related in sort to the ethereal ghost, their fearsome appearance has led to the widespread belief that they are none other than the very hand of Death. This has led some necromantic authorities to place them in a genus altogether separate from their ghostly kin.

XP 19,200

NE Medium Undead

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 127 (15d8+60)

mp 58

Fort +9, **Ref** +11, **Will** +11

Defensive Abilities Channel Resistance +4; **DR** 5/-; **Immune** Gravity, Undead traits; **SR** 23

Weakness Holy

OFFENSE

Speed Fly 30 ft. (average)

Melee 2 scythe claws +14 (2d4+3/x4) or flurry +12/+12/+12 (2d4+3/x4)

Space 5 ft. Reach 5 ft.

Special Attacks Death Cutter, Ectosmash, Flurry of Death, Lvl. 5 Death, Rend Armor

Spells Known (FC CL 13; concentration +17)

1st (DC 15) – *blizzard, dark, enfeeblement, fire, ruin, thunder*

2nd (DC 16) – *blizzard II, dark II, fire II, poison, silence, thunder II*

3rd (DC 17) – *bio, blizzara, blizzard III, dark III, darkra, dispel, fira, fire III, infect, mass enfeeblement, thundara, thunder III*

4th (DC 18) – *blizzard IV, dark IV, disable, fire IV, poisonga, ruinra, silencega, thunder IV*

5th (DC 19) – *biora, blizzaga, burn, darkga, drain, firaga, freeze, gloom, gravity, infectga, mass immobilize, poisonja, thundaga*

6th (DC 20) – *abyss, berserk, burst, confusion, feeblemind, flare, glacier, greater dispel, mass disable, rasp, ruinga, silenceja, syphon*

7th (DC 21) – *bioga, burn II, drainra, freeze II, gloom II, graviga, infectja, shock II*

STATISTICS

Str 14, Dex 19, Con —, Int 8, Wis 14, Cha 18

Base Atk +11; CMB +15; CMD 27

Feats Agile Maneuvers, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (scythe claw)

Skills Climb +10, Intimidate +17, Perception +20, Stealth +22

SQ Undeathly Grace

SPECIAL ABILITIES

Death Cutter (Su)

Once every 1d4 rounds, the gespenst can make a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 20) or be inflicted with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Ectosmash (Su)

A gespenst can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Flurry of Death (Ex)

Similar to a monk, a gespenst can make a flurry of blows attack at the expense of accuracy. It can make one extra attack per round as a full attack action, but each attack receives a -2 penalty.

Lvl. 5 Death (Su)

1/day, the gespenst can call forth a great wraith who scythes at all enemies within a 30 ft. radius of the gespenst. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 20) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Rend Armor (Ex)

If a gespenst hits with both scythe claws, it pulls apart any armor worn by its foe. This attack deals 4d4+6 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Undeathly Grace (Ex)

Gespenst move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Reaper (CR 15)

Great reapers, takers of life, ghost-kin in name but gods of death in truth. Being originally sent from on high to work upon mortals, texts in all religions mention these beings with fear and awe. While each account differs, all agree on one thing: that the reapers exist only to free the soul of its earthly bonds and bear it back to the heavens. They appear before us to foretell our deaths, appearing again only when the time for severing worldly ties has come.

XP 51,200

NE Medium Undead

Init +8; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 186 (19d8+114)

mp 87

Fort +11, **Ref** +12, **Will** +14

Defensive Abilities Channel Resistance +4; **DR** 10/-; **Immune** Gravity, Petrify, Stop, Undead traits; **SR** 26

Weakness Holy

OFFENSE

Speed Fly 30 ft. (average)

Melee 2 scythe claws +20 (2d4+5/19-20 x4) or flurry +18/+18/+18 (2d4+5/19-20 x4)

Space 5 ft. Reach 5 ft.

Special Attacks Death Cutter, Ectosmash, Flurry of Death, Lvl. 5 Death, Rend Armor

Spells Known (FC CL 16; concentration +21)

1st (DC 16) – *blizzard, dark, enfeeblement, fire, ruin, thunder*

2nd (DC 17) – *blizzard II, dark II, fire II, poison, silence, thunder II*

3rd (DC 18) – *bio, blizzara, blizzard III, dark III, darkra, dispel, fira, fire III, infect, mass enfeeblement, thundara, thunder III*

4th (DC 19) – *blizzard IV, dark IV, disable, fire IV, poisonga, ruinra, silencega, thunder IV*

5th (DC 20) – *biora, blizzaga, burn, darkga, drain, firaga, freeze, gloom, gravity, infectga, mass immobilize, poisonja, thundaga*

6th (DC 21) – *abyss, berserk, burst, confusion, feeblemind, flare, glacier, greater dispel, mass disable, rasp, ruinga, silenceja, syphon*

7th (DC 22) – *bioga, burn II, drainra, freeze II, gloom II, graviga, infectja, shock II*

8th (DC 23) – *abyss II, burst II, doom, flare II, glacier II, mass confusion*

STATISTICS

Str 20, **Dex** 19, **Con** —, **Int** 12, **Wis** 16, **Cha** 20

Base Atk +14; **CMB** +19; **CMD** 33

Feats Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (scythe claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (scythe claw)

Skills Climb +12, Intimidate +19, Perception +22, Sense Motive +18, Stealth +24, Survival +18

SQ Undeathly Grace

SPECIAL ABILITIES

Death Cutter (Su)

Once every 1d4 rounds, the reaper can make a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 21) or be inflicted

with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Ectosmash (Su)

A reaper can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Flurry of Death (Ex)

Similar to a monk, a reaper can make a flurry of blows attack at the expense of accuracy. It can make one extra attack per round as a full attack action, but each attack receives a -2 penalty.

Lvl. 5 Death (Su)

2/day, the reaper can call forth a great wraith who scythes at all enemies within a 30 ft. radius of the reaper. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 21) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Rend Armor (Ex)

If a reaper hits with both scythe claws, it pulls apart any armor worn by its foe. This attack deals 4d4+10 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Undeathly Grace (Ex)

Reaper move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Deathscythe (CR 17)

Being a Reaper born of the abiding Regret and Lust for vengeance felt by those warriors who Perished in the destruction of Nabudis. It remembers its Patriotism even in Undeath, and so appears in Dreams, speaking words of Doom to those who would Disturb the Palace. The Merchant Popol who most unwisely looted a Corpse in the Necrohol has issued a Bill for this Mark so that he might again know Sleep's sweet embrace.

XP 102,400

NE Large Undead

Init +8; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size)

hp 215 (22d8+132)

mp 114

Fort +12, **Ref** +13, **Will** +18

Defensive Abilities Channel Resistance +6; **DR** 15/-; **Immune** Gravity, Petrify, Stop, Undead traits; Resist Earth 10, Fire 10, Ice 10, Lightning 10, Water 10, Wind 10; **SR** 28

Weakness Holy

OFFENSE

Speed Fly 30 ft. (average)

Melee 2 scythe claws +24 (2d6+13/19-20 x4) or flurry +22/+22/+22/+22 (2d6+13/19-20 x4)

Space 10 ft. Reach 10 ft.

Special Attacks Death Cutter, Death-Stealing Gaze, Ectosmash, Flurry of Death, Lvl. 5 Death, Rend Armor, Soul Slash

Spells Known (FC CL 19; concentration +24)

1st (DC 16) – *blizzard, dark, enfeeblement, fire, ruin, thunder*

2nd (DC 17) – *blizzard II, dark II, fire II, poison, silence, thunder II*

3rd (DC 18) – *bio, blizzara, blizzard III, dark III, darkra, dispel, fira, fire III, infect, mass enfeeblement, thundara, thunder III*

4th (DC 19) – *blizzard IV, dark IV, disable, fire IV, poisonga, ruinra, silencega, thunder IV*

5th (DC 20) – *biora, blizzaga, burn, darkga, drain, firaga, freeze, gloom, gravity, infectga, mass immobilize, poisonja, thundaga*

6th (DC 21) – *abyss, berserk, burst, confusion, feeblemind, flare, glacier, greater dispel, mass disable, rasp, ruinga, silenceja, syphon*

7th (DC 22) – *bioga, burn II, drainra, freeze II, gloom II, graviga, infectja, shock II*

8th (DC 23) – *abyss II, burst II, doom, flare II, glacier II, mass confusion*

9th (DC 24) – *bioja, death, drainga, gravija, mass feeblemind, stop*

STATISTICS

Str 27, **Dex** 19, **Con** —, **Int** 16, **Wis** 20, **Cha** 20

Base Atk +16; **CMB** +25; **CMD** 39

Feats Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (scythe claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe claw)

Skills Climb +16, Intimidate +22, Knowledge (arcana, religion) +19, Perception +27, Sense Motive +23, Stealth +23, Survival +23

SQ Undeathly Grace

SPECIAL ABILITIES

Death Cutter (Su)

The deathscythe can make a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 21) or be inflicted with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Death-Stealing Gaze

The deathscythe beams down a death gaze upon its foes. All living creatures within 30 feet of the deathscythe must succeed on a Fortitude save (DC 22) or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the deathscythe's control. This spell can only create one ghoul per round—if multiple humanoids perish from the gaze in a round, the deathscythe picks which humanoid becomes a ghoul. Blue mages may learn this ability as a 7th-level spell (Knowledge: Religion DC 29).

Ectosmash (Su)

A deathscythe can teleport adjacent to any foe within 30 ft. and make a single attack. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Flurry of Death (Ex)

Similar to a monk, a deathscythe can make a flurry of blows attack at the expense of accuracy. It can make two extra attacks per round as a full attack action, but each attack receives a -2 penalty.

Lvl. 5 Death (Su)

The deathscythe can call forth a great wraith who scythes at all enemies within a 30 ft. radius of the deathscythe. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 21) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Rend Armor (Ex)

If a deathscythe hits with both scythe claws, it pulls apart any armor worn by its foe. This attack deals 4d6+26 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Soul Slash (Su)

If a deathscythe scores a critical hit with its scythe claws, the target must succeed on a DC 26 Fortitude save or have its soul torn from its body and pulled into itself. If the save succeeds, the victim takes an extra 3d6 points of shadow damage. A deathscythe can hold a number of souls equal to its Charisma bonus. This effect is similar to a trap the soul spell. The save DC is Charisma-based. A creature's soulless body collapses into a desiccated husk, and in one day crumbles to dust. To reclaim a captured soul, the reaper must be destroyed and its scythe shattered on consecrated ground. When the scythe is shattered, all souls trapped are released and seek their original body (if it's been less than one day since the body was killed). Creatures without a body are left to wander in spirit form but can be returned to life through the successful casting of a miracle, wish, or full-life spell.

Undeathly Grace (Ex)

Deathscythe move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Skeleton Family

Skeleton (CR 1/3)

This creature appears to be nothing but a set of animated bones. Pinpoints of red light smolder in its empty eye sockets.

XP 135

NE Medium Undead

Init +6; Senses Darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 dex, +2 natural)

hp 5 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune Undead traits
Weakness Fire and Holy

TACTICS

During Combat The skeleton usually picks the closest target unless ordered to pick another.

OFFENSE

Speed 30 ft.
Melee Broken scimitar +0 (1d6), Claw -3 (1d4+1), or 2 Claws +2 (1d4+2)
Space 5 ft.; Reach 5 ft.
Special Attacks Marrow Drain

STATISTICS

Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10
Base Atk +0; CMB +2; CMD 14
Feats Improved Initiative
Gear Leather Armor, broken scimitar

SPECIAL ABILITIES

Marrow Drain (Su)

Once a day, a skeleton can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 11) or be drained for 1d4 MP which heals the skeleton for the same amount in HP. This does not work on creature's with no MP. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Skull Warrior (CR 1)

This armored creature looks like a yellow skeleton. Small red pinpoint of light burn in its hollowed eye sockets as it draws its weapon.

XP 400
NE Medium Undead
Init +6; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2 dex, +3 natural)
hp 9 [16] (2d8)
Fort +0, Ref +2, Will +3
DR 5/bludgeoning; Immune Undead traits
Weakness Fire and Holy

TACTICS

During Combat The skull warrior tends to use Hell Slash on it's melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies.

OFFENSE

Speed 30 ft.
Melee Scimitar +4 (1d6+3/18-20), Claw -1 (1d4+1), or 2 Claws +4 (1d4+3)

Space 5 ft.; Reach 5 ft.
Special Attacks Hell Slash, Marrow Drain

STATISTICS

Str 16, Dex 14, Con –, Int 8, Wis 10, Cha 11
Base Atk +1; CMB +4; CMD 16
Feats Improved Initiative
Skills Acrobatics +5, Climb +4, Escape Artist +5, Perception +5, Stealth +7
Gear Studded leather armor, scimitar

SPECIAL ABILITIES

Hell Slash (Su)

Once per day, as a swift action, a skull warrior can imbue its scimitar with dark energies. The next time the skull warrior strikes a creature with its scimitar, it discharges the dark elemental energy. It deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 12), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Marrow Drain (Su)

2/day, a skull warrior can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 11) or be drained for 1d4 MP which heals the skull warrior for the same amount in HP. This does not work on creature's with no MP. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Blood Bones (CR 3)

This armored creature looks like a red skeleton. Small red pinpoints of light burn in its hollowed eye sockets as it draws its weapon.

XP 800

NE Medium Undead

Init +6; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 12, flat-footed 18 (+3 armor, +2 dex, +5 natural)

hp 22 [36] (4d8+4)

Fort +2, Ref +3, Will +4

Defensive Abilities Channel Resistance +2; DR 5/bludgeoning and good; Immune Undead traits

Weakness Fire and Holy

TACTICS

During Combat The blood bone tends to use Hell Slash on its melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies.

OFFENSE

Speed 30 ft.

Melee Greatsword +6 (2d6+4/19-20), or 2 Claws +6 (1d4+3)

Space 5 ft.; Reach 5 ft.

Special Attacks Hell Slash, Marrow Drain

STATISTICS

Str 17, Dex 15, Con –, Int 11, Wis 10, Cha 12

Base Atk +3; CMB +6; CMD 18

Feats Improve Initiative, Power Attack

Skills Acrobatics +7, Climb +5, Escape Artist +7, Perception +7, Stealth +9

Languages Abyssal

Gear Studded leather armor, greatsword

SPECIAL ABILITIES

Hell Slash (Su)

Once every 1d4+1 rounds, as a swift action, a blood bones can imbue its greatsword with dark energies. The next time the blood bones strikes a creature with its greatsword, it discharges the dark elemental energy. It deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 13), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Marrow Drain (Su)

Once every 1d2+1 rounds, a blood bones can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 13) or be drained for 1d4 MP which heals the blood bones for the same amount in HP. This does not work on creature's with no MP. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Elite Skeleton (CR 5)

A skeleton wielding a greatsword strides fearlessly into battle, a chill seems to come with it as it moves, its eyes glow bright red and gleam with malice.

XP 1,600

NE Medium Undead

Init +6; Senses Darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+4 armor, +2 dex, +6 natural)

hp 49 (7d8+14)

Fort +4, Ref +4, Will +5

Defensive Abilities Channel Resistance +4; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 5

Weakness Fire and Holy

TACTICS

During Combat The elite skeleton starts off combat with Black Cloud targeting as many as possible. It tends to use Hell Slash on it's melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies.

OFFENSE

Speed 30 ft.

Melee Greatsword +10 (2d6+6) or 2 Claws +9 (1d4+4)

Space 5 ft.; Reach 5 ft.

Special Attacks Black Cloud, Hell Slash, Marrow Drain

STATISTICS

Str 19, Dex 15, Con –, Int 13, Wis 10, Cha 14

Base Atk +5; CMB +9; CMD 21

Feats Cleave, Improve Initiative, Power Attack, Weapon Focus (Greatsword)

Skill Acrobatics +9, Climb +8, Escape Artist +9, Perception +10, Stealth +12

Languages Abyssal, Common

Gear Chain Shirt, Greatsword

SPECIAL ABILITIES

Black Cloud (Su)

1/day, an elite skeleton can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. An elite skeleton deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of effect, in addition to the damage, must make a Fortitude save (DC 15) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Hell Slash (Su)

3/day, as a swift action, an elite skeleton can imbue its greatsword with dark energies. The next time the elite skeleton strikes a creature with its greatsword, it discharges the dark elemental energy. It deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 14), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Marrow Drain (Su)

3/day, an elite skeleton can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 11) or be drained for 1d4 MP which heals the elite skeleton for the same amount in HP. This does not work on creature's with no MP. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Bone Dragon (CR 6)

The remains of what was once a great dragon, it still roams the land, unaware that its flesh has long since rotted from its bones. It seeks sustenance to sate its insatiable hunger, but everything it consumes falls untouched through the holes in its decrepit body. Its pain and suffering will continue until its bones turn to dust or it is dispelled by the holy magics it despises so.

XP 2,400

NE Large Undead

Init +6; Senses Darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 dex, +7 natural, -1 size)

hp 80 [140] (10d8+40)

Fort +5, Ref +5, Will +8

DR 5/bludgeoning; Immune Undead Traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

Before Combat: A bone dragon will attempt to stalk its prey sowing terror from outside their notice and soften them up, before emerging..and they have no lacking of patience the grave has provided them the willingness to wait hours before striking their prey, and slowly terrorize from out of sight... stalking from amidst the trees or caves in which it lairs..happily clinging to the walls or moving amongst the treetops..as it hunts.

During Combat: A Bone Dragon seeks to terrorize its prey long past draconic majesty remainfest, with cruel intent, it tends to open any combat in which it has been detected by using its supernatural abilities to soften up potential prey from a distance, till either its prey closes the distance (an act the bone dragon will attempt to avoid.) launching bones and using its move speed to attempt to keep putting distance between wild prey, it will attempt instinctively to target any wielded a of holy or fire magic first but else wise lacks complex targeting..and will charge into melee and try to spread its attacks around as much as possible..seeking to inflict as much pain and suffering as possible..

OFFENSE

Speed 60 ft., Climb 20 ft.

Melee Bite +13 (2d6+8), 2 Claws +13 (1d8+5), 2 Wings +8 (1d6+2), Tail Slap +8 (1d8+8)

Ranged Bone +9 (2d6+5) [60 ft. range]

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Curse Gaze, Horror Cloud

STATISTICS

Str 20, Dex 14, Con -, Int 4, Wis 12, Cha 14

Base Atk +7; CMB +13; CMD 25 (29 vs. trip)

Skills Perception +15, Intimidate +15, Stealth +17

Feats Improved Initiative, Improved Toughness, Night Stalker Sow Terror, Toughness

SPECIAL ABILITIES

Curse Gaze (Su)

2/day, a bone dragon gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save (DC 17) or be inflicted with the Curse status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Horror Cloud (Su)

3/day, a bone dragon can release a black cloud of horror towards its enemy within 60 feet. The target must make a Fortitude save (DC 17) or be inflicted with the Slow status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Dark Skeleton (CR 7)

An armored black skeleton wielding a greatsword strides fearlessly into battle, a chill seems to come with it as it moves, its eyes glow bright red and gleam with malice as it strikes fear within its opponents.

XP 3,200

NE Medium Undead

Init +7; Senses Darkvision 60 ft.; Perception +13

Aura Frightful Presence (60 ft., DC 18)

DEFENSE

AC 24, touch 13, flat-footed 21 (+4 armor, +3 dex, +7 natural)

hp 75 [110] (10d8+30)

Fort +6, Ref +6, Will +7

Defensive Abilities Channel Resistance +4; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

During Combat The dark skeleton starts off combat with Black Cloud or Horror Cloud targeting as many as possible. It tends to use Hell Slash on its melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies. When below 50% health, the dark skeleton will use Blood Saber.

OFFENSE

Speed 30 ft.

Melee +1 Greatsword +14 (2d6+8) or 2 Claws +12 (1d6+5)

Special Attacks Black Cloud, Blood Saber, Hell Slash, Horror Cloud

STATISTICS

Str 21, Dex 16, Con –, Int 14, Wis 10, Cha 16

Base Atk +7; CMB +12; CMD 25

Feats Cleave, Improve Initiative, Great Cleave, Power Attack, Weapon Focus (Greatsword)

Skill Acrobatics +13, Climb +12, Escape Artist +13, Perception +13, Stealth +16

Languages Abyssal, Common + 1 other

Gear Chain Shirt, Greatsword +1

SPECIAL ABILITIES

Black Cloud (Su)

3/day, a dark skeleton can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. A dark skeleton deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of effect, in addition to the damage, must make a Fortitude save (DC 16) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Blood Saber (Su)

1/day, a dark skeleton can drain the health of all nearby enemies with a 15-ft.-radius spread. A dark skeleton deals 6d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 19) to negate the heal affect and take half damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Hell Slash (Su)

4/day, as a swift action, a dark skeleton can imbue its greatsword with dark energies. The next time the dark skeleton strikes a creature with its greatsword, it discharges the dark elemental energy. It deals an addition 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 15), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Horror Cloud (Su)

3/day, a dark skeleton can release a black cloud of horror towards its enemy within 60 feet. The target must make a Fortitude save (DC 16) or be inflicted with the Slow status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Skuldier (CR 9)

An armored blue skeleton wielding a greatsword and causing mayhem to all living creatures. Some say their fallen knights who seek revenge on those who brought them their demise but still mistaken all living as foes.

XP 6,400

NE Medium Undead

Init +7; Senses Darkvision 60 ft.; Perception +17

Aura Frightful Presence (60 ft., DC 20)

DEFENSE

AC 27, touch 13, flat-footed 24 (+6 armor, +3 dex, +8 natural)

hp 107 (14d8+42)

Fort +7, Ref +7, Will +9

Defensive Abilities Channel Resistance +6; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

During Combat The skuldier starts off combat with Black Cloud or Horror Cloud targeting as many as possible. It tends to use Hell Slash on it's melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies. When below 50% health, the skuldier will use Blood Saber.

OFFENSE

Speed 30 ft.

Melee +1 Greatsword +18/+13 (2d6+10)

Space 5 ft.; Reach 5 ft.

Special Attacks Black Cloud, Blood Saber, Hell Slash, Horror Cloud

STATISTICS

Str 22, Dex 17, Con –, Int 14, Wis 10, Cha 17

Base Atk +10; CMB +16; CMD 29

Feats Cleave, Improve Initiative, Furious Focus, Great Cleave, Power Attack, Shield of Swings, Weapon Focus (Greatsword)

Skill Acrobatics +15, Climb +14, Escape Artist +15, Perception +17, Stealth +18

Languages Abyssal, Common + 1 other

Gear Scale Mail +1, Greatsword +1

SPECIAL ABILITIES

Black Cloud (Su)

3/day, a skuldier can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. A skuldier deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of

effect, in addition to the damage, must make a Fortitude save (DC 16) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Blood Saber (Su)

2/day, a skuldier can drain the health of all nearby enemies with a 15-ft.-radius spread. A skuldier deals 6d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 19) to negate the heal affect and take half damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Hell Slash (Su)

5/day, as a swift action, a skuldier can imbue its greatsword with dark energies. The next time the skuldier strikes a creature with its greatsword, it discharges the dark elemental energy. It deals an addition 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 15), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Horror Cloud (Su)

3/day, a skuldier can release a black cloud of horror towards its enemy within 60 feet. The target must make a Fortitude save (DC 16) or be inflicted with the Slow status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Draugar (CR 12)

An armored ancient dark skeleton with gold tattoos wielding a greatsword and causing mayhem to all living creatures. The draugar are guardians of ancient ruins.

XP 19,200

NE Medium Undead

Init +8; Senses Darkvision 60 ft.; Perception +20

Aura Frightful Presence (60 ft., DC 22)

DEFENSE

AC 31, touch 14, flat-footed 28 (+8 armor, +3 dex, +9 natural, +1 deflection)

hp 142 (17d8+68)

Fort +9, Ref +9, Will +10

Defensive Abilities Channel Resistance +6; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 15

Weakness Fire and Holy

TACTICS

During Combat The draugar starts off combat with Black Cloud or Horror Cloud targeting as many as possible. It tends to use Hell Slash on it's melee opponents to reduce their strength while it uses marrow drain on spell casters. They will flank with their allies. When below 50% health, the draugar will use Blood Saber and Malediction.

OFFENSE

Speed 30 ft.

Melee +1 Greatsword +21/+16/+11 (2d6+11)

Space 5 ft.; Reach 5 ft.

Special Attacks Black Cloud, Blood Saber, Hell Slash, Horror Cloud, Malediction

STATISTICS

Str 24, Dex 18, Con –, Int 15, Wis 10, Cha 16

Base Atk +12; CMB +19; CMD 33

Feats Cleave, Cleaving Finish, Improve Initiative, Furious Focus, Great Cleave, Power Attack, Shield of Swings, Vital Strike, Weapon Focus (Greatsword)

Skill Acrobatics +18, Climb +17, Escape Artist +18, Perception +20, Stealth +21

Languages Abyssal, Common + 1 other

Gear Breastplate +2, Greatsword +1, Ring of Protection +1

SPECIAL ABILITIES

Black Cloud (Su)

5/day, a draugar can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. A draugar deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of effect, in addition to the damage, must make a Fortitude save (DC 17) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Blood Saber (Su)

3/day, a draugar can drain the health of all nearby enemies with a 15-ft.-radius spread. A draugar deals 6d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 20) to negate the heal affect and take half damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Hell Slash (Su)

5/day, as a swift action, a draugar can imbue its greatsword with dark energies. The next time the draugar strikes a creature with its greatsword, it discharges the dark elemental energy. It deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save (DC 16), or suffer 1d4 Strength loss. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Horror Cloud (Su)

5/day, a draugar can release a black cloud of horror towards its enemy within 60 feet. The target must make a Fortitude save (DC 17) or be inflicted with the Slow status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Malediction (Su)

1/day, a draugar can release malevolence from within draining the health of all nearby enemies within a 30-ft.-radius spread. A draugar deals 12d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 23) to negate the heal affect and take half damage. Blue mages may learn this ability as a 9th level spell (Knowledge: Religion DC 33).

Blackbones (CR 14)

Born of once-living warriors who lived the life of a master of swordplay, these skeletons wield fighting techniques as subtle as their ash-black bones, using their fighting prowess and ebon swords to eliminate foes. – Manly Man

XP 38,400

NE Medium Undead

Init +13; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 32, touch 20, flat-footed 32 (+7 armor, +5 Dex, + 5 natural, +5 shield)

hp 186 (15d8+120)

Fort +20 **Ref** +17 **Will** +18

Defensive Abilities channel resistance +6 **DR** 10/bludgeoning and good **Immune** undead traits; Resist Ice 15

Weakness Fire

OFFENSE

Speed 40 ft.

Melee +2 *knight sword* +21 (1d10+10 plus empowered, 19-20/x2), shield bash +21 (1d8+10)

Full Attack +2 *knight sword* +19/+12/+7 (1d10+10 plus empowered, 19-20/x2) and shield bash +21 (1d8+10)

Special Attacks deadly strike, swordplay

Swordskills (IL 15, DC 25)

Basic- [Crush Accessory](#) (Perfected), [Crush Weapon](#) (Practiced), [Dusk](#)

[Blade](#), [Shadowblade](#) (Perfected), [Umbra Strike](#)

Master- [Crushing Blow](#), [Icewolf Bite](#), [Sanguine Sword](#)

STATISTICS

Str 27, **Dex** 20, **Con** -, **Int** 16, **Wis** 14 **Cha** 26

Base Atk +11; **CMB** +19; **CMD** 34

Feats Two-Weapon Fighting, Shield Focus, Shield Ward, Extra Readied Swordskill, Improved Shield Bash, Double Slice, Shield Slam, Shield Mastery

Skills Acrobatics +15, Climb +12, Intimidate +25, Knowledge (arcana) +15, Knowledge (religion) +16, Perception +20, Sense Motive +20, Spellcraft +21, Stealth +22

Languages Abyssal, Common, Draconic, Infernal

SQ dark blessing, deathly vigilance, empowered, impregnable darkness, improved uncanny dodge, uncanny dodge, untouchable darkness

SPECIAL ABILITIES

Dark Blessing (Su)

A blackbones has dark blessing, as the dark knight ability.

Deadly Strike (Ex)

The grim satisfaction of landing an especially debilitating blow upon an enemy fills the blackbones with a dark fervor that strengthens its blows further. Whenever the blackbones lands a successful critical hit, it deals an additional 2d6 damage. All further attacks made by the blackbones on the creature that suffered the critical hit that activated this ability deal an additional 2d6 damage for two rounds. Landing another critical hit on the affected target while this ability is still active extends the duration by one round; the duration may only be extended once per round in this manner.

This ability may not be used with weapons that inflict non-lethal damage. Creatures immune to critical hits or precision damage are not affected by this ability.

Deathly Vigilance (Ex)

Ever ready for battle, the blackbones adds its Charisma modifier to its initiative.

Empowered (Ex)

Blackbones have a special connection to their weapons. While in their hands, their Knight Sword gains the Keen and Abyssal Burst weapon properties. Other Blackbones may have different weapon properties, up to a maximum of a +3 equivalent. It gains these bonuses even if the base weapon is not enchanted.

Impregnable Darkness (Ex)

Whenever targeted by an attack, the blackbones may roll a shield bash as an immediate action. If the shield bash meets or exceeds the attack roll of the attack targeting them, the attack is negated. Also, if the blackbones is targeted by a spell or other ability that requires a Reflex save, the blackbones may replace their saving throw with a shield bash as an immediate action, using their Dexterity modifier instead of their Strength modifier. If the roll is successful, the spell or ability has no effect on the blackbones.

Improved Uncanny Dodge (Ex)

A blackbones has improved uncanny dodge, as the thief ability.

Swordplay (Su)

A blackbones has swordplay, as the sword saint ability, with the exception that instead of using the defensive focus ability to recover a number of swordskills equal to their Charisma modifier, they regain two swordskills when successfully using their impregnable darkness ability, or by spending a standard action to recover one swordskill.

Uncanny Dodge (Ex)

A blackbones has uncanny dodge, as the thief ability.

Untouchable Darkness (Ex)

Up to three times per day, a blackbones may use its impregnable darkness ability without expending an immediate action. This ability can only be used once per round.

ECOLOGY

Environment any

Organization solitary, pair, strike team (3-6), troop (4-16)

Treasure NPC, +2 *knight sword*, +1 *mithral breastplate*, +2 *heavy steel shield of bashing*

Opponents both canny and wily, blackbones are said to arise from those who were dark swordsmen in life. Their strength and presence are even greater in undeath than they were while alive, and they take great advantage of this, wielding the powerful magical weapons that they had while still living and making aggressive use of their shields. Typically, a blackbones will have the Crush Accessory, Crush Weapon, Crushing Blow, Sanguine Sword, and Shadowblade swordskills readied, although if they have information about their coming foes and the time to prepare, they will ready whatever swordskills seem the most appropriate, such as readying Icewolf Bite if they know they will be facing spellcasters or enemies with a large amount of magical gear.

Blackbones are about 6 feet tall and weigh 30 pounds.

Skeleton Horror Family

Mahadeva (CR 8)

An unholy creature formed from the bones of innumerable creatures. It often haunts graveyards and other forlorn locations. Originally a single skull that lay beside a grave, its anger at being left behind led it to join together with other lonely bones, eventually taking its current form. It is said the mahadeva is on an endless, vain search for its original form.

XP 4,800

NE Large Undead

Init +5; Senses Darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 dex, +10 natural, -1 size)

hp 110 [156] (13d8+52)

Fort +8, Ref +5, Will +10

Defensive Abilities Channel Resistance +4; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 5

Weakness Fire and Holy

TACTICS

During Combat

OFFENSE

Speed 40 ft.

Melee Bite +15 (1d8+7), Sting +16 (1d8+7), Claw +15 (1d6+7), 2 Wings +10 (1d6+3)

Ranged 3 Ribs +9 (1d6+3) [60 feet]

Space 10 ft.; Reach 5 ft. (10 ft. Sting)

Special Attacks Ashen Blight, Bone Slash, Crypt Dust

STATISTICS

Str 24, Dex 12, Con -, Int 6, Wis 14, Cha 18

Base Atk +9; CMB +17; CMD 28

Feats Cleave, Devastating Strike, Improve Initiative, Great Cleave, Power Attack, Vital Strike, Weapon Focus (Sting)

Skill Climb +10, Intimidate +10, Perception +9, Stealth +7

Languages Abyssal

SPECIAL ABILITIES

Ashen Blight (Su)

3/day, a mahadeva creates ash to erupt around its foes. All enemies within 30 feet of the mahadeva suffer the effects of Blindga. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Bone Slash (Ex)

Once every 1d4+1 rounds as a swift-action, a mehadeva can choose to focus its energy and attack with its sting and claw. The damage increases its sting to 2d8+14/18-20 and its claw to 2d6+14/18-20 damage each and it inflicts it during that round.

Crypt Dust (Su)

1/day, a mahadeva throws dust upon it's foe within 15 feet away to inflict zombie status effect for 6 rounds. A mahadeva must make a range touch attack (+9), if successful, the opponent must make a Fortitude save (DC 19) to negate the zombie affect. Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

Ankou (CR 10)

A strange monster made from an amalgamation of various bones. Those who have perished gathered together in regret of the world to become this horrific reaper. Most of these people who gather into an ankou are those who died of famine, from cold, and other horrible deaths. Because ankous are born from places where the environment isn't very welcoming, such as beached ships and snowy mountains, the casualties reported by them is minimal. But, many trained monks take the lead in facing them to end their sad existence.

XP 9,600

NE Large Undead

Init +5; Senses Darkvision 60 ft.; Perception +12

Aura Frightful Presence (60 ft., DC 23)

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 dex, +12 natural, -1 size)

hp 161 [221] (17d8+85)

Fort +10, Ref +8, Will +13

Defensive Abilities Channel Resistance +6; DR 10/bludgeoning and good; Immune Undead traits; Resist Ice 10

Weakness Fire and Holy

TACTICS

During Combat

OFFENSE

Speed 40 ft.

Melee Bite +19 (1d8+8), Sting +20 (1d8+8), Claw +19 (1d6+8), 2 Wings +17 (1d6+4)

Ranged 3 Ribs +12 (1d6+4) [60 feet]

Space 10 ft.; Reach 5 ft. (10 ft. Sting)

Special Attacks Ashen Blight, Bone Slash, Crypt Dust

STATISTICS

Str 26, Dex 12, Con -, Int 6, Wis 16, Cha 20

Base Atk +12; CMB +21; CMD 32

Feats Cleave, Devastating Strike, Great Cleave, Improve Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (Sting)

Skill Climb +13, Intimidate +13, Perception +12, Stealth +9

Languages Abyssal

SPECIAL ABILITIES

Ashen Blight (Su)

4/day, an ankou creates ash to erupt around it's foes. All enemies within 30 feet of the ankou suffer the effects of Blindga. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Bone Slash (Ex)

Once every 1d4+1 rounds as a swift action, an ankou can choose to focus it's energy and attack with it's sting and claw. The damage increases it's sting to 2d8+16/18-20 and it's claw to 2d6+16/18-20 damage each and it inflicts it during that round.

Crypt Dust (Su)

2/day, an ankou throws dust upon it's foe within 15 feet away to inflict zombie status effect for 8 rounds. An ankou must make a range touch attack (+12), if successful, the opponent must make a Fortitude save (DC 20) to negate the zombie affect. Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

Hidon (CR 13)

A disgusting monster made up of countless strands of evil grass. It is believed that a hidon is actually grasses that take root in dragon bones, so some researches profess that they are actually plant monsters. Some mages spend their entire life seeking to unravel the mysteries behind these monsters whom they see as being monsters of legend.

XP 25,600

NE Huge Undead

Init +4; Senses Darkvision 60 ft.; Perception +15

Aura Frightful Presence (60 ft., DC 26)

DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, -2 size)

hp 220 [295] (21d8+126)

Fort +13, Ref +9, Will +16

Defensive Abilities Channel Resistance +6; DR 15/bludgeoning and good; Immune Undead traits; Resist Ice 10, Earth 15;

Weakness Fire

TACTICS

During Combat

OFFENSE

Speed 50 ft.

Melee Bite +23 (2d6+10), Sting +24 (2d6+10 plus zombify), Claw +23 (1d8+10/18-20), 2 Wings +21 (1d8+5)

Ranged 3 Moldy Ribs +13 (1d8+5 plus zombify) [60 feet]

Space 15 ft.; Reach 10 ft. (15 ft. Sting)

Special Attacks Ashen Blight, Bone Slash, Constrict (2d6+10, uses it's stinger), Crypt Dust, Sharpened Claw, Zombify (1d4 rounds, Fort DC 24; Uses Wisdom Mod)

STATISTICS

Str 30, Dex 10, Con -, Int 6, Wis 18, Cha 22

Base Atk +15; CMB +27; CMD 37

Feats Cleave, Devastating Strike, Final Embrace, Final Embrace Horror, Great Cleave, Improve Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (Sting)

Skill Climb +17, Intimidate +16, Perception +15, Stealth +6

Languages Abyssal

SPECIAL ABILITIES

Ashen Blight (Su)

5/day, a hidon creates ash to erupt around its foes. All enemies within 30 feet of the hidon suffer the effects of Blindga. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Bone Slash (Ex)

Once every 1d3+1 rounds as a swift action, a hidon can choose to focus its energy and attack with its sting and claw. The damage increases its sting to 3d6+20/18-20 and its claw to 2d8+20/16-20 damage each and it inflicts it during that round.

Crypt Dust (Su)

3/day, a hidon throws dust upon its foe within 15 feet away to inflict zombie status effect for 10 rounds. A hidon must make a range touch attack (+13), if successful, the opponent must make a Fortitude save (DC 21) to negate the zombie affect. Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

Sharpened Claw (Ex)

Hidon has a really sharp claw that increases its claw's critical range by 2.

Bathin (CR 15)

A strange monster made from an amalgamation of various bones. The bathin is feared by adventurers as it is believed to pick the bones of those who exhibit physical prowess, such as warriors and monks, and steals the knowledge from those who dabble in the arts of magic and summoning. As long as there are bones for the bathin to pick from, it is able to regenerate itself, even when its limbs are crushed, so the only way to defeat it is to destroy its skull that is acting as a receptacle for the knowledge it steals.

XP 51,200

NE Huge Undead

Init +4; Senses Darkvision 60 ft.; Perception +17

Aura Frightful Presence (60 ft., DC 28)

DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 262 [350] (25d8+150), fast healing 20;

Fort +13, Ref +9, Will +16

Defensive Abilities Channel Resistance +8; DR 15/bludgeoning and good; Immune Undead traits; Resist Ice 15, Earth 25;

Weakness Holy

TACTICS

During Combat

OFFENSE

Speed 50 ft.

Melee Bite +28 (2d6+12), Sting +29 (2d6+12 plus zombify), Claw +28 (1d8+12/18-20), 2 Wings +26 (1d8+6)

Ranged 4 Moldy Ribs +16 (1d8+6 plus zombify) [60 feet]

Space 15 ft.; Reach 10 ft. (15 ft. Sting)

Special Attacks Ashen Blight, Bone Slash, Constrict (4d6+12, uses it's stinger), Crypt Dust, Death Cutter, Sharpened Claw, Zombify (1d4 rounds, Fort DC 26; Uses Wisdom Mod)

STATISTICS

Str 34, Dex 10, Con -, Int 6, Wis 18, Cha 22

Base Atk +18; CMB +32 (+34 grapple); CMD 42

Feats Ability Focus (Constrict), Cleave, Devastating Strike, Final Embrace, Final Embrace Horror, Final Embrace Master, Great Cleave, Improve Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (Sting)

Skill Climb +21, Intimidate +18, Perception +17, Stealth +8

Languages Abyssal

SPECIAL ABILITIES

Ashen Blight (Su)

7/day, a bathin creates ash to erupt around it's foes. All enemies within 30 feet of the bathin suffer the effects of Blindga. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Bone Slash (Ex)

Once every 1d2+1 rounds as a swift action, a bathin can choose to focus it's energy and attack with it's sting and claw. The damage increases it's sting to 3d6+24/18-20 and it's claw to 2d8+24/16-20 damage each and it inflicts it during that round.

Crypt Dust (Su)

4/day, a bathin throws dust upon it's foe within 15 feet away to inflict zombie status effect for 12 rounds. A bathin must make a range touch attack (+16), if successful, the opponent must make a Fortitude save (DC 21) to negate the zombie affect. Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

Death Cutter (Su)

Once every 1d4 rounds, the bathin can make a a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 22) or be inflicted with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Sharpened Claw (Ex)

Bathin has a really sharp claw that increases it's claw's critical range by 2.

Soul Family

Soul (CR 2)

This monster is born of the souls of humans who died with regrets, though the poor creatures no one remember how they died or what it was that tormented them so in death. They are driven purely out of resentment for living beings and they hold a particular envy for living humans. Many different methods of dealing with these souls have been attempted to try to reduce the large number of their victims. But given the impossibility of hoping that no one will ever again die with regrets, eradicating these monsters remains no more than a dream.

XP 600

NE Medium Undead ([Incorporeal](#), [Fire](#))

Init +5; Senses Darkvision 60 ft., Perception +14

DEFENSE

AC 15, touch 15; flat-footed 13 (+3 deflection, +1 dex, +1 dodge)

hp 22 [33] (3d8+9), fast healing 2;

Fort +4, Ref +2, Will +5

Defensive Abilities Channel Resistance +2, Incorporeal; Immune Fire, Undead traits; Resist Ice 10; Strong Ice

Weakness Holy and Water

TACTICS

During Combat

OFFENSE

Speed Fly 30 ft. (perfect)

Melee incorporeal touch +3 (1d6 fire damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Blood Drain & Marrow Drain

STATISTICS

Str -, Dex 12, Con -, Int 10, Wis 14, Cha 16

Base Atk +2; CMB +3; CMD 13

Feats Dodge, Improved Initiative

Skills Fly +5, Perception +14, Sense Motive +6, Stealth +13; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Blood Drain (Su)

Once per day, a soul can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 14) or take 1d8 points of shadow damage and the soul is healed for that much.

Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Marrow Drain (Su)

3/day, a soul can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 14) or be drained for 1d4 MP which heals the blood bones for the same amount. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Evil Dreamer (CR 4)

A monster made from the spirit of a human who retained feelings for the living world even after dying. They chase around humans which they target, hoping to add to their friends. It will follow until it is destroyed, and will try to absorb the target's life energy by making its target have nightmares. Even if one is fortunate enough to survive, they end up being a hollow of their former selves, still entrapped by the nightmares from the evil dreamer.

XP 1,200

NE Medium Undead ([Incorporeal](#), [Fire](#))

Init +6; Senses Darkvision 60 ft., Perception +14

DEFENSE

AC 16, touch 16; flat-footed 13 (+3 deflection, +2 dex, +1 dodge)

hp 38 (5d8+15), fast healing 5;

Fort +4, Ref +3, Will +6

Defensive Abilities Channel Resistance +2, Incorporeal; Immune Fire, Undead traits; Resist Ice 15; Strong Ice

Weakness Holy and Water

TACTICS

During Combat Evil Dreamer start with curse gaze and will try to get as many as it can with it. It will use marrow drain on spell casters and blood drain when below 50% health. They tend to gang up on the tougher enemies.

OFFENSE

Speed Fly 30 ft. (perfect)

Melee incorporeal touch +5 (1d6 fire damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Blood Drain, Curse Gaze, Marrow Drain

STATISTICS

Str -, Dex 14, Con -, Int 10, Wis 14, Cha 16

Base Atk +3; CMB +3; CMD 15

Feats Combat Reflexes, Dodge, Improved Initiative

Skills Fly +8, Perception +16, Sense Motive +8, Stealth +16; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Blood Drain (Su)

2/day, an evil dreamer can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 14) or take 1d8 points of shadow damage and the soul is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Curse Gaze (Su)

1/day, an evil dreamer gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save (DC 16) or be inflicted with the Curse status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Marrow Drain (Su)

3/day, an evil dreamer can siphon magic points off a single target within 30 ft. The target must make a Fortitude save (DC 14) or be drained for 1d4 MP which heals the blood bones for the same amount. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Dark Soul (CR 6)

The souls of humans who were driven to death's door by devils. There are many devils in this world who enjoy watching humans suffer. It's not rare to hear tales of them enticing men into unfavorable contracts, offering promises of wealth and power and great magics, only to eventually claim these victims' lives. The unhappy souls of these victims are what spawns these monsters, and they chase the living to assuage the regrets and pain that they can no longer escape from.

XP 2,400

NE Medium Undead ([Incorporeal](#), [Fire](#))

Init +7; Senses Darkvision 60 ft., Perception +24

DEFENSE

AC 18, touch 18; flat-footed 14 (+4 deflection, +3 dex, +1 dodge)

hp 75 (9d8+36), fast healing 10;

Fort +7, Ref +6, Will +10

Defensive Abilities Channel Resistance +4, Incorporeal; DR 5/silver; Immune Fire, Undead traits; Resist Ice 20; Strong Ice

Weakness Holy and Water

TACTICS

During Combat

OFFENSE

Speed Fly 30 ft. (perfect)

Melee incorporeal touch +9 (1d8 fire damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Curse Gaze, Grave Reel, Greater Magic Hammer, Leech

STATISTICS

Str -, Dex 16, Con -, Int 10, Wis 14, Cha 18

Base Atk +6; CMB +6; CMD 19

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will

Skills Fly +13, Perception +24, Sense Motive +16, Stealth +21; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Curse Gaze (Su)

2/day, a dark soul gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save (DC 16) or be inflicted with the Curse status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Grave Reel (Su)

1/day, a dark soul can drain the essence of enemies around it in a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 17) or suffer 2d6 points of shadow damage and the ghost is healed by the damage inflicted. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Greater Magic Hammer (Su)

3/day, a dark soul can summon a magical hammer and launches (+9 ranged touch attack) it at a single target within 30 feet for 3d4 points of MP damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Leech (Su)

4/day, a dark soul can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 16) or take 2d6 points of shadow damage and the vampire bat is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Gheist (CR 10)

The souls of humans who were driven to death's door by devils. There are many devils in this world who enjoy watching humans suffer. It's not rare to hear tales of them enticing men into unfavorable contracts, offering promises of wealth and power and great magics, only to eventually claim these victims' lives. The unhappy souls of these victims are what spawns these monsters, and they chase the living to assuage the regrets and pain that they can no longer escape from.

XP 9,600

NE Medium Undead ([Incorporeal](#), [Fire](#))

Init +9; Senses Darkvision 60 ft., Perception +30

DEFENSE

AC 22, touch 22; flat-footed 16 (+6 deflection, +5 dex, +1 dodge)

hp 147 (15d8+90), fast healing 15;

Fort +11, Ref +12, Will +14

Defensive Abilities Channel Resistance +6, Incorporeal; DR 10/silver; Immune Ice, Fire, Undead traits

Weakness Holy and Water

TACTICS

During Combat

OFFENSE

Speed Fly 30 ft. (perfect)

Melee incorporeal touch +16 (2d6 fire damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Curse, Grave Reel, HP Absorb, MP Absorb

STATISTICS

Str -, Dex 20, Con -, Int 10, Wis 16, Cha 22

Base Atk +11; CMB +11; CMD 26

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Shrewd Tactician

Skills Fly +19, Perception +30, Sense Motive +22, Stealth +27; Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Curse (Su)

3/day, a gheist can curse those around it in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 20) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Grave Reel (Su)

3/day, a gheist can drain the essence of enemies around it in a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 19) or suffer 2d6 points of shadow damage and the ghost is healed by the damage inflicted. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

HP Absorb (Su)

3/day, a gheist can fire a pulsating green beam at a single target that drains HPs and heals itself. The attack deals 5d6 points of non-elemental damage (Fortitude save DC 21 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

MP Absorb (Su)

3/day, a gheist can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 21 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

Spritzer Family

Poplium (CR 1)

The poplium is thought to be a deceased spirit, but its exact origin is unknown. It floats about, pulsating like some kind of organ. These spirits have been known to slip into humans through their mouths and then control them like puppets. The poplium seems to enjoy seeing its hosts' friends and families baffled by the hosts' sudden change in personalities. If someone close to you begins acting in an incomprehensible manner, it is quite likely that they have fallen victim to a poplium. Bathe them in holy power and the monster should come flying out of their mouth in all haste.

XP 400

NE Small Undead ([Incorporeal](#))

Init +1; Senses Blindsight 60 ft., Perception +10

DEFENSE

AC 16, touch 16; flat-footed 14 (+3 deflection, +1 dex, +1 dodge, +1 size)
hp 18 [25] (2d8+9), fast healing 3;
Fort +3, Ref +1, Will +4
Defensive Abilities Incorporeal; Immune Blind, Undead traits;
Weakness Fire and Holy

TACTICS

During Combat

OFFENSE

Speed Fly 30 ft. (perfect)
Melee incorporeal touch +3 (1d4 shadow damage)
Space 5 ft.; Reach 5 ft.
Special Attacks Cling

STATISTICS

Str -, Dex 12, Con -, Int 6, Wis 14, Cha 16
Base Atk +1; CMB +1; CMD 11
Feats Dodge, Toughness*
*Bonus Feat
Skills Fly +9, Perception +10, Sense Motive +6, Stealth +13; Racial Modifiers +4 Perception, +4 Stealth
SQ Undeathly Grace

SPECIAL ABILITIES

Cling (Ex)

Once every 1d4 rounds, the Poplium can land some slime upon it's opponent. It must make a melee touch attack (+3), if it succeeds the target must make a Fortitude save (DC 14) or be inflicted with the slow status effect for 1d4+1 rounds.

Undeathly Grace (Ex)

Poplium move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Spritzer (CR 3)

A spirit of the dead. A floating blue ball with a green haze that is loathed due to its strange appearance. In the past, people who would see spritzers in the dark often mistook them for disembodied heads with pale faces and disheveled hair. They are actually monsters born out of the regret and resentment felt toward the living, being no bigger than a human fist at first, growing larger the more bad emotions they absorb from the dead.

XP 800

NE Small Undead ([Incorporeal](#))

Init +3; Senses Blindsight 60 ft., Perception +12

DEFENSE

AC 18, touch 18; flat-footed 14 (+3 deflection, +3 dex, +1 dodge, +1 size)
hp 30 (4d8+12), fast healing 6;
Fort +4, Ref +6, Will +6
Defensive Abilities Incorporeal; Immune Berserk, Blind, Undead traits; Resist Lightning 5
Weakness Fire and Holy

TACTICS

During Combat Spritzer usually begins with cling and will generally gang up on the tougher opponents.

OFFENSE

Speed Fly 30 ft. (perfect)
Melee incorporeal touch +5 (1d6 shadow damage)
Space 5 ft.; Reach 5 ft.
Special Attacks Cling

STATISTICS

Str -, Dex 16, Con -, Int 6, Wis 14, Cha 16
Base Atk +3; CMB +5; CMD 15
Feats Dodge, Lightning Reflexes
Skills Fly +13, Perception +12, Sense Motive +8, Stealth +17; Racial Modifiers +4 Perception, +4 Stealth
SQ Undeathly Grace

SPECIAL ABILITIES

Cling (Ex)

Once every 1d4 rounds, the Spritzer can land some slime upon it's opponent. It must make a melee touch attack (+5), if it succeeds the target must make a Fortitude save (DC 15) or be inflicted with the slow status effect for 1d4+1 rounds.

Undeathly Grace (Ex)

Spritzer move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Resheph (CR 5)

A type of reaper. The ash-brown mist surrounding its core is made of neurotoxic gases, which can seriously deteriorate the health of any who inhale it. It hovers eerily in the air, which adds to the hatred harbored by many who believe that it is the source of all diseases. These reapers will not go near any well-kept area, so it is likely a reaper born from a victim who fell to diseases, and not the actual source of diseases.

XP 1,600

NE Small Undead ([Incorporeal](#))

Init +8; Senses Blindsight 60 ft., Perception +14

DEFENSE

AC 20, touch 20; flat-footed 15 (+4 deflection, +4 dex, +1 dodge, +1 size)

hp 58 (7d8+28), fast healing 10;

Fort +6, Ref +8, Will +7

Defensive Abilities Incorporeal; Immune Berserk, Blind, Petrify, Undead traits; Resist Lightning 10

Weakness Fire and Holy

TACTICS

During Combat Resheph will rotate between cling and fling on opponents. It will use mindshock on spell casters and tends to gang up on tougher opponents.

OFFENSE

Speed Fly 30 ft. (perfect)

Melee incorporeal touch +8 (1d8 shadow damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Cling, Fling, Mindshock

STATISTICS

Str -, Dex 18, Con -, Int 6, Wis 14, Cha 18

Base Atk +5; CMB +8; CMD 18

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Fly +15, Perception +14, Sense Motive +10, Stealth +19; Racial Modifiers +4 Perception, +4

Stealth

SQ Undeathly Grace

SPECIAL ABILITIES

Cling (Ex)

Once every 1d2 rounds, the Resheph can land some slime upon it's opponent. It must make a melee touch attack (+8), if it succeeds the target must make a Fortitude save (DC 17) or be inflicted with the slow status effect for 1d4+1 rounds.

Fling (Ex)

Once every 1d4 rounds, the Resheph can land some nasty filth upon it's opponent. It must make a melee touch attack (+8), if it succeeds the target must make a Fortitude save (DC 17) or be inflicted with the disease status effect for 1d4+1 rounds.

Mindshock (Ex)

3/day, the Resheph can drain the essence from it's opponent. It must make a range touch attack (+8) within 30 feet, if it succeeds the target takes 1d4+2 MP damage.

Undeathly Grace (Ex)

Resheph move aloft making them hover. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled this also makes them immune to any movement impairments like root, immobilize, and slow.

Vampire Family

Vampire Girl (CR 3)

These young women become thralls for a Vampire Lord to eventually become Vampiress to either serve their master or become the master themselves.

XP 800

Female Hume Vampire 3

NE Medium Humanoid

Init +7; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 13; flat-footed 12 (+2 armor, +3 dex)

hp 22 [33] (3d8+9)

mp 11

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee Slam +2 (1d6+1 plus bleed)

Ranged Power Staff: Shadow +4 (30 ft.; 1d6+2 shadow)

Special Attacks [Lifetap](#), [Vampiric Touch](#)

Special Abilities [Vampiric Power](#) (7/day)

Spells Known (Necromancer CL 3rd, concentration +7)

0th (DC 14) – Dark Orb, Disrupt Undead, Touch of Fatigue, Touch of Torment

1st (DC 15) – Bone Armor, Dark, Detect Undead, Enfeeblement, Fear, Ray of Sickening, Summon Undead I, Undead Touch, Virulence

2nd (DC 16) – Dark II, Poison, Wound

STATISTICS

Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 18

Base Atk +1; **CMB** +2; **CMD** 15

Feats Extra MP, Improved Initiative, Point-Blank Shot

Skills Bluff +11, Knowledge (arcana) +6, Knowledge (local) +9, Perception +8, Spellcraft +6

Languages Common, Necril, and 2 more

SQ [Armored Mage](#) (Light), Curiosity, Integrated, Skilled, Sociable, [Spell Proficiency](#)

Gear Leather Armor, Power Staff [Shadow], Cloak of Resistance +1

SPECIAL ABILITIES

Curiosity (Ex)

Humes naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

Integrated (Ex)

Humes gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.

Skilled (Ex)

Humes gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sociable (Ex)

When humes attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Lesser Vampire (CR 7)

A younger vampire, who is learning how to control their hunger or become one with it.

XP 3,200

Male Hume Vampire Red Mage 5

NE Medium Undead (Hume)

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 25, touch 14; flat-footed 21 (+5 armor, +3 dex, +6 natural armor, +1 dodge)

hp 57 [75] (5d8+35); fast healing 5

mp 17

Fort +11, **Ref** +7, **Will** +7

Defensive Abilities [channel resistance](#) +2; DR 5/magic and silver; Immune [undead traits](#); Resist ice 10, lightning 10

Weaknesses holy, fire, and [vampire weaknesses](#)

OFFENSE

Speed 30 ft.

Melee +1 Rapier +10 (1d6+8/18-20 x2) or Slam +8 (1d4+7 plus energy drain)

Ranged Ray +8 (spells)

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (10 points), [blood drain](#), children of the night, [Convert](#) (1/day) dominate (DC 18), [energy drain](#) (2 levels, DC 18), [Ruby Arcana](#) (Arcane Accuracy), [Quick Cast](#) (1/day)

Spells Known (Red Mage CL 5th, concentration +11 [+2 when casting defensively])

0th (DC 16) – Detect Magic, Guidance, Read Magic

1st (DC 17) – Blizzard, Deflect, Enspell, Ohspell, Protect, Shell, Thunder

2nd (DC 18) – Blizzard II, Imperil, Temper, Thunder II

STATISTICS

Str 20, Dex 16, Con -, Int 14, Wis 16, Cha 22

Base Atk +3; **CMB** +7; **CMD** 21

Feats Alertness*, Combat Reflexes*, Dodge*, Extra Arcane Pool, Extra MP, Improved Initiative*, Lightning Reflexes*, Power Attack, Toughness*, Weapon Focus (Rapier)

*Bonus Feat

Skills Acrobatics +11, Bluff +23, Knowledge (arcana) +10, Knowledge (local) +11, Perception +21, Sense Motive +18, Spellcraft +10, Stealth +16; **Racial Modifiers** +8 Bluff, Perception, Sense Motive, and Stealth

Languages Common, Necril, and 2 more

SQ [Armored Mage](#) (Light), [Change shape](#) ([wild rat](#) or [warg wolf](#), [beast shape II](#)), [Clear Mind](#), [Gaseous form](#), [Red Magery](#) (Spell Combat Expertise +2), [Ruby Knowledge](#), [Spell](#)

[Proficiency](#), [Quick Leaner](#) (Extend Spell), Shadowless, [Spider climb](#)

Gear +1 Rapier, +1 Chain Shirt, Cloak of Resistance +1

SPECIAL ABILITIES

Blood Drain (Su)

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

Change Shape (Su)

A vampire can use change shape to assume the form of a [wild rat](#) or [warg wolf](#), as [beast shape II](#).

Children of the Night (Su)

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

Dominate (Su)

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

Energy Drain (Su)

A creature hit by a vampire's slam (or other [natural weapon](#)) gains two [negative levels](#). This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su)

As a [standard action](#), a vampire can assume [gaseous form](#) at will ([caster level](#) 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex)

A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire can climb sheer surfaces as though under the effects of a [spider climb](#) spell.

Vampiress (CR 7)

The extremely beautiful and very classy lady of a seemingly ancient mansion. She loves to prey on humans by inviting them to her party at her castle. However, there are also intruders who come to her castle uninvited with the intention of stealing her valuables.

XP 3,200

Female Hume Vampire 7

NE Medium Humanoid

Init +7; Senses Darkvision 60 ft., Life Sight 60 ft.; Perception +13

DEFENSE

AC 18, touch 15; flat-footed 14 (+3 armor, +3 dex, +1 dodge, +1 deflect)

hp 59 [84] (7d8+28)

mp 26

Fort +6, **Ref** +6, **Will** +9, +2 vs. sleep, stunning, paralysis, poison, or disease.

DR 5/magic and silver; **Resist** ice 10, lightning 10

OFFENSE

Speed 30 ft.

Melee Slam +5 (1d6+3 plus bleed) or Slam +5 (1d6+3+2d6 shadow plus drain)

Ranged Power Staff: Shadow +6 (30 ft.; 1d6+4 shadow)

Special Attacks [Lifetap](#), [Vampiric Touch](#)

Special Abilities [Vampiric Mist](#), [Vampiric Power](#) (8/day)

Spells Known (Necromancer CL 7th, concentration +12)

0th (DC 15) – Bleed, Dark Orb, Disrupt Undead, Touch of Fatigue, Touch of Lethargy, Touch of Torment

1st (DC 16) – Bone Armor, Dark, Detect Undead, Enfeeblement, Fear, Ray of Sickening, Summon Undead I, Undead Touch, Virulence

2nd (DC 17) – Dark II, False Life, Ghoul Touch, Poison, Summon Undead II, Wound

3rd (DC 18) – Dark III, Darkra, Dispel, Pain, Summon Undead III, Vampiric Touch

4th (DC 19) – Bestow Curse, Contagion, Dark IV

STATISTICS

Str 14, Dex 16, Con 16, Int 10, Wis 16, Cha 20

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Empower Spell, Extra MP, Improved Initiative, Point-Blank Shot

Skills Bluff +16, Knowledge (arcana) +10, Knowledge (local) +13, Perception +13, Spellcraft +10

Languages Common, Necril, and 2 more

SQ [Armored Mage](#) (Light), [Clear Mind](#), Curiosity, Integrated, [Necromancy Talents](#) (Chilling Touch, Spell Guard), [Secrets of the Dead](#), Skilled, Sociable, [Spell Proficiency](#), [Unholy Fortitude](#)

Gear Studded Leather Armor, Power Staff [Shadow], Cloak of Resistance +1, Ring of Protection +1

SPECIAL ABILITIES

Curiosity (Ex)

Humes naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

Integrated (Ex)

Humes gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.

Skilled (Ex)

Humes gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sociable (Ex)

When humes attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Echidna (CR 10)

A female vampire with sharp fangs and very gorgeous body. She takes joy in seducing travelers and then devouring them.

XP 9,600

Female Hume Vampire 10

NE Medium Humanoid

Init +8; Senses Darkvision 60 ft., Life Sight 60 ft.; Perception +16

DEFENSE

AC 21, touch 16, flat-footed 14 (+5 armor, +4 Dex, +1 dodge, +1 deflect)

hp 86 [130] (10d8+50)

mp 50

Fort +7, **Ref** +8, **Will** +10; +2 vs. sleep, stunning, paralyze, poison, or disease.

DR 5/magic and silver; **Resist** Ice 10, Lightning 10

OFFENSE

Speed 30 ft.

Melee Slam +7 (1d6+3 plus bleed) or Slam +7 (1d6+3+3d6 shadow plus drain)

Ranged +1 Power Staff: Shadow +10 (30 ft.; 1d6+5 shadow dmg)

Special Attacks [Lifetap](#), [Vampiric Touch](#)

Special Abilities [Vampiric Mist](#), [Vampiric Power](#) (9/day)

Spells Known (Necromancer CL 10th, concentration +16)

0th (DC 16) – Bleed, Dark Orb, Detect Magic, Disrupt Undead, Touch of Fatigue, Touch of Lethargy, Touch of Torment

1st (DC 17) – Bone Armor, Dark, Detect Undead, Enfeeblement, Fear, Ray of Sickening, Summon Undead I, Undead Touch, Virulence

2nd (DC 18) – Dark II, False Life, Ghoul Touch, Poison, Summon Undead II, Wound

3rd (DC 19) – Dark III, Darkra, Dispel, Pain, Summon Undead III, Vampiric Touch

4th (DC 20) – Bestow Curse, Buring Blood, Contagion, Dark IV, Summon Undead IV, Woundra

5th (DC 21) – Darkga, Drain, Painga, Summon Undead V

STATISTICS

Str 14, Dex 18, Con 16, Int 10, Wis 16, Cha 22

Base Atk +5; **CMB** +7; **CMD** 17

Feats Dodge, Empower Spell, Extend Spell, Extra MP, Improved Initiative, Point-Blank Shot

Skills Bluff +20, Knowledge (arcana) +13, Knowledge (local) +16, Perception +16, Spellcraft +13

Languages Common, Necril, and 2 more

SQ [Armored Mage](#) (Light), [Clear Mind](#) II, Curiosity, Integrated, [Necromancy Talents](#) (Armed

Undead, Augmented Health, Chilling Touch, Spell Guard), [Secrets of the Dead](#), Skilled,

Sociable, [Spell Proficiency](#), [Unholy Fortitude](#), [Unlife Healer](#)

Gear Chain Shirt +1, Power Staff [Shadow] +1, Cloak of Resistance +1, Ring of Protection +1

SPECIAL ABILITIES

Curiosity (Ex)

Humes naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills

for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

Integrated (Ex)

Humes gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.

Skilled (Ex)

Humes gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sociable (Ex)

When humes attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Vampire (CR 10)

There was once a vampire who use to serve under the Lich but was defeated along with him when the Warriors of Light appeared to take a shard from the Earth Crystal.

XP 9,600

Male Hume Vampire Red Mage 8

NE Medium Undead (Hume)

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +25

DEFENSE

AC 26, touch 14; flat-footed 22 (+6 armor, +3 dex, +6 natural armor, +1 dodge)

hp 100 [128] (8d8+64); fast healing 5

mp 33

Fort +14, **Ref** +8, **Will** +11

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** ice 15, lightning 15

Weaknesses holy, fire, and vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 Rapier +13/+8 (1d6+6/18-20 x2) or Slam +11 (1d4+7 plus energy drain)

Ranged Ray +10 (spells)

Special Attacks Spell Combat, Spellstrike

Special Abilities Arcane Pool (13 points), blood drain, children of the night, Convert (1/day) dominate (DC 21), energy drain (2 levels, DC 21), Ruby

Arcana (Arcane Accuracy, Enduring Blade), Quick Cast (2/day)

Spells Known (Red Mage CL 8th, concentration +15 [+2 when casting defensively])

0th (DC 17) – Detect Magic, Guidance, Read Magic

1st (DC 18) – Blizzard, Deflect, Enspell, Ohspell, Protect, Quick Step, Shell, Thunder

2nd (DC 19) – Blizzard II, Blur, Imperil, Rage, Silence, Temper, Thunder II

3rd (DC 20) – Blizzard III, Enspell II, Haste, Keen, Thunder III

STATISTICS

Str 20, Dex 16, Con -, Int 15, Wis 18, Cha 24

Base Atk +6/+1; **CMB** +11; **CMD** 25

Feats Alertness*, Combat Reflexes*, Dodge*, Extra Arcane Pool, Extra MP, Focused Spell, Improved Initiative*, Lightning Reflexes*, Power Attack, Toughness*, Weapon Focus (Rapier)
*Bonus Feat

Skills Acrobatics +14, Bluff +27, Knowledge (arcana) +13, Knowledge (local) +14, Perception +25, Sense Motive +22, Spellcraft +13, Stealth +19; **Racial Modifiers** +8 Bluff, Perception, Sense Motive, and Stealth

Languages Common, Necril, and 2 more

SQ Armored Mage (Medium), Change shape (wild rat or warg wolf, beast shape II), Clear Mind, Gaseous form, Improved Spell Combat, Red Magery (Spell Combat Expertise +2), Ruby Knowledge, Spell Proficiency, Quick Leaner (Extend Spell, Weapon Bond (Ray)), Shadowless, Spider climb
Gear +1 Rapier, +2 Chain Shirt, Cloak of Resistance +1

SPECIAL ABILITIES

Blood Drain (Su)

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

Change Shape (Su)

A vampire can use change shape to assume the form of a wild rat or warg wolf, as beast shape II.

Children of the Night (Su)

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

Dominate (Su)

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

Energy Drain (Su)

A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su)

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

Shadowless (Ex)

A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Vampire Lord (CR 13)

The extremely rich and very charming lord of a seemingly ancient mansion. He loves to prey on humans by inviting them to have dinner at his castle. However, there are also intruders who come to his castle uninvited with the intention of stealing his treasures.

XP 25,600

Male Hume Vampire Red Mage 11

NE Medium Undead (Hume)

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 28, touch 16; flat-footed 23 (+6 armor, +4 dex, +6 natural armor, +1 dodge, +1 deflect)

hp 159 [198] (11d8+110); fast healing 5

mp 56

Fort +19, **Ref** +10, **Will** +12

Defensive Abilities [channel resistance](#) +6; DR 15/magic and silver; Immune [undead traits](#); Resist ice 20, lightning 20

Weaknesses holy, fire, and [vampire weaknesses](#)

OFFENSE

Speed 30 ft.

Melee +2 Rapier +17/+12 (1d6+10/18-20 x2) or Slam + (1d4+9 plus energy drain)

Ranged Ray +13 (spells [+2 damage])

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (16 points), [blood drain](#), children of the night, [Convert](#) (2/day)

dominate (DC 24), [energy drain](#) (2 levels, DC 24), [Ruby Arcana](#) (Accurate Strike, Arcane Accuracy, Enduring Blade), [Quick Cast](#) (2/day)

Spells Known (Red Mage CL 11th, concentration +20 [+2 when casting defensively])

0th (DC 19) – Burst of Light, Detect Magic, Guidance, Read Magic

1st (DC 20) – Blizzard, Deflect, Enspell, Ohspell, Protect, Quick Step, Shell, Thunder

2nd (DC 21) – Blizzard II, Blur, Imperil, Rage, Silence, Temper, Thunder II

3rd (DC 22) – Blizzard III, Enspell II, Haste, Keen, Thunder III

4th (DC 23) – Enspellra, Ice Spikes, Ohspellra, Shock Spikes

STATISTICS

Str 22, Dex 18, Con -, Int 16, Wis 18, Cha 28

Base Atk +8/+3; **CMB** +14; **CMD** 29

Feats Alertness*, Combat Reflexes*, Dodge*, Extra Arcane Pool, Extra MP, Focused Spell, Improved Initiative*, Lightning Reflexes*, Power Attack, Toughness*, Weapon Focus (Rapier), Weapon Specialization (Rapier)

*Bonus Feat

Skills Acrobatics +18, Bluff +32, Intimidate +25, Knowledge (arcana) +17, Knowledge (local) +18, Perception +28, Sense Motive +25, Spellcraft +17, Stealth +23; **Racial Modifiers** +8 Bluff, Perception, Sense Motive, and Stealth

Languages Common, Necril, and 3 more

SQ [Armored Mage](#) (Medium, Shield), [Change shape](#) ([wild rat](#) or [warg wolf](#), [beast shape II](#)), [Clear Mind II](#), [Fighter Training](#), [Gaseous form](#), [Improved Spell Combat](#), [Jack-of-All-Trades](#), [Red Magery](#) (Ruby Knowledge, Spell Combat Expertise +2), [Ruby Knowledge](#), [Spell Proficiency](#), [Quick Leaner](#) (Extend Spell, Weapon Bond (Ray) Improved Weapon Bone (Ray)), Shadowless, [Spider climb](#)

Gear +2 Rapier, +2 Chain Shirt, Cloak of Resistance +1, Ring of Protection +1

SPECIAL ABILITIES

Blood Drain (Su)

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

Change Shape (Su)

A vampire can use change shape to assume the form of a [wild rat](#) or [warg wolf](#), as [beast shape II](#).

Children of the Night (Su)

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

Dominate (Su)

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

Energy Drain (Su)

A creature hit by a vampire's slam (or other [natural weapon](#)) gains two [negative levels](#). This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su)

As a [standard action](#), a vampire can assume [gaseous form](#) at will ([caster level](#) 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex)

A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire can climb sheer surfaces as though under the effects of a [spider climb](#) spell.

Zombie Family

Zombie (CR 1/2)

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

XP 200

NE Medium Undead

Init +0; Senses Darkvision 60 ft.; Perception +0

DEFENSE

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

hp 12 [19] (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune Undead Traits

Weakness Fire and Holy

OFFENSE

Speed 30 ft.

Melee Bite +4 (1d6+4)

Space 5 ft.; Reach 5 ft.

Special Attacks Critical Attack, Sickening Breath

TACTICS

During Combat The zombie usually picks the closest target unless ordered to pick another.

STATISTICS

Str 17, Dex 10, Con -, Int -, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

SQ Staggered

SPECIAL ABILITIES

Critical Attack (Ex)

Once per day as a standard action, the zombie can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+4 x 1.5 for total damage.

Sickening Breath (Su)

A zombie can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 11) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Staggered (Ex)

Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition). A zombie can move up to its speed and attack in the same round as a charge action.

Ghoul (CR 2)

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

XP 600

CE Medium Undead

Init +2; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural)

hp 22 [33] (3d8+9)

Fort +3, Ref +3, Will +5

Defensive Abilities Channel Resistance +2; Immune Undead Traits

Weakness Fire and Holy

OFFENSE

Speed 30 ft.

Melee Bite +5 (1d6+4 plus paralysis)

Space 5 ft.; Reach 5 ft.

Special Attacks Leech, Paralysis (1d4+1 rounds, Fort DC 13), Sickening Breath

TACTICS

During Combat The ghoul starts combat with Sickening Breath unless their hungry then they swarm the closest target. When below 50% health, ghouls tend to use Leech.

STATISTICS

Str 17, Dex 15, Con -, Int 13, Wis 14, Cha 18

Base Atk +2; CMB +5; CMD 18

Feats Power Attack, Toughness

Skills Acrobatics +5, Climb +9, Perception +8, Stealth +8, Swim +6

Language Common

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the ghoul can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+4 x 1.5 for total damage.

Leech (Su)

Once per day, a ghoul can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 14) or take 2d6 points of shadow damage and the ghoul is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Sickening Breath (Su)

A ghoul can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 13) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Ghast (CR 4)

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

XP 1,200

CE Medium Undead

Init +4; Senses Darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 dex, +4 natural)

hp 38 [52] (4d8+20)

Fort +5, Ref +5, Will +8

Defensive Abilities Channel Resistance +2; Immune Undead Traits

Weakness Fire and Holy

TACTICS

During Combat The ghast starts combat with Sickening Breath. When a ghast is below 50% health, they tend to use leech and when below 20% health they will flee. If a ghast is leading a group of ghouls, they tend to set up ambushes before combat.

OFFENSE

Speed 30 ft.

Melee Bite +7 (1d6+4 plus paralysis) and 2 Claws +7 (1d4+4 plus paralysis)

Space 5 ft.; Reach 5 ft.

Special Attacks Critical Attack, Leech, Paralysis (1d4+1 rounds, Fort DC 16), Sickening Breath

STATISTICS

Str 18, Dex 19, Con -, Int 17, Wis 18, Cha 18

Base Atk +3; CMB +7; CMD 21

Feats Power Attack, Toughness

Skills Acrobatics +8, Climb +11, Perception +11, Stealth +11, Swim +7

Language Common

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the ghast can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+4 x 1.5 for total damage.

Leech (Su)

3/day, a ghast can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 16) or take 2d6 points of shadow damage and the ghoul is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

Sickening Breath (Su)

A ghast can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 15) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).

Zombie Dragon (CR 7)

This flying corpse of a dragon searches for its next meal.

XP 3,200

NE Large Undead

Init +0; Senses Darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 97 [150] (15d8+30)

Fort +5, Ref +5, Will +9

DR 5/slashing; Immune Undead Traits

Weakness Fire and Holy

TACTICS

During Combat The zombie dragon usually picks the closest target unless ordered to pick another.

OFFENSE

Speed 40 ft., Fly 200 ft. (Clumsy)

Melee Bite +19 (2d6+12), 2 Claws +19 (1d8+8), 2 Wings +14 (1d6+4), Tail Slap +14 (1d8+12)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Breath Weapon (40-ft. Cone, 3d10 non-elemental damage, Reflex DC 18 half, usable every 1d4 rounds), Critical Attack, Poison Gas

STATISTICS

Str 27, Dex 10, Con -, Int -, Wis 10, Cha 12

Base Atk +11; CMB +19; CMD 29 (33 vs. trip)

Feats Toughness

SQ Staggered

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the zombie dragon can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+12 x 1.5 for total damage.

Poison Gas (Su)

1/day, a zombie dragon can release a poison gas from itself spread outward in a 30-ft.-radius. Creatures within the area of effect take 12d6 points of non-elemental damage and are inflicted with Poison status for 1d6 rounds, Fortitude save (DC 17) to negate the status effects and halves the damage. Blue mages may learn this ability as a 6th level spell (Knowledge: Religion DC 27).

Staggered (Ex)

Zombie dragons have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition). A zombie dragon can move up to its speed and attack in the same round as a charge action.

Revenant (CR 8)

This shambling corpse is twisted and mutilated. Fingers of sharpened bone reach out with malevolent intent. Though they may look like a zombie but beware they are your worst 'walking' dead enemy.

XP 4,800

LE Medium Undead

Init +9; Senses Darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 dex, +6 natural)

hp 94 [126] (9d8+54)

Fort +8, Ref +6, Will +10

Defensive Abilities Channel Resistance +4; DR 5/slashing; Immune Undead Traits

Weakness Fire and Holy

TACTICS

During Combat The revenant starts combat with Sickening Breath or an ambush followed by Sickening Breath. When a revenant is below 50% health, they tend to use drain touch and when below 20% health they will flee. A revenant will even use drain touch on one of it's allies if need be.

OFFENSE

Speed 30 ft.

Melee Bite +13 (1d6+7 plus paralysis) and 2 claws +14 (1d8+7 plus paralysis)

Space 5 ft.; Reach 5 ft.

Special Attacks Drain Touch, Paralysis (1d4+1 rounds, DC 19), Sickening Breath

STATISTICS

Str 24, Dex 21, Con -, Int 17, Wis 18, Cha 20

Base Atk +6; CMB +13; CMD 28

Feats Cleave, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claw)

Skills Acrobatics +14, Climb +19, Perception +16, Stealth +17, Swim +15

Language Common

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the revenant can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is $1d6+7 \times 1.5$ for total damage.

Drain Touch (Su)

A revenant can absorb the blood from a target with a melee touch attack (+13). If it hits, the target take 4d6 points of shadow damage and the revenant is healed for that much. This spell also works against undead unlike most draining abilities. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

Sickening Breath (Su)

A revenant can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 16) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Religion DC 17).