

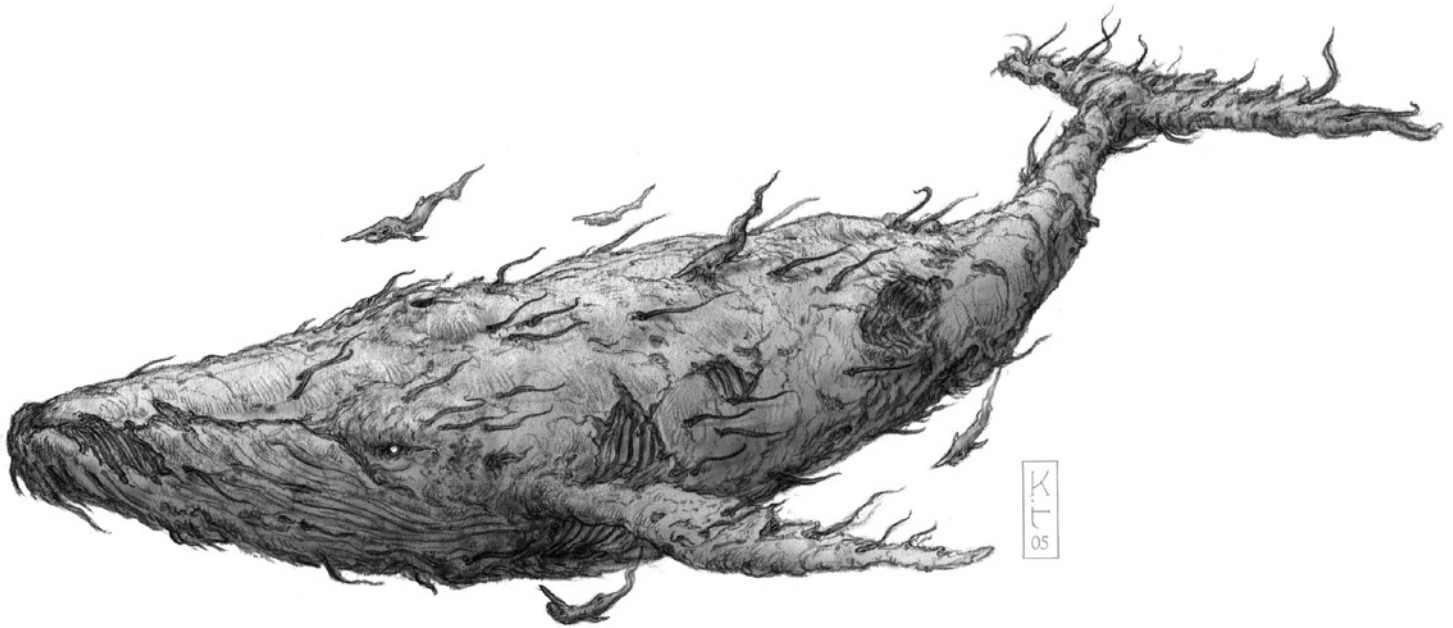
A Magical Society Aggressive Ecology: The Undead Leviathan



By Joseph Browning

Expeditious Retreat Press

A Magical Society Aggressive Ecology: The Undead Leviathan (OSRIC)



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Introduction

Welcome to the rebirth of the Magical Society: Aggressive Ecology line! The idea came from when I was working on A Magical Society: Beast Builder way back in 2003. While working on individual monsters and how to build them I realized that there hadn't been any concentrated focus on the idea of an entire environment being linked together and aggressive to intrusion outside of planar exploration. Taking that idea, and moving into the Prime Material, I crafted the first Aggressive Ecology—the Undead Leviathan. I did so in 2005 and now, fifteen years later, the realization of OSRIC and the OSR has allowed me to publish the idea in my favorite old-school roleplaying system.

The next in the line is the Slaver Fungus. There will be more whenever my devious little mind gloms onto something unique in nature that it can turn into a strange and dangerous adventure in the grand realms of fantasy!

Joseph Browning
Expeditious Retreat Press
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AN ECOLOGICAL DANCE OF DEATH

There are few aggressive ecologies found in the deep oceans, and only one centered upon the rotting carcass of a fallen whale. A whale fall is an unusual event in and of itself, but occasionally these massive bounties of detrital material land in places that simply cannot sustain natural life of any sort: a negative energy sink. These strange negative energies infuse a whale carcass with unholy power, giving it unlife, mobility, and malevolence — creating an undead leviathan.

The Science: Whale Fall

Before discussing undead leviathans, a brief description of a normal whale fall should prove instructive. Light penetrates up to 1,000 meters into the ocean, but after the first 200 meters, the waters are very dim, commonly referred to as the mesopelagic zone, the twilight or midwater zone. Consequently, almost all food chains deeper than this are based upon the detrital food chain. As living creatures in the top 1,000 meters of ocean die, their carcass drifts down to the sea bed, constantly nibbled and picked at by the inhabitants of the deep. By the time the sea bed is reached, a steady supply of organic particles and detritus (called marine snow) is all that remains of most of the creatures. However, very large creatures like whales often reach the bottom of the ocean in a single large piece. To sea bed dwellers, this massive influx of food can equal several thousand years of typical marine snow. It is truly a cornucopia of energy and devoured at an astounding speed.

The first creatures to converge on the fallen whale are the active scavengers like hagfish, sleeper sharks, rattails, and squat lobsters. Collectively, these creatures can dine on up to 88 to 132 lbs. of flesh each day as long as there still soft tissue on the whale corpse, and the feast can last for several months, even up to several years. After all, whales are large creatures; the massive blue whale's maximum weight is 190 tons.

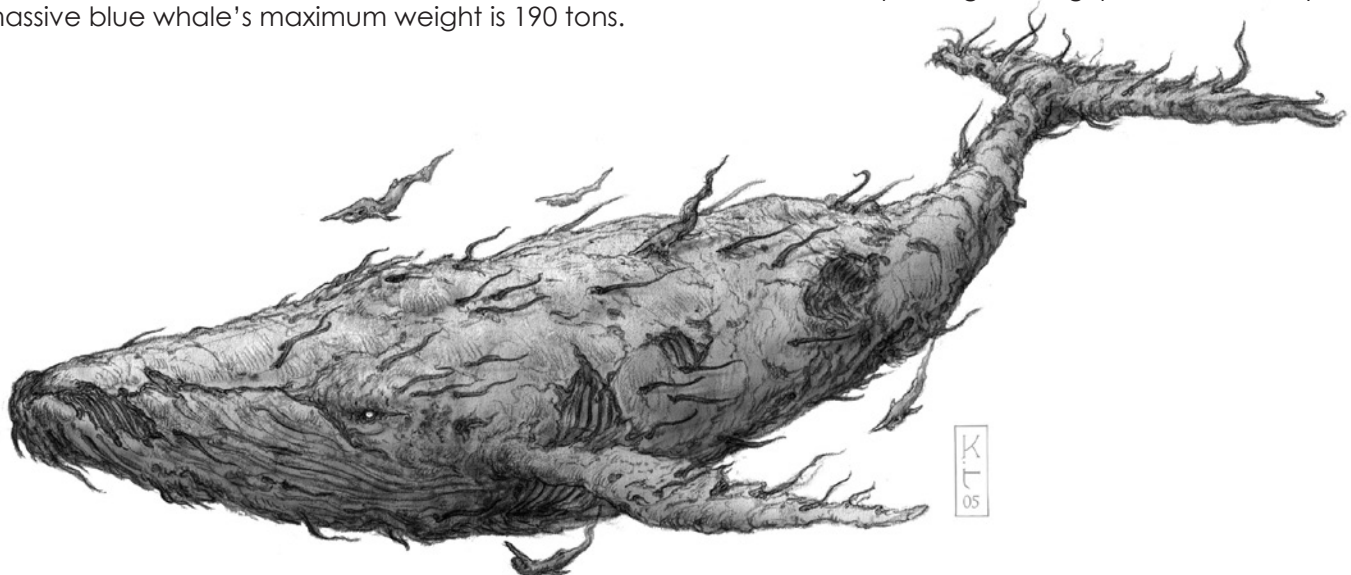
During this feeding, the area around the whale fall becomes saturated with rich organic deposits, which in turn lead to a large community of opportunistic crustaceans and worms around the whale fall. Eventually, anaerobic bacteria create a sulphide-rich environment that will support many different types of clams, mussels, and worms. When all is said and done, the bones of the whale remain, but even when the soft tissue is spent, the whale fall continues to provide a source of energy. Whale bones are rich in fats, and it can take up to an entire century before the skeletal remains of the whale crumble and become one with the sea floor.

The Fantasy: Dead Whale Rising

Occasionally, something goes terribly wrong in this natural process — a whale falls into a negative energy sink. After several days, the few specialized creatures that can survive in a negative energy sink “colonize” the whale carcass and prepare for the next step in their life cycle. Within a month, an undead leviathan rises with its accompanying ecosystem and swims away, bringing death where it goes.

Radiating a terrible negative energy aura, an undead leviathan creates more than waves in its wake. Within this aura (at least 180 ft. from the creature), any living being is subject to a killing effect. Small creatures die immediately while larger ones swim madly out of the way, hoping to escape the aura before perishing. Inside this aura, there is no non-magically dependent life; it's a floating dead zone with the undead leviathan in the center. Close to the undead leviathan this aura intensifies according to the size and age of the creature.

The undead leviathan also regenerates at a tremendous rate, replacing missing parts within days and



forming bulbous cancerous protrusions if there is not the standard compliment of mutualistic creatures constantly taking chunks off the undead whale on a daily basis. Without its mucus sharks, leviathan hagfish, and leviathan spiders, an undead leviathan would grow into a giant globular mass that sinks to the bottom of the ocean under its own weight. Such a fate is a guaranteed (second) death sentence as an undead leviathan feeds on killing living creatures through its negative aura (the requirement depends on the size and maturity of an undead leviathan). Without the ability to move, an undead leviathan will fail to receive its requisite daily dose of death and perish—effectively turning back into a regular, non-magical whale fall.

Life Persists Among Death

There is magically dependent life within the negative energy aura, and it is highly specialized for survival. Once you near the undead leviathan, you'll immediately see at least one (and usually a pair or more) of mucus sharks swimming around the giant carcass, liberally biting off chunks of undead flesh when hungry. Even though its main source of food is the undead leviathan itself, mucus sharks will feed on creatures killed by the negative energy aura.

Their rounded fins, weakly developed caudal fin, protrusible jaw, and long fleshy protrusion of the forehead are reminiscent of a goblin shark, but confusing it for the mundane shark would be a lethal mistake. Mucus sharks are very aggressive and protective of their meal ticket, ruthlessly attacking any decent-sized creature that isn't killed by the undead leviathan's negative energy aura.

The only creature safe from the mucus shark's toothy maw is the leviathan hagfish, whose flesh is poisonous to consume and even tastes wretched to a shark accustomed to dining on undead whale. Like the mucus shark, leviathan hagfish do their part to keep the carcass afloat by continually feast upon an undead leviathan, and it is not uncommon to find dozens of leviathan hagfish latched on at any given time. These larger versions of their common cousin look like unhealthy spaghetti trailing off the swimming corpse. Leviathan hagfish are somewhat territorial and occasionally attack a mucus shark coming in for a bite of undead leviathan, but the shark's tremendously slippery hide usually prevents any hagfish from latching on. And if a latch on occurs, the mucus shark simply swims outside of the undead leviathan's negative energy aura. Any hagfish that notices the lack of a negative aura detaches and tries to swim back to its host leviathan.

Left to their own devices, leviathan hagfish would cover the entirety of the corpse and the undead leviathan would be consumed in a feeding orgy of hagfish. Fortunately, their numbers are curbed by



a third creature living within the giant carcass of an undead leviathan: the leviathan spider. An individual leviathan spider looks like a mass of white and gray twisted barbed wire with eight legs and rarely exceed 10 inches in footprint. These diminutive creatures form colonies (much like ants) within an undead leviathan and spend most of their time tunneling through the rancid flesh and preventing the undead leviathan's regeneration from closing any of their hive passages. Not that there is a shortage of space: the heart of a blue whale is as big as a small room (and weighs 1,000 lbs.), and its great veins are big enough that a halfling could travel along them without difficulty.

Leviathan spiders live solely off the flesh of their host and would be parasites if they did not perform several useful functions for the undead leviathan. Their primary contribution to the ecology is restraining leviathan hagfish: whenever a hagfish or group of hagfish dig too deeply into the flesh of an undead leviathan, the leviathan spiders drive off or kill the hagfish. While these spikey spiders are harmless individually, they are quite effective combatants when they swarm. The only other time leviathan spiders swarm is in defensive of their home. Whenever the undead leviathan (the spiders' nest and only food source) sustains more than half its hit points in damage, swarms of leviathan spiders pour out of its wounds to attack any nearby unfortunates. This includes hagfish, mucus sharks, and anything else. Luckily, these swarms usually last for only a few minutes.

Besides the resident trio, there are often groups of opportunistic aquatic creatures trailing just outside of the undead leviathans' negative energy aura and feeding off the detritus left in the wake of the undead

leviathan, some of which are pieces of the massive undead whale itself. These creatures usually are not a concern when compared to the undead leviathan aggressive ecology itself, but it is an impressive sight: a giant undead whale covered with writhing hagfish, riddled with tunnels full of pale spider-like creatures, surrounded by a small number of sharks that dart in to take a bite out of the undead whale every now and then, and finally after all of that has passed the small contingent of trailer animals, living off the left-behinds.

More Fantastic: Whale Rising — Literally

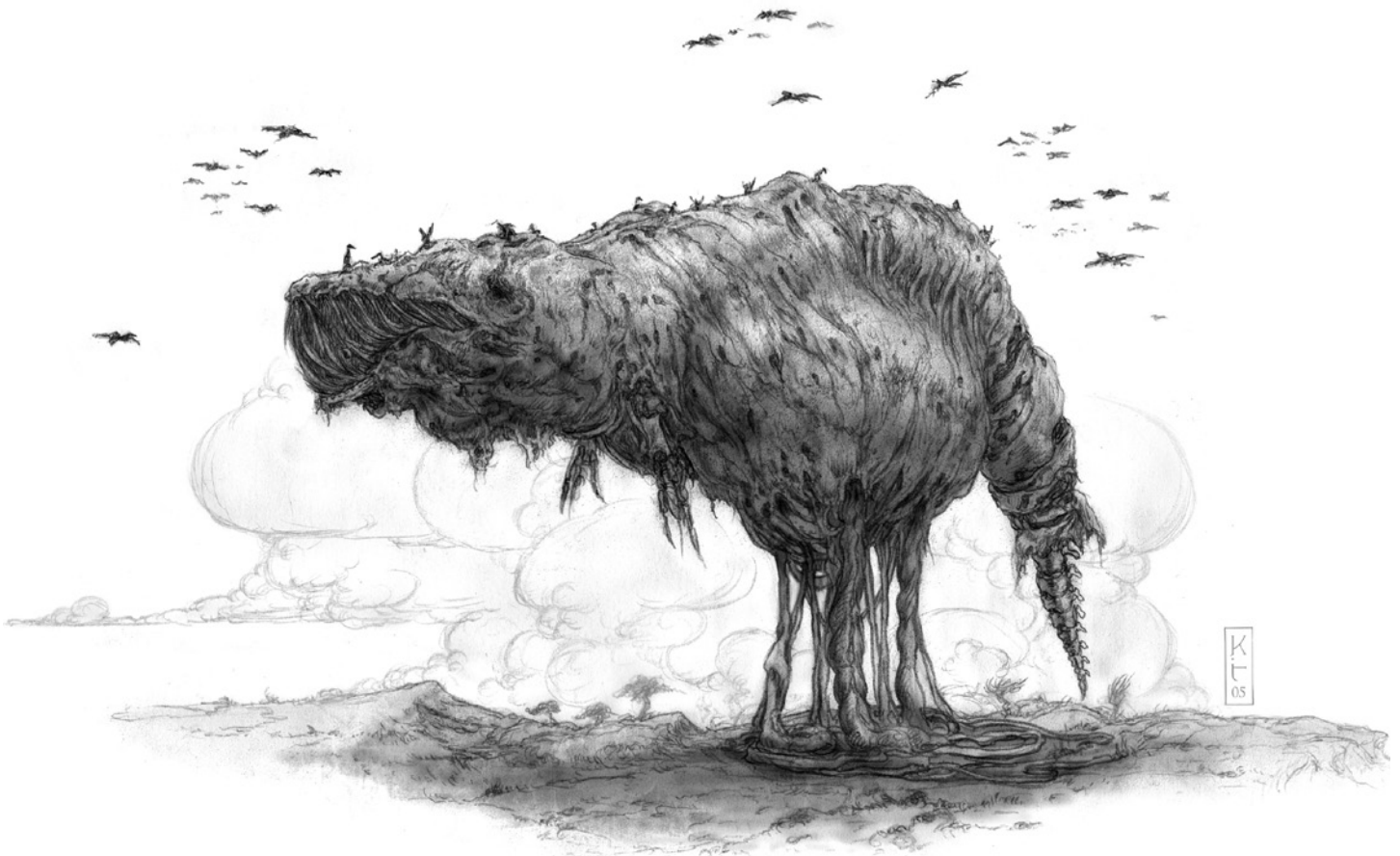
Perhaps the most terrifying aspect of an undead leviathan occurs towards the end of its "life" cycle. After roaming the seas for around 20 years, the undead leviathan undergoes a metamorphosis and takes to the air before returning to the water. At the appointed time, its negative energy aura ceases working, and it swims to the nearest shore and beaches itself. Once stranded on land, all its unlife functions stop and it is again merely a whale corpse. During the next week, the leviathan spiders within the carcass seek the deepest part of the whale and form calciferous shells around themselves. Once ensconced in their protective chamber (resembling ostrich eggs in size and color), the spiders cease all activity and wait for a subtle change in pressure before reemerging.

All the while, the beached whale carcass bloats and swells tremendously, and this pause for decomposition is vital for attracting scavenger birds to the site.

Roughly two weeks after landing, the undead leviathan returns to unlife with an even more deadly negative energy aura. Any scavenger birds killed in this burst of negative energy form the latest creature compliment to the ecology: the skeletal scavengers. The instant after death, their avian flesh begins to melt away, leaving only bony bird skeletons behind. A few hours after reactivation, the undead leviathan's gut splits open, and hundreds of feet of entrails whip and thrash around, crushing anything within their considerable reach while their aerial support undergoes its own terrible transformation.

As these bony birds become airborne, they peck away at the bulbous growths that used to be the providence of mucus sharks and leviathan hagfish in the sea and viciously defend their master to the best of their ability. As soon as a flock of skeletal scavengers are protectively circling over the beached undead leviathan, the rotted behemoth rises and takes to the air for two months of madness, insanity and death to every living creature within hundreds of miles. The undead leviathan tyrant flies just high enough so its guts reach the ground and continue their utter destruction as it feeds and feeds and feeds from its expanded negative energy aura.

The change in elevation triggers the cocooned leviathan spiders to burst out of their shells. In a frantic effort to ensure the continuation of their species, they swarm within the carcass and furiously mate and drop their progeny to the ground below, where they



race off towards the nearest body of salt water. After two months of devastation and feeding, the undead leviathan returns to the ocean, flying over the waves for days until its flying ability disappears and it falls into the water. It then swims straight down to the bottom and dies, creating a brand new negative energy sink in its passing.

The Undead Leviathan in Your Game

Whew! Now that you've got the general gist of how the undead leviathan operates, what are you supposed to do with it? First, let's consider the most obvious option: a head-to-head encounter where the PCs are expected to destroy the undead leviathan. A head-to-head encounter is a challenge for high-level groups; however, there are ways to change the relative challenge of the encounter by adjusting how your undead leviathan reacts to stimuli. If you wish the encounter to be easier, you can have the leviathan react slowly to any man-sized creatures entering its negative energy aura because it relies heavily upon the aura killing any encroachers. Perhaps you can let the PCs pick off a few of the mucus sharks while the undead leviathan isn't paying much attention to them and then start aggressive behavior after the sharks are in desperate straits. Once the undead leviathan closes, you can have some hagfish detach and defend their host or you can have them wait until their host is physically injured in melee before attacking. Conversely, you can increase the challenge by playing the undead leviathan as more aggressive, attacking encroachers within a few rounds after entering its aura, or having the whole ecology on "red alert" as it throws everything it has at the PCs as quickly as possible.

A head-to-head with an undead leviathan tyrant should probably be handled in the latter, highly aggressive manner. At that stage, it really is on overdrive. Do not be fooled by the skeletal scavengers; while they may not present much of a danger, they're going to have staying power because each round they are in a negative energy aura, they heal a number of points equal to the negative energy damage done by the undead leviathan tyrant's aura. Given the strength of that aura, they're going to be good as new rather quickly and present a greater threat than first apparent.

Encountering the undead leviathan without going head-to-head depends more on story than on combat. This type of challenge can be just as fun as a head-to-head but will require some additional thought on your part. It's easy to imagine the undead leviathan as pretty much a mindless zombie, or perhaps something akin to a grumbly bear that wants to feed but can be driven off with enough fuss. In the latter case, defending underwater cities and above water fishing villages could rely upon hit-and-run tactics until a story driven solution to the undead

leviathan is found. For example, the water of the holy sun god must be poured onto the skin of the foul beast to destroy it instantly.

It is also important to consider that as an ecology, the undead leviathan is in balance with its inhabiting creatures. How will a disruption to one of creatures affect the others as well as the carcass itself? How much do the PCs understand about how the ecology works in order to destabilize it and where can they get acquire such knowledge? Just how many spider swarms can be killed before the hagfish get the upper hand and basically eat the undead leviathan to death? I'm not going to give you hard and fast numbers; these considerations are thought exercises to help you decide what happens based on your best judgment with a heavy nod to what you want to happen and what would be most fun for yourself and your players.

If you are willing to do a bit of extra GM work and make some modifications to the ecology as written, there are even more possibilities. For instance, if you're in a particularly rat bastard mood and willing to really challenge your PCs, you could have the undead leviathan's aura spawn undead. This would mean that any creature killed in the aura would rise as an undead (you'll have to decide in what time frame—a day or two would be rough, but instantaneously would be terrifying). This variant necessitates a serious increase in experience and it would result in massive swarms of undead fish. This would really force the PCs hands—it's one thing to have a giant undead negative energy beast swimming around and destroying all the fishing stock, but it's something completely different if it's turning everything into zombies. If you've a druid in your party, he or she may suffer a bit of apoplexy if you decide to pull this variant.

But all in all, this isn't just my aggressive ecology any more, it is also yours. Yours to make fit in your world, yours to supply reason as to why it exists, yours to challenge your players, and yours to enjoy.

NEW MONSTERS

MUCUS SHARK

SIZE: Large (8-20 ft. long)
MOVE: 180 ft. swimming
ARMOR CLASS: 4
HIT DICE: 4-9
ATTACKS: 1
DAMAGE: 2-7 (4-5 HD), or 2-13 (6-7 HD), or 3-19 (8-9 HD)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Immune to negative energy

MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 2-12
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 4 HD: 3 / 75 + 3/hp
5 HD: 3 / 110 + 4/hp
6 HD: 4 / 160 + 6/hp
7 HD: 4 / 225 + 8/hp
8 HD: 5 / 350 + 10/hp
9 HD: 6 / 600 + 12/hp

General information: Mucus sharks are almost exclusively warm, salt-water epipelagic (top 200m of the ocean) predators, but they can survive at depths for several days without injury. They hunt smaller fish for food but are specifically sensitive to the smell of decay and quickly zero in on any dead creatures as they find decomposing flesh easier to digest than fresh. Their immunity to negative energy effects allows them to feed almost solely on the undead leviathan when lucky enough to find one, and they aggressively defend their food source.

Mucus sharks give live birth and, if with an undead levitation, the young stay well within the undead leviathan's negative energy aura to hunt and grow for several years before becoming sexually active adults. Upon becoming an adult, they are subject to the fierce breeding competition associated with a mucus shark harem. Usually they are driven away by the larger sharks and forced fend for themselves or, more unlikely, find another undead leviathan. There are vastly more mucus sharks outside of the undead leviathan aggressive ecology than within.

An average mucus shark will live around 25-50 years and grow to a little over 20 ft. long in the process. Mucus sharks within an undead leviathan aggressive ecology have a great competitive advantage and are more likely to successfully pass along their genetic material.

Physical description: Mucus sharks look much like the mundane goblin shark. They range in size from 8 ft. to 20 ft. long. They have strong bites and the largest pose a threat to anything in the water. All mucus sharks are covered by a thin layer of slippery mucus, making them extremely hard to restrain and providing a higher-than-expected armor class.

LEVIATHAN HAGFISH

SIZE: Medium (9 ft. long)
MOVE: 90 ft. swimming
ARMOR CLASS: 2
HIT DICE: 3+1

ATTACKS: 1
DAMAGE: 1
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Immune to negative energy and poison
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 105 + 3/hp

General information: Looking like a larger, more-aggressive version of the typical hagfish, leviathan hagfish hatch only in negative energy sinks. Their eggs can wait centuries for the right conditions (i.e. during a whale fall). Once they find their undead leviathan, they eat as much and breed as quickly as possible. They are both male and female at birth, and sex is chosen based upon environmental necessity at age two. The mating process results in massive numbers (more than a million) of silicon coated eggs dropping to the sea floor. These eggs will only hatch in negative energy sinks. They have a typical life span of ten years.

Leviathan hagfish are parasites and do not typically engage in combat. In dire straits they can attack and deliver a bite that causes 1 hit point of damage. A successful attack has a 50% chance of transferring a parasitic infection to the victim (randomly determine type and severity). They are also poisonous to eat: any creature biting one gets a mouthful of slime (often enough to clog gills) and must save against poison or become ill for 2-5 rounds.

Given their thin snaky frames and their ability to tie themselves in knots, leviathan hagfish have little difficulty sharing the same space. A single 10x10 space can contain 10 or more leviathan hagfish, and each can attack without penalty.

Physical description: Leviathan hagfish look very similar to their normal cousins, albeit larger, stronger, and more aggressive. They have a snake-like body, no fins and could easily be confused for an eel or lamprey, except for their sensitive ring of tentacles around their mouths.

LEVIATHAN SPIDER SWARM

SIZE: Large (10 ft. square)
MOVE: 60 ft., 10 ft. swimming
ARMOR CLASS: 7
HIT DICE: 8
ATTACKS: 1
DAMAGE: 2-5 plus poison
SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-5
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 750 + 10/hp

General information: Leviathan spiders live on the ocean's floor feeding off the falling detritus, and these small-scale predators relying upon their poison as opposed to any true hunting ability. While they can live in the open ocean, their preferred habitat is within an undead leviathan. They make nests within the carcass, feeding off the flesh through which they carve out tunnels and birthing chambers. They explosively breed when an undead leviathan is available, and like mucus sharks, they aggressively defend their habitat and are immune to the effects of negative energy.

Open ocean leviathan spiders live to be approximately 4 years old. Sexual maturity is achieved after one year. Eggs are laid in the silt at the bottom of the sea or deep within large carcasses. They have two sexes when in the open ocean, but when nesting within an undead leviathan there are three: female (queen), male, and drone. Their social structure is much like a bee's hive. The queen, although three times as large as a typical leviathan spider, has no poison glands and can barely move under her own power.

Individually, leviathan spiders pose no threat, but if their undead leviathan host takes more than ½ its total hp in damage, leviathan spiders swarm to their host's surface and vigorously defend it against attack. Leviathan spider swarms attack by occupying the same space as their target. All creatures in the area suffer 2-5 hit points of damage per round and must save against poison or take 2-8 hit points of damage within the next 2-5 rounds. A creature can only be poisoned once until the poison damage is taken. It then can be poisoned again. The attack of a leviathan spider swarm is extremely distracting and spellcasting is impossible while spell casters are sharing the same space as the swarm.

Leviathan spider swarms are immune to all damaging magics that do not affect an area. For instance, magic missile would not injure a slave swarm, but fireball would. These area-affecting magics are more-damaging to Leviathan spider swarms than to normal creatures. For every hit point of damage caused by the attack, a d4 should be rolled for the final total of damage delivered. For example, a 6HD fireball is determined to deal 12 hit points of damage. The player would then roll 12d4 and use that total for the final amount of hit points of damage dealt to the swarm.

Physical description: Leviathan spiders are arthropods are approximately 8 inches in diameter. They are a pale white color and have small bodies with long spiky legs.

SKELETAL SCAVENGER

SIZE: Medium (5 ft. wide)
MOVE: 30 ft., flying 240 ft. (AA: level IV)
ARMOR CLASS: 4
HIT DICE: 7+7
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: 90%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 950 + 8/hp

General information: Skeletal scavengers have little intelligence but perform well in combat as they follow an effective combat routine: they attack in groups and when damaged to fewer than ¼ hp, return to land on their undead leviathan tyrant to heal up before attacking again.

When a skeletal scavenger is destroyed, its bones latch onto its slayer, attaching themselves for 1-3 rounds. During that period, the slayer must save against fear every round or flee in panic for 2-5 rounds. Once their killer is panicked, the bones fall away, no longer magical.

Skeletal scavengers are only created by an undead leviathan tyrant. They guard their creator jealously. Although they have no need to eat, they continually pick and pull at pieces of a undead leviathan tyrant, ensuring its rampant regeneration is kept under control. This results in a continual rain of pieces of dead whale flesh underneath the undead leviathan tyrant. When an undead leviathan tyrant returns to the water, the skeletons are freed from its aura and enter the greater world as independent threats.

Each round they are in a negative energy aura, they heal a number of points equal to the negative energy damage done by the undead leviathan tyrant's aura. As undead, they are not affected by poison, paralysis, sleep, charm, hold, or cold-based spells. Edged weapons deal half damage to skeletal scavengers, and holy water deals them 2-8 hit points of damage. If they are within the negative energy aura of an undead leviathan, they are turned as mummies. Otherwise, they are turned as wraiths.

Physical description: Formed from combined carcasses of birds killed by the undead leviathan's negative energy aura, skeletal scavengers are man-sized avian skeletons that magically fly as if they still possessed wings.

UNDEAD LEVIATHAN

Undead leviathans are whale corpses reanimated through negative energy sinks at the ocean's floor. As undead, they are not affected by poison, *paralyzation*, *sleep*, *charm*, *hold*, or cold-based spells. Holy water deals them 2-8 hit points of damage. Undead leviathans are blind, but utilize a form of echolocation that provides them with "sight" underwater to 300 ft.

Undead leviathans have a negative energy aura. Any living creature with the ranges described below suffer a temporary¹ hit point of damage per round. In addition, those within 10 ft. of an undead leviathan suffer an additional 1-4 hit points of temporary damage every round. These hit points return at the rate of 1 per round once the victim leaves the aura. Creatures reaching 0 or fewer hit points in the aura die. The spell negative plane protection protects against this aura, as does a protection from magic scroll or any type of protection from undead scroll. Undead leviathans feed via this aura and can die if they fail to acquire enough life force.

As whales, they can capsize ships. This is based upon their size. They can also ram ships, dealing the indicated amount of damage.

Undead leviathans regenerate 5/hp a round and any lost body part regrows within a few days, regardless of the missing part's size. Also, undead leviathans add body mass via this regeneration at an astounding rate. An undead leviathan without its typical contingent of mutualistic creatures produces dense, bulbous growths on its skin until it is incapable of swimming and sinks to the bottom of the ocean — eventually dying from lack of energy supplied from its negative energy aura.

After two decades of feeding, the negative energy aura of the undead leviathan ceases working and it swims to the nearest shore and beaches itself. There it "dies" again and rots on the beach for the next two weeks. After that period of dormancy, it rises as an undead leviathan tyrant.

Undead leviathans are never encountered without their accompanying troupe of hangers-on. The num-

bers of these creatures varies, but are mostly related to the size and age of the undead leviathan.

Three different types of undead leviathan are presented below, based upon the original whale species. All types are turned as Special.

BALEEN, UNDEAD LEVIATHAN

SIZE: Large (40-100 ft. long)
 MOVE: 240 ft. swimming
 ARMOR CLASS: 4
 HIT DICE: 28-36
 ATTACKS: 1
 DAMAGE: 3-24 to 5-40
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 28 HD: 10 / 16,600 + 35/hp
 29 HD: 10 / 17,600 + 35/hp
 30 HD: 10 / 18,600 + 35/hp
 31 HD: 10 / 19,600 + 35/hp
 32 HD: 10 / 20,600 + 35/hp
 33 HD: 10 / 21,600 + 35/hp
 34 HD: 10 / 22,600 + 35/hp
 35 HD: 10 / 23,600 + 35/hp
 36 HD: 10 / 24,600 + 35/hp

General information: Undead leviathans that were once baleen whales are the largest and fastest of undead leviathans. They attack with a fluke smash or a tail slap (if at the surface) that does damage equal to half their HD.

CACHALOT, UNDEAD LEVIATHAN

SIZE: Large (30-70 ft. long)
 MOVE: 180 ft. swimming
 ARMOR CLASS: 4
 HIT DICE: 20-28
 ATTACKS: 1
 DAMAGE: 10-40 to 15-60
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None

| Undead Leviathan HD | Negative Energy Aura Radius | Ram Hull Point Damage |
|---------------------|-----------------------------|-----------------------|
| 12-20 | 100 ft. | 8 |
| 21-28 | 150 ft. | 10 |
| 29-36 | 200 ft. | 14 |

TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 20 HD: 9 / 8,600 + 30/hp
 21 HD: 9 / 9,600 + 33/hp
 22 HD: 10 / 10,600 + 35/hp
 23 HD: 10 / 11,600 + 35/hp
 24 HD: 10 / 12,600 + 35/hp
 25 HD: 10 / 13,600 + 35/hp
 26 HD: 10 / 14,600 + 35/hp
 27 HD: 10 / 15,600 + 35/hp
 28 HD: 10 / 16,600 + 35/hp

General information: Undead leviathans that were once cachalot whales sport a terrible bite and have the ability to swallow prey whole (on any attack roll of 18-20). Swallowed creatures cannot escape without exterior help. At the surface they can also tail slap for damage equal to half their HD.

ORCA, UNDEAD LEVIATHAN

SIZE: Large (16-24 ft. long)
 MOVE: 220 ft. swimming
 ARMOR CLASS: 4
 HIT DICE: 12-20
 ATTACKS: 1
 DAMAGE: 5-20 to 10-40
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 12 HD: 7 / 2,750 + 16/hp
 13 HD: 8 / 3,300 + 17/hp
 14 HD: 8 / 3,950 + 18/hp
 15 HD: 8 / 4,600 + 19/hp
 16 HD: 8 / 5,250 + 20/hp
 17 HD: 9 / 5,900 + 23/hp
 18 HD: 9 / 6,550 + 25/hp
 19 HD: 9 / 7,550 + 28/hp
 20 HD: 9 / 8,600 + 30/hp

General information: Undead leviathans that were once killer whales sport a vicious bite and have the ability to swallow prey whole (on any attack roll of 20). Swallowed creatures cannot escape without exterior help. At the surface they can also tail slap for damage equal to half their HD.

UNDEAD LEVIATHAN TYRANT

Undead leviathan tyrants are massive undead leviathans that have gone through their metamorphosis

stage i.e. they are fully advanced undead leviathans. As undead, they are not affected by poison, *paralyzation*, *sleep*, *charm*, *hold*, or cold-based spells. Holy water deals them 2-8 hit points of damage. Undead leviathan tyrants are blind, but utilize a form of echolocation that provides them with "sight" to 500 ft.

Undead leviathan tyrants have a powerful negative energy aura. Any living creatures with the ranges described below suffer 2 hit points of temporary damage per round. In addition, those within 10 ft. of an undead leviathan tyrant suffer an additional 2-8 hit points of temporary damage every round. These hit points return at the rate of 1 per round once the victim leaves the aura. Creatures reaching 0 or fewer hit points in the aura die. The spell *negative plane protection* protects against this aura, as does a protection from magic scroll or any type of protection from undead scroll. Undead leviathan tyrants feed via this aura and can die if they fail to acquire enough life force.

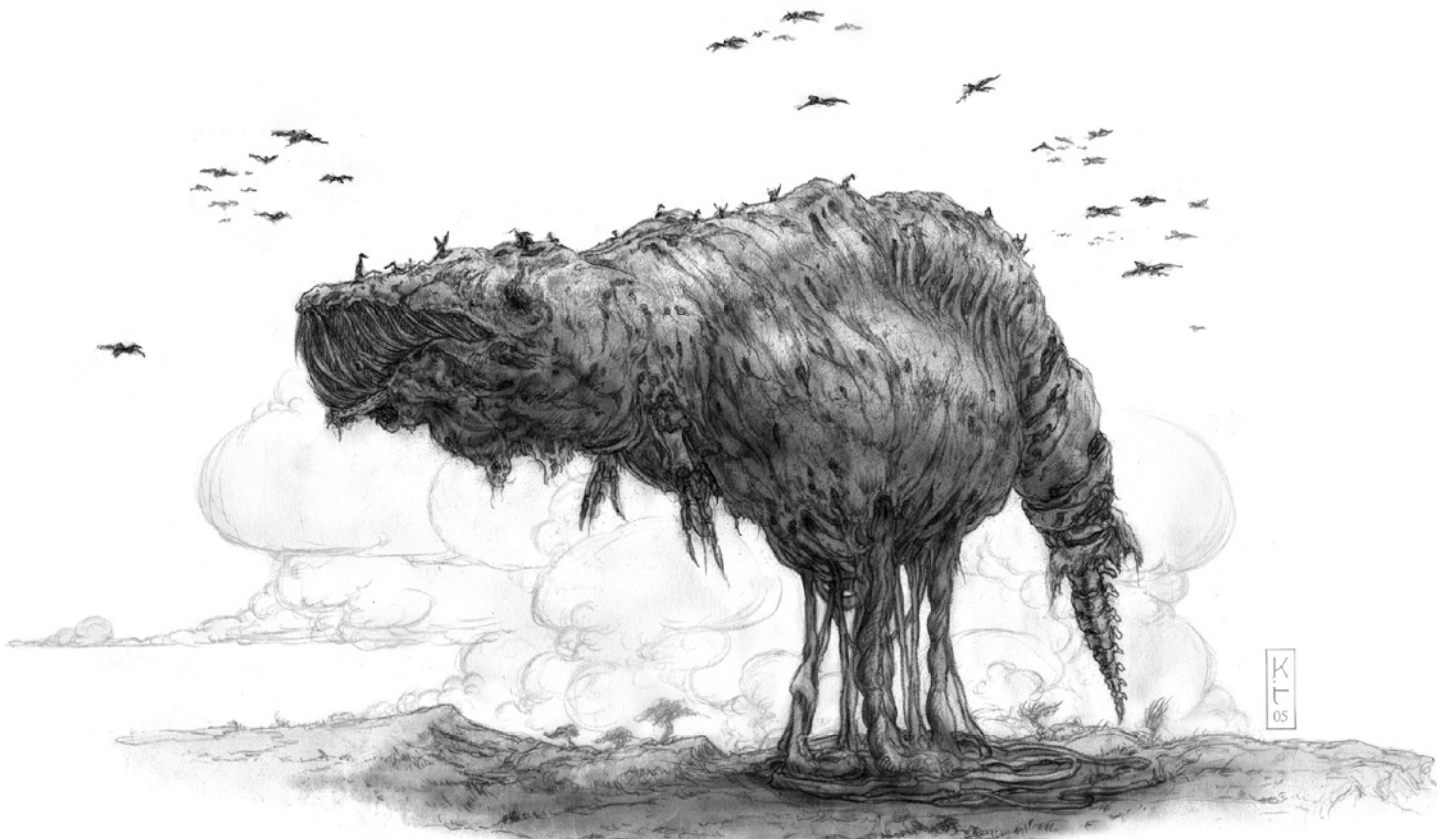
As flying whales, they can ram stationary objects. The damage of this ram is based upon their size. Their highly-rotted condition has rendered them unable to use their fluke smashes and bites, and they entirely rely upon their thrashing guts. The undead leviathan tyrant deals half the indicated ram damage to structures it attacks with its guts.

Undead leviathan tyrants regenerate 10/hp a round and any lost body part (appropriate to their rotted state) regrows within a few days, regardless of the missing part's size. Also, undead leviathans add body mass via this regeneration at an astounding rate. An undead leviathan tyrant without skeletal scavengers for more than a week will produce dense, bulbous growths on its skin until it is incapable of flying and crashes to the ground — dying within 2 days from a lack of energy supplied from its negative energy aura.

Any undead leviathan tyrant that successfully feeds for two months returns to the sea, flying far out over the water until its flying ability fails. It then plunges into the water, swims to the bottom and dies. A negative energy sink appears in the same location within a year of the death of an undead leviathan tyrant.

Undead leviathan tyrants are never encountered without their accompanying troupe of hangers-on. The numbers of these creatures varies, but are mostly related to the size of the undead leviathan tyrant.

As with the undead leviathan, three different base-types of undead leviathan tyrants are presented below based upon the original whale species. All types are turned as *Special*. If a turn attempt fails against an undead leviathan tyrant, the cleric or paladin that failed suffers 2-12 hit points of damage and is stunned for 2-5 rounds.



BALEEN, UNDEAD LEVIATHAN TYRANT

SIZE: Large (40-100 ft. long)
 MOVE: 240 ft. flying (AA: level II)
 ARMOR CLASS: 4
 HIT DICE: 36
 ATTACKS: 10
 DAMAGE: 5-20 (x10)
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: 20%
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 10 / 30,600 + 35/hp

MAGIC RESISTANCE: 20%
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 10 / 22,600 + 35/hp

CACHALOT, UNDEAD LEVIATHAN TYRANT

SIZE: Large (30-70 ft. long)
 MOVE: 180 ft. flying (AA: level II)
 ARMOR CLASS: 4
 HIT DICE: 20-28
 ATTACKS: 8
 DAMAGE: 4-16 (x8)
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration

ORCA, UNDEAD LEVIATHAN TYRANT

SIZE: Large (16-24 ft. long)
 MOVE: 240 ft. flying (AA: level III)
 ARMOR CLASS: 4
 HIT DICE: 20
 ATTACKS: 6
 DAMAGE: 3-12 (x6)
 SPECIAL ATTACKS: See above
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: 20%
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 9 / 13,600 + 30/hp

| Undead Leviathan Tyrant HD | Negative Energy Aura Radius | Ram Siege Point Damage | Gut Range |
|----------------------------|-----------------------------|------------------------|-----------|
| 20 | 200 ft. | 10 | 100 ft. |
| 28 | 300 ft. | 12 | 200 ft. |
| 36 | 400 ft. | 16 | 300 ft. |

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