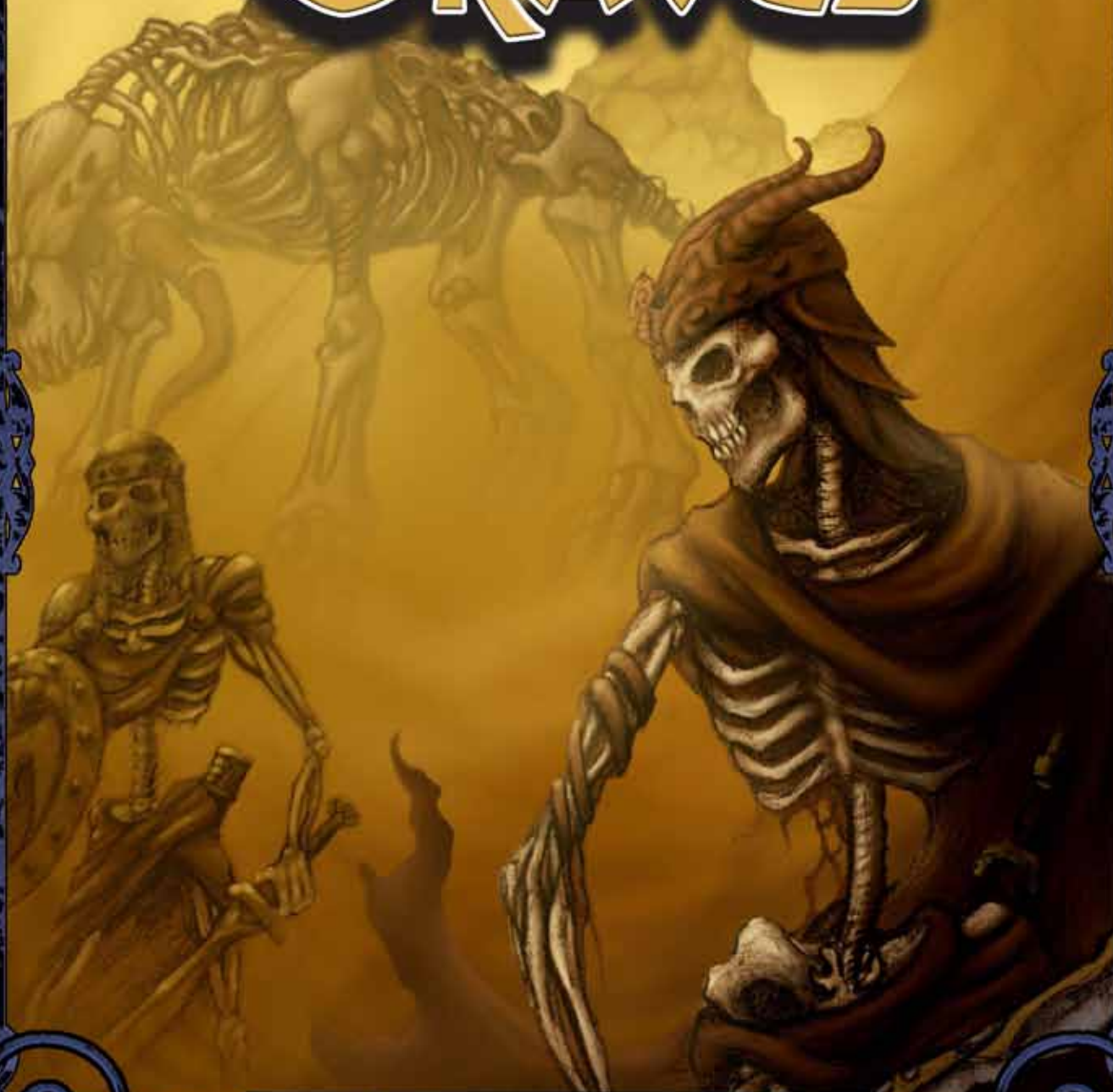




MONSTER MENAGERIE

KINGDOM OF GRAVES



Sam Hing

FOREWORD

Welcome to the *Kingdom of Graves*, the second in our line of *Monster Menagerie* monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For the *Kingdom of Graves*, that theme is undead with a place at court. Rather than a random collection of tomb-dusters, author Sam Hing has put together an awesome set of cold ones that tie into twisted versions of the common fantasy kingdom. We have lords, knights, maidens-in-waiting, couriers, and even siege engines, all from the black courts of the dead.

This collection can be helpful to GMs in many different ways. Since the foes within range from CR 3 to CR 15, they can simply be used to augment the ranks of any undead encounter with something the players haven't seen before. However, they can also form the frame for a whole new threat should the GM decide to create a literal kingdom of graves. Whether it's a single castle that suffered some horrid deathless fate, a land that toils under undead horrors that openly rule mortal subjects, or a more subtle threat where a few undead lords have begun to infiltrate the lands of the living, the kingdom of graves can provide an ongoing problem for a group of PCs. Augmented with zombie soldiers, ghoulish squires, and wight generals, the monsters provided here can form the backbone of an entire campaign arc, if a GM chooses to employ them in such a manner.

However you choose to terrorize your players, we're hopeful you'll find something useful in our second *Monster Menagerie*. Now, ready yourself for the first course of the Feast of Flesh; the lich tyrant is calling for order, the dark messengers have brought news from abroad, and the bloodknights are looking for a fellow knight to challenge.

Owen K.C. Stephens
Summer 2010



BEAN CHAointe

A ghostly woman hovers in the air nearby. Her features are deeply sorrowful, and you feel the weight of overwhelming sadness settle over your soul.

BEAN CHAointe

CR 9

XP 6,400

NE Medium Undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +16

Aura hopelessness (30-ft radius, DC 23)

DEFENSE

AC 22; touch 22, flat-footed 18 (+8 deflection, +2 Dex)

hp 116 (10d8+80)

Fort +11, **Ref** +7, **Will** +10

Defensive Abilities incorporeal, undead traits

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +11 (1d6 negative energy plus energy drain)

Space 5 ft.; Reach 5 ft.

Special Attacks captivating song, energy drain (1 level, DC 23), heart grasp, keening

STATISTICS

Str -, **Dex** 18, **Con** -, **Int** 16, **Wis** 17, **Cha** 26

Base Atk +7; **CMB** +11; **CMD** 21

Feats Improved Initiative, Skill Focus (Preform), Stealthy, Vital Strike, Weapon Finesse

Skills Diplomacy +18, Fly +21, Intimidate +21, Knowledge (history) +13, Knowledge (nobility) +13, Perception +16, Perform (singing) +18, Sense Motive +16, Stealth +19

Languages Common, Draconic, Elven, Sylvan

SQ lineage

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Captivating Song (Su): A bean chaointe may spend a full round action to sing a heartrending song about the tragedies of their family line. All intelligent creatures within 30 feet must make a DC 23 Will save, or stand enraptured by her song, unable to take any actions. The bean chaointe may maintain her song as a move action every round. The bean chaointe may extend the range of her song by making a Perform (singing) check, DC 30. For every 5 points over the DC, the bean chaointe extends the range of her song by 10 feet. This is a sonic attack, and does not affect deaf targets or those in a magic *silence*.



Despite the extreme danger of the bean chaointe's song, listeners can gain valuable information about the spirit and her family history by purposely failing their save and becoming lost within the words. A target that fails its save may make a Knowledge (religion) check with a +8 bonus to learn details of the undead and her past, or a Knowledge (history) check with a +4 bonus to learn about the region.

Heart Grasp (Su): A bean chaointe that succeeds on a grapple check against a living target may reach within its chest, and grasp its heart. Every successful grapple check inflicts one negative level to the target. A DC 23 Fortitude save allows the target to resist the level loss.

Hopelessness (Su): Simply being around a bean chaointe drains the mental energy of the living. Every living creature within 30 feet of the spirit must make a DC 23 Will save every round. Failing this save means that the victim is staggered for 1 round.

Keening (Su): Once per day a bean chaointe can scream her rage and sorrow as a killing power. All living creatures within 40 feet take 10d6 points of damage, with a DC 23 Fortitude save for half damage. Failing this save also deafens the target for 1d4 hours.

Lineage (Su): A bean chaointe automatically knows a blood family member when she sees them, regardless of attempts to disguise them by physical or magical means. Beings that are blood family members make the save versus the spirit's hopelessness aura at -4. Beings that marry into the family lineage make the save at -2. The range of the aura is 100 feet in respect to blood family members.

If the bean chaointe's family attempts to part ways, she will haunt the oldest member of the family.

Bean chaointe, or keening women, are the spirits of strong willed women that die tragically, often from betrayal. A keening woman appears as a ghostly woman, generally hauntingly beautiful, or withered and ancient. The spirit can change between the two at will.

Bean chaointe are often part of a noble line, or a family that served such a line loyally, and they are bound to haunt their families serving as both boon and curse. Bean chaointe attack anyone that threatens the lives or livelihood of their family-line. They fight with a terror inspiring fury and show no mercy. Once the threat is eliminated they redouble the haunting of their family for as many days as it took to eliminate the threat, inflicting them with their aura and even killing a lesser member of the household. They also often appear at times important to their family, such as birthdays, anniversaries, and holy ceremonies. Despite having such a powerful protector, families with a keening woman are often viewed as cursed.

Despite their evil nature, bean chaointe are not above talking with members of their lineage, or rarely, with outsiders inquiring about their family. Those interacting with a keening woman generally come away changed, unable to enjoy life to quite the same degree, burdened by the knowledge they have gained.



BLOODKNIGHT

A heavily armored figure dismounts from an ebony horse. What little flesh you can see on the knight is the color of fresh cream.

BLOODKNIGHT

CR 12

XP 19,200

Human vampire fighter 11

LE Medium Undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 30; touch 14, flat-footed 26 (+10 armor, +3 Dex, +1 dodge, +6 natural)

hp 110 (11d10+50), fast healing 5

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities channel resist +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses challenges, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *unholy longsword* +22/+17/+12 (1d8+7/19-20) and slam +16 (1d4+3 plus energy drain) or armor spikes +18/+13/+6 (1d6+3), or slam +21 (1d4+7 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Special Attacks blood drain, create spawn, energy drain (1 level, DC 19), weakening gaze, weapon training (swords +2, natural +1)

STATISTICS

Str 24, **Dex** 16, **Con** -, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 31

Feats Alertness(B), Bleeding Critical, Combat Expertise, Combat Reflexes(B), Critical Focus, Disruptive, Dodge(B), Great Fortitude(B), Improved Initiative(B), Improved Vital Strike, Lunge, Mobility, Spellbreaker, Spring Attack, Toughness(B), Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack

Skills Bluff +17, Diplomacy +9, Intimidate +17, Knowledge (dungeoneering) +7, Knowledge (history) +5, Knowledge (nobility) +7, Perception +21, Profession (soldier) +15, Ride +11, Sense Motive +17, Stealth +19, Survival +5

Languages Common, Draconic, Orc

SQ armor training 3, call dark steed, enhance weapons and armor, gaseous form, immunity to cursed weapons and armor, rejuvenation, shadowless, spider climb

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (-1 *cursed longsword*, +1 *full plate of rage with silver armor spikes*, *belt of giant strength* +2, *cloak of resistance* +2, *horn of fog*)

SPECIAL ABILITIES

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

Call Dark Steed (Su): A bloodknight may summon a dark steed to serve it. This acts like the paladin Divine Bond ability, except it summons a fiendish mount. Exceptionally powerful and charismatic bloodknights ride nightmares, gorgons or other mighty creatures.

Create Spawn (Su): A bloodknight can create spawn out of those it slays with its blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days, under the command of the bloodknight. A bloodknight may have enslaved spawn totaling no more than twice its own hit dice; any spawn it creates that exceeds this limit are free-willed undead. The bloodknight may free enslaved spawn to create new spawn, but can never regain control over the freed undead again. The bloodknight can elect to create a full fledged bloodknight in place of a spawn, but rarely do so, viewing them as dangerous rivals. At most, a bloodknight may create a single of its own kind to serve as a squire.

Enhance Weapons and Armor (Su): Any melee weapon that a bloodknight wields gains either the *unholy* or *wounding* special ability. Any armor the bloodknight wears gains either the *improved shadow* or the *undead controlling* special ability. These powers function only for the bloodknight, and are chosen upon the generation of the vampire. Once the bloodknight is destroyed, the weapons lose these powers permanently.

Gaseous Form (Su): As a standard action, a bloodknight can assume *gaseous form* (CL 5) at will, but it can remain gaseous indefinitely, and has a fly speed of 20 feet with perfect maneuverability.

Immunity to Cursed Items: A bloodknight can handle cursed items without fear, and frequently uses cursed weapons. Any cursed items function as the beneficial versions of the item used while in the bloodknights possession. If the item has no beneficial version of itself, it simply does not function while in the vampires possession.

Rejuvenation (Su): A bloodknight reduced to 0 hit points in combat is reduced to gaseous form, and attempts to escape. It must reach its coffin within 2 hours or be utterly destroyed. Once the vampire is at rest, it is helpless, and regains 1 hit point after an hour, then is no longer helpless, and resumes its fast healing.



Shadowless (Ex): A bloodknight casts no shadow, and creates no reflection in a mirror.

Spider Climb (Ex) As per the spell, at will.

Weakening Gaze (Su): A bloodknight can slow the mind and reactions of their opponents as a standard action. Anyone that the vampire targets must make a Will save DC 19, or suffer a -3 to their initiative, any hit rolls, mental skills, and Will saves for 24 hours. Once a target fails a save against a bloodknight's gaze, they cannot be affected again by the same vampire for 24 hours. The range of this ability is 30 feet.

Weaknesses: Bloodknights cannot tolerate the strong odor of garlic, and will not enter an area laced with it. They also recoil from mirrors and holy symbols, remaining at least 5 feet away from the object, and being unable to touch or make melee attacks against any being holding it. After 1 round, the bloodknight may make a DC 25 Will save to overcome their revulsion and act normally.

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

A bloodknight has a compulsion to battle any creature that challenges them to one on one combat. As long as the being that challenged them does not flee, no other creature attempts to attack the vampire or aid the vampire's target, or the sun is not within a half hour of rising, the bloodknight will focus all its fury on the challenger until it slays them.

Exposing a bloodknight to sunlight staggers it on the first round of exposure, and destroys it on the second consecutive round of exposure, if it does not escape. Immersing a bloodknight in running water inflicts one third of its maximum hit points in damage to it every round, and reducing it to 0 hit points in this way destroys the creature. Driving a wooden stake through a helpless bloodknight's heart slays it, although it will return to life if the stake is removed unless its head is severed and burned or anointed with holy water.

Bloodknights are a brutal subspecies of vampire, calling themselves the "blessed of Hell". If not in control of a barony of their own, they work for powerful undead lords (usually a lich or greater mummy). Even the most powerful undead keeps a careful eye on bloodknight servants as they have been known to forcefully depose of their "masters."

Bloodknights enjoy creating cursed magic items both for their own use, and to scatter about for others to find.



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DARK MESSENGER

This gaunt figure strides with speed and purpose. It carries a pale staff carved of bone, and a skull-like half mask covers its decaying face. A lipless mouth grins at your shock and disgust.

DARK MESSENGER

CR 5

XP 1,600

NE Medium Undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 21; touch 17, flat-footed 14 (+7 Dex, +4 natural)

hp 51 (6d8+24)

Fort +6, **Ref** +11, **Will** +7

Defensive Abilities undead traits

OFFENSE

Speed 40 ft.

Melee masterwork quarterstaff +5 (1d6) or touch +11 (1d4+1d4 Wisdom drain)

Space 5 ft.; **Reach** 5 ft.

Special Attacks dark whispers

Spell-like Abilities (CL 6)

At will-*disguise self*, *suggestion* (DC 16)

3/day-*blur*, *dimension door*

2/day-*cat's grace*, *haste*

1/day-*control undead* (DC 21)

STATISTICS

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

Base Atk +4; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +13, Knowledge (arcane) +12, Knowledge (geography)+9, Perception +11, Sense Motive +11, Slight of Hand +13, Stealth +16

Languages Aklo, Common, Draconic, Giant

SQ spell storing, warding

ECOLOGY

Environment any

Organization solitary

Treasure standard (masterwork quarterstaff, other treasure)

SPECIAL ABILITIES

Dark Whispers (Su): A dark messenger can whisper vile thoughts into the ear of any sleeping living being. The target must make a Will save, DC 18, or take 1d6 Wisdom damage, and the dark messenger can plant a *suggestion* (as the spell), that the victim then follows the next time it awakens.

Spell Storing (Su): A dark messenger may store up to 3 spells within its staff, as per a *weapon of spell storing*. This power only works for the dark messenger.



Warding (Su): A dark messenger can cast *protection from evil*, or *protection from good* at will.

Dark messengers are the emissaries and couriers trusted to carry messages between undead lords. They are loyal to none, and freely enter even hostile courts, trusting in their wardings to keep them safe while they deliver their goods or information. Most powerful undead lords grudgingly grant the messengers safe passage, having learned it is more useful to allow them to deliver their messages than to punish or destroy them.

Dark messengers avoid combat if they can, preferring to flee foes, taunting them as they escape. If they have no goods to deliver, they creep into urban areas whispering madness into the ears of people of importance, and enjoying the subsequent chaos it causes. They are also sent on specific missions to corrupt and weaken heroes and kings.

Dark messengers can often be found carrying important messages, magical items, and other items of value to the undead. They sometimes bear messages from undead lords to mortals, enjoying the fear and discomfort their rotting forms cause the living.

LICH TYRANT

The rotted creature standing before you radiates pure force of will. Its garments are of the finest cloth, and the sword at its side is of high quality. Tiny pinpoints of red light dance in its hollow eye sockets.

LICH TYRANT

CR 10

XP 9,600

Human Lich Aristocrat 10

LE Medium Undead (augmented humanoid)

Init +2; **Senses** darkvision 60 ft.; Perception +17

Aura fear (60-ft. radius, DC 19) or majesty (60-ft. radius, DC 19)

DEFENSE

AC 24; touch 13, flat-footed 21 (+5 armor, +2 Dex, +1 dodge, +1 shield, +5 natural)

hp 85 (10d8+40)

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

Defensive Abilities channel resist +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee touch +12 (1d6+1 plus awe), or +2 rapier +12/+7 (1d6+3/18-20), and touch +7 (1d6+1 plus awe)

Space 5 ft.; **Reach** 5 ft.

Special Attacks awe

STATISTICS

Str 12, **Dex** 14, **Con** -, **Int** 17, **Wis** 12, **Cha** 18

Base Atk +7; **CMB** +8; **CMD** 20

Feats Dodge, Mobility, Persuasive, Skill Focus (Diplomacy), Vital Strike, Weapon Finesse

Skills Bluff +14, Diplomacy +20, Disguise +15, Intimidate +17, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Linguistics +11, Perception +17, Ride +10, Sense Motive +19, Stealth +18

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Undercommon

SQ rejuvenation

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (+1 *glamored chain shirt*, masterwork buckler, +2 *rapier*, *circlet of persuasion*, *cloak of resistance* +2, other treasure)

SPECIAL ABILITIES

Awe (Su): The touch attack of a lich tyrant forces an intense feeling of awe onto its victims in addition to dealing



damage. The target must make a DC 19 Fortitude save or be paralyzed for 1d4 hours. *Remove paralysis* or any effect that removes curses will end this effect. Those succeeding at the Fort save must immediately make a DC 19 Will save or be *dominated* by the lich, as per *dominate monster*. The victim receives a new save every day. Undead are not subject to the paralyzing effect of the touch, but are affected by the *domination*. A creature that saves against the touch cannot be affected by the same lich's awe for 24 hours. As a full round action, the lich may use the negative energy of its touch on itself, healing damage as if it had used its touch attack against itself.

Fear Aura (Su): Creatures of less than 5 HD in a 60-ft. radius that gaze upon the lich while this aura is in effect must succeed on a DC 19 Will save or become frightened. Creatures with 5 HD or more must succeed on a DC 19 Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that saves against the aura cannot be affected by the same lich's aura for 24 hours. (The lich tyrant may only have one aura active at a time.) This is a mind-affecting fear affect. The lich may suppress this effect in favor of its majesty aura as a free action.

Majesty Aura (Su): All creatures within a 60-ft. radius of the lich, and that can see it, must succeed at a DC 19 Will save each round or be unable to take any hostile action toward the lich for 1 round. A creature that saves against the aura cannot be affected by the same lich's aura for 24 hours. Undead beings within the radius rally, gaining a +2 morale bonus to hit rolls and damage for as long as the aura is active. The lich may suppress this effect in favor of its fear aura as a free action. (The lich tyrant may only have one aura active at a time.) This is a mind affecting effect.

Rejuvenation (Su): When a lich tyrant is destroyed, its phylactery immediately begins to rebuild its body. This process takes 2d10 days. If the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed, lacking any gear it left behind on its old body, and begins plotting revenge on those who dared defy it.

Despite taking the trappings of a benevolent ruler, a lich tyrant is a selfishly evil creature at its core. Typically created from an aging nobleman or king who has a deep seated fear of death, and who refuses to yield their power, they make pacts with dark powers for immortality. The result is a power-hungry undead ruling with an iron fist over people to which it now has no connection or empathy.

Lich tyrants disdain combat, and surround themselves with hordes of minions both living and undead. They attempt to rob their foes of their free will, preferring living slaves to corpses. If forced into combat, a lich tyrant fights to the best to its ability, granting no quarter.

Unlike its more powerful kin, a lich tyrant does not have to create its own phylactery, instead having it crafted by others. The lich's greatest weakness is that the phylactery must bear his or her likeness. It may be a masterful painting, a carefully carved gem, or an entire statue. This makes them far more obvious (and thus vulnerable) to bold heroes.



MASQUE GHUL

The young nobleman's body suddenly ages and decays before your horrified eyes, becoming a potbellied corpse. Its eyes glow a hellish yellow as it runs a long tongue over its now fang-like teeth.

MASQUE GHUL

CR 3

XP 800

NE Medium Undead

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 30 (4d8+12)

Fort +4, **Ref** +3, **Will** +8

Defensive Abilities channel resist +3, undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +5 (1d4+2 plus disease and paralysis), 2 claws +5 (1d6+2 plus paralysis)

Space 5 ft.; Reach 5 ft.

Special Attacks laugh, paralysis (1d6+3 rounds, DC 15)

STATISTICS

Str 15, **Dex** 15, **Con** -, **Int** 16, **Wis** 18, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Skill Focus (Bluff)

Skills Acrobatics +9, Bluff +10, Climb +14, Knowledge (nobility) +7, Perception +11, Stealth +9, Swim +6

Languages Aklo, Common, Draconic, Elven

SQ change shape

ECOLOGY

Environment any

Organization solitary pair, or court (4-8)

Treasure standard

SPECIAL ABILITIES

Change Shape (Su): A masque ghul takes on the appearance it had in life during daylight hours. Once darkness falls, it reverts into its true form. It may resist the change by making a DC 20 Will save, with a cumulative +1 to the DC for each hour the masque ghul remains in its mortal form. A masque ghul in humanoid form retains all its abilities and traits, and may make a Will save to resist any means of being detected as undead as a free action, even if they are unaware of the effect.

Disease (Su): *Ghoul Fever*: Bite-injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d4 Con and 1d4 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoulish fever rises as a masque ghul at the next midnight.

Laugh (Su): When a masque ghul attacks living prey, it lets out a hyena-like cackle. All living creatures that hear the laugh must make a DC 15 Will save or be shaken for 1d4 rounds.

Masque ghuls infiltrate the world of the living, the better to feed upon them. While the sun shines they appear and act as they did in life, and are often respected members of the community in which they have inserted themselves. Masque ghuls are lazy creatures, frequently impersonating nobles, even if they were simple farmers in life. They live posh lives during the day, and slip away into the dark, to raid graveyards or hunt the living.

Masque ghuls use more tactics than their feral kin, and try to hunt in ways that do not threaten their daily lives. They often restrict their feeding to robbing fresh graves, although they crave feasting on the still living. Some masque ghuls have hunting parties of typical ghouls, kept on leashes or in feeding pits.

Liches, vampires, and other powerful undead often employ masque ghuls to infiltrate important positions in kingdoms that they are manipulating. These pawns play politics and promote their masters' agendas.



NIGHT DRAGON

A massive skeletal dragon screams in fury as it tears at the ground with claws the size of swords. Its empty eye sockets glow an eerie green.

NIGHT DRAGON

CR 15

XP 51,200

CN Gargantuan Undead

Init +3; **Senses** dragon senses; Perception + 28

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 33; touch 5, flat-footed 33 (-1 Dex, +28 natural, -4 size)

hp 230 (20d8+140)

Fort +13, **Ref** +5, **Will** +17

Defensive Abilities undead traits; **DR** 10/magic, **SR** 26

OFFENSE

Speed 40 ft., fly 200 ft. (clumsy), burrow 60 ft.

Melee bite +22 (4d6+11/19-20 plus icy touch), 2 claws +20 (2d8+5 plus icy touch), 2 wings +20 (2d6+5 plus icy touch), tail slam +20 (2d8+5 plus icy touch)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (100-ft. line, DC 26, 20d6 negative energy, once every 1d4 rounds), burning acid breath, icy touch, rotting gaze

Spell-like Abilities (CL 20)

At will—*darkness*, *scare* (DC 18)

3/day—*symbol of pain*

2/day—*power word:stun*, *insanity* (DC 24)

1/day—*geas/quest*, *trap the soul* (DC 25)

STATISTICS

Str 32, **Dex** 8, **Con** -, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +15; **CMB** +30; **CMD** 39

Feats Cleave, Critical Focus (bite), Great Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Sickening Critical, Vital Strike

Skills Fly +8, Intimidate +30, Knowledge (arcane) +29, Knowledge (local)+26, Knowledge (religion) +29, Perception +28, Sense Motive +28, Spellcraft +29, Stealth +10, Survival +25

Languages Common, Draconic, Terran plus 4 others

SQ rejuvenation

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Burning Acid (Su): Instead of a line of negative energy, a night dragon can breathe out a 60 ft. cone of clinging acid. The acid deals 20d4 points of damage the first round, 10d4 the second round, and 4d4 the third round. On the fourth round it bursts into flame, dealing 10d6 fire damage. A DC 27 Reflex save halves all damage done. Creatures that are immune to acid damage, yet do not wash off the acid are subject to the fire damage on the final round of the effect. Five gallons of water, or other such liquid will remove the acid from a single Medium creature as a standard action.

Icy Touch (Su): The mere touch of a night dragon carries an icy chill that paralyzes the living for 2d6 rounds, unless the target makes a DC 27 Fortitude save.

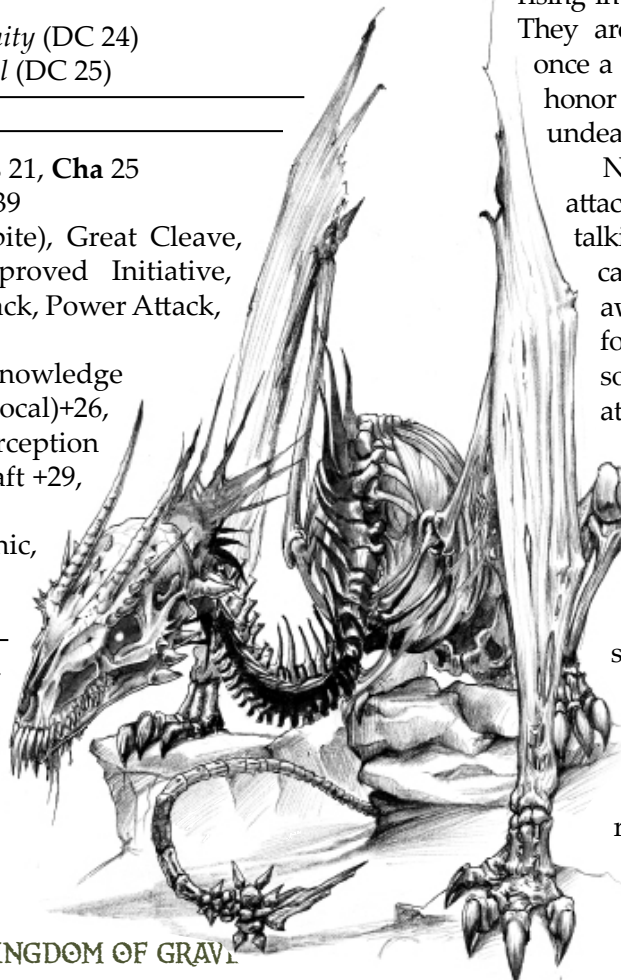
Rejuvenation (Su): Night dragons are nearly impossible to destroy without ending whatever unnatural event spawned it in the first place. A slain night dragon will reform in 7 days, with all memories of the beings that battled it.

Rotting Gaze (Su): Any living or undead creature within 30 feet that meets a night dragon's gaze must make a DC 27 Fortitude save or begin to rot and molder away. Living creatures suffer 1d4 points of Constitution damage for each failed save. Undead creatures lose 1d4 Charisma damage for each failed save.

Night dragons form from the collective unconscious and spirit of a land ravaged by the horrors of the undead, or by fiendish incursion. It is a heraldic symbol of the land itself, rising in an attempt to repair the massive damage. They are most common where the dragon was once a common symbol of rank and nobility, but honor and duty have been abandoned in favor of undeath and/or debauchery.

Night dragons rage across the countryside, attacking most creatures they encounter, yet talking with others, attempting to find the cause of their creation. Each night dragon is aware that some terrible wrong is responsible for their creation, but has no idea what the source of that evil is. Night dragons often attack without warning in their search for the focus of their rage. If convinced to parley, their sole purpose is the destruction of whatever caused them to be brought into being. If they feel it necessary, they will *geas* others into assisting them.

Night dragons are formed from the scraps of many different dragons, brought together by unknowable magic belonging to nature itself. In lands where dragons are unknown, or not heraldic symbols, sometimes massive lions, or great eagles rise in their place.



ROT GIANT

A massive giant pushes through the trees. Its flesh is an unhealthy gray, and its eyes are sunken into its head. Dozens of arrows bristle from its shoulders, neck, and chest, like grisly war medals. Several human skeletons swarm around its legs.

ROT GIANT

CR 7

XP 3,200

CE Huge Undead

Init -2; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 20; touch 6, flat-footed 20 (-2 Dex, +14 natural, -2 size)

hp 84 (13d8+26)

Fort +6, Ref +2, Will +9

Defensive Abilities protection from normal missiles, undead traits; DR 10/-

OFFENSE

Speed 30 ft.

Melee great club +16/+11 (3d6+13) or 2 slams +16 (1d8+9)

Ranged rock +7 (1d8+13)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing 140 ft.

STATISTICS

Str 29, Dex 7, Con -, Int 9, Wis 12, Cha 14

Base Atk +9; CMB +20; CMD 28

Feats Awesome Blow, Cleave, Greater Bull Rush, Great Cleave, Improved Bull Rush, Power Attack, Vital Strike

Skills Climb +25, Intimidate +18, Perception +18,

Languages Giant

SQ create skeleton

ECOLOGY

Environment any land

Organization solitary (plus 2d4 skeletons), pair, or crush (3-7)

Treasure standard

SPECIAL ABILITIES

Create Skeletons (Su): A rot giant can take a full round action to gape its jaws like a snake and consume the corpse of a Medium or smaller target. On the next round, as a standard action it can disgorge a skeleton with HD equal to the consumed victim. The skeleton is not strictly under the giant's control, but follows it and attacks living creatures nearby the giant. Any living creature that witnesses a rot giant using this ability must make a DC 19 Will save or be nauseated one round. A creature that successfully saves cannot be affected again for 24 hours.

Protection From Normal Missiles (Ex): Rot giants have a thick dried hide which protects them from all nonmagical projectiles of less than Large size. A rot giant's flesh is often studded with arrows, spears, and axes that the creature never even noticed striking it.

Rot giants are typically created as living siege engines and bodyguards by the most powerful of undead rulers, although in rare cases they do arise spontaneously. An army of the dead on the march keeps any rot giants in the forefront of their forces, both to spread terror and to deflect incoming missile weapons.

Rot giants are not subtle, charging into combat with a dry roar. They will frequently stop in mid-battle to gulp down the fallen. Only the most powerful and charismatic undead can force the brutes to stick to any form of plan or organization.

The most intelligent rot giants will stop in a graveyard before attacking a town, gorging on the freshest dead, and creating a legion of loyal, if weak minions. They take pleasure in observing the fear the skeletons spread as the sweep down upon a town, even if they don't have the patience to watch for long. Some rot giants see these skeletal followers as family, and get enraged when their "children" are harmed; others ignore them completely.



SOUL HARVESTER

A grotesque giant lumbers toward you. Its decaying flesh hangs in reeking folds, and one ham sized fist is capped with a spiked ball. Tormented faces press through its flesh from within, attempting to escape.

SOUL HARVESTER

CR 6

XP 2,400

CE Large Undead

Init +0; Senses darkvision 80 ft.; Perception +13

DEFENSE

AC 17; touch 9, flat-footed 17 (+8 natural, -1 size)

hp 68 (8d8+32)

Fort +6, Ref +2, Will +8

Defensive Abilities channel resist +4, undead traits

OFFENSE

Speed 30 ft.

Melee spiked fist +11 (2d6+5), slam +10 (1d4+5)

Space 10 ft.; Reach 10 ft.

Special Attacks burn soul, harvest soul

STATISTICS

Str 20, Dex 10, Con -, Int 14, Wis 15, Cha 19

Base Atk +6; CMB +12; CMD 22

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (spiked fist)

Skills Intimidate + 15, Knowledge (arcana) +13, Knowledge (planes) +10, Perception +13, Sense Motive +13, Stealth +7

Languages Abyssal, Common, Infernal

SQ soul flare

ECOLOGY

Environment any

Organization solitary or brace (2-4)

Treasure standard

SPECIAL ABILITIES

Burn Soul (Su): A soul harvester can consume the souls it has harvested to grant itself dark boons. It may burn up to its Charisma modifier in souls as a free action every round. Each soul burned grants the soul harvester a +1 to its attack bonus and damage for 1 round, or allows it to cast a spell from the school of necromancy. A spell costs one soul per spell level, and the maximum level the soul harvester can cast is equal to its Charisma modifier. The spells caster level is equal to the soul harvester's HD.

Harvest Soul (Su): A soul harvester can capture the soul of any creature that dies within 40 feet of it, swallowing it as a standard action. If more than one soul harvester is attempting to capture the same soul, they must make opposed Charisma checks, with the winner gaining the soul. A creature whose

soul has been harvested cannot be returned to life as long as its soul is within a soul harvester by anything less than a 9th level spell. A soul harvester can hold a maximum of 1 soul per hit die.

Soul Flare (Su): When a soul harvester is destroyed, any captured souls contained within it burst forth in a silent explosion. All creatures within 50 feet of the soul harvester burst make a DC 18 Reflex save, or take 1d6 positive energy damage per soul released, and be blinded for 10 rounds.

Soul harvesters are gluttonous creatures that exist to capture, contain, and devour the souls of mortal creatures. They are born of local officials, usually tax collectors or judges, who used their position to leach off those they were meant to serve. Most are killed in an act of revenge for some sin committed on their neighbors, only to return and take up literally feeding on the mortals they abused while still alive.

The only beings soul harvesters hate more than mortals are other soul harvesters, and they frequently compete to harvest powerful or important souls, such as kings and priests. They are craven however, and will lurk around deathbeds and battle fields, waiting for their targets to fall. Most soul harvesters slowly feed upon the souls they capture, the only physical pleasure they can still experience. Other soul harvesters sell the souls they capture to fiends, or to other undead for dark boons. Some powerful undead send soul harvesters out to collect souls for use in dark rituals.

Soul harvesters will freely battle creatures weaker than themselves, battering them with their spiked fist. They only burn their harvested souls when they are in danger of being destroyed.



GO ROGUE!

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