

The Genius Guide to: GRUESOME UNDEAD TEMPLATES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Gruesome undead templates are quick, easy options a GM can add to nearly any undead monster, to create creatures with whole new themes and abilities. A GM can use these as threats that are less familiar to experienced players, clues or elements for a specific background story, or to just have new boss undead to be the focus of a climactic final battle.

All the gruesome templates are designed to play into a specific fearsome idea or fate and provide an extra dose of horror for undead foes. Some of the gruesome templates are inspired by the ghosts, vampires, and zombies of classic horror fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure or build whole new encounters around them.

AREN'T ALL UNDEAD PRETTY GRUESOME?

Certainly one could make the case that the very idea of undead – corpses that lack life but maintain animation (and in some cases intellect) – is gruesome and disturbing all by itself. Certainly many of the classic undead (mummies, vampires, and zombies) feature as the focus in a wide range of horror movies. But the fact is not only have players gotten quite used to the idea of undead, it's also reasonable for their characters to be inured to the terror that often accompanies the appearance of an undead in horror movies. After all, undead are a fact of life for people in a typical fantasy RPG campaign and in most ways are no more dangerous (or fearful) than aberrations, dragons, outsiders, or enemy spellcasters.

The idea behind gruesome undead is to “spice up” these monsters, to make them more interesting (and perhaps more frightening) for players and GMs. Rather than face another horde of zombies, the players find themselves facing rotting corpses with elongated, twisted limbs, or gibbering wrecks of things once humanoid that whisper maddening secrets from beyond the grave. Creatures that have more wrong with them than “just” being walking corpses, gruesome undead have uncanny appearances, smells and sounds that makes them more frightening to even veteran characters than a typical monster of the type (generally represented by each gruesome undead’s shock value – see below), while the fact that they are difficult to identify makes them more of a mystery for players.

CREATING GRUESOME UNDEAD

Creating a gruesome undead is just a matter of adding one of the simple gruesome templates presented below to an existing undead. Mostly the templates can be added to any undead, but when that is not the case it’s noted in the “restrictions” entry. These templates are intentionally kept fairly simple, and can generally be added quickly and with a minimum of additional calculations.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text, offering the GM some idea how to convey the sights, sounds, and smells of undead with the template to players. Since these templates can be added to a wide range of creatures these descriptions are necessarily a bit vague, but GMs should easily

be able to add details from the description of the base undead a template is added to.

After the italicized text is a short outline of the concept behind the gruesome template with suggestions for how undead of this kind come to be, what kinds of roles do they take in combat, and where they might be found.

CR

Each gruesome template adjusts the CR of the undead it is applied to.

AC/HP/SAVES

One ongoing issue with templates for monsters is that they often increase the base creature’s CR without increasing its AC, hp, or saving throws. Of course it is possible for a creature to be more dangerous simply by having better offensive options, but in many cases creatures with templates are killed off before their new attack powers can come into play. Some complex templates fix this problem by increasing a creature’s ability scores, but that requires numerous changes to a long list of calculations, creating more work for the GM.

To help offset this issue without adding too much complexity, several gruesome templates add a bonus to the base creature’s AC (normally in the form of additional natural armor) hit points, and saving throws (normally in the form of a resistance bonus) to make sure a gruesome undead can last long enough to utilize its new attacks and powers. Unlike most named bonuses, all these increases tack if a creature has multiple gruesome undead templates.

CALCULATIONS USING CR

Many of the calculations used in *The Genius Guide to Gruesome Undead Templates* reference the undead’s CR to determine things like save DCs. This is a departure from standard monster rules, where CRs are generally calculated as $10 + 1/2$ monster HD, +some ability score modifier. The main advantage of using CRs instead that such calculations can be quickly and easily made by the GM when applying these templates, rather than taking the time to use any of the standard formulas. The save DCs of gruesome abilities are standardized as $10 + CR$ for abilities that aren’t expected to be effective more than half the time or $15 + CR$ for abilities that should only be resisted by a PC who is well-prepared to face threats of the type being used. The more often an ability can be used (or the more targets it can affect at once), the more likely it is to use the $10 + CR$ calculation.

For example, the fungal undead template adds a spore burst that activates anytime it takes weapon or force damage, and affects an area. Because this ability is likely to impact multiple characters on multiple occasions, the save DC is set at $10 + CR$. If the fungal

A few other calculations may be based on CR for the same reasons of speed and ease. The CR used for all such calculations (including save DCs) is always the gruesome undead’s final CR, after all modification for adding templates.

SHOCK VALUE

Many gruesome undead have a “shock value,” which represents how much more disturbing they are to see than a typical walking corpse. When a character sees a gruesome undead for the first time, if the undead’s HD + shock value exceed the character’s level, the character must make a Will save (DC 10 + 1/2 undead’s HD + shock value) or be shaken for a number of rounds equal to the undead’s HD. (This is a mind-affecting fear effect.) A character is only subject to this save once per day from the same type of gruesome undead, regardless of how many times the character runs into that kind of gruesome undead.

Additionally, the shock value of a gruesome undead is added to the save DC of the first fear effect to occur in the same encounter as the undead, regardless of the source of the fear effect.

There’s a limit to how shocking even the most gruesome creature can be. If an undead has multiple gruesome templates, its shock value is equal to the highest shock value of any the templates +1, regardless of how many templates it has.

For example, Lord Brevic Falkavian

SPECIAL ATTACKS AND ABILITIES

Most gruesome undead gain special attacks and/or abilities that are build off their gruesome features, either extending unusual physical features into combat-effective powers, or giving it abilities that match its thematic elements.

WEAKNESSES

Gruesome undead are designed to have weaknesses (although in many cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base undead they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DC of these checks are based on the base DC of Knowledge (religion) checks used to gain information about any type of undead – DC 10 + CR for typical monsters. Making this base DC allows a player to identify a creature as “something similar to” the base undead but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature’s abilities and weaknesses).

For example: Father Birch enters the Tomb of Te Essar and spots a skeletal figure with glowing embers in its eye sockets, leathery flesh hanging from its frame, and gnarled deformations on its bones oozing puss. The GM knows this is a carrier crypt thing, a CD 5 undead with a CR +3 gruesome template. A CR 18 Knowledge (religion) check lets Father Birch identify the creature as “something like a crypt thing, a guardian undead that only attacks if the tomb it protects is violated, but with strange growths on its bones.” A DC 23 check both reveals the carrier crypt thing’s teleportation

ability (as the standard “additional useful piece of information” guideline for monster lore checks), and the information listed for “Base +5” under the carrier template



GRUESOME UNDEAD TEMPLATES

The following templates can be used to create special undead with gruesome and fearful themes and abilities.

CARRIER

The slender figure constantly shivers, as though lightly shaken by unseen hands. Boils, sores, and crusty, scabrous growths are scattered across its body, some visibly oozing a thick, yellow fluid. Even from a distance the smell of soured sweat and rotting blood fill the air, and some foul miasma grows in strength each time the yellowish sludge spurts from a sore.

Carrier undead are normally a result of someone dying of disease under the same conditions that might normally create an undead – lack of proper burial, evil magic, negative material energy, or strong negative emotions. Less commonly, carrier undead may be the result of an undead disease – either from necromantic magics or from infection from a ghoulish bite or similar undead injury. They are most common in areas struck by pandemic, sometimes clawing their way out of piles of unburied, festering corpses left to rot as communities flee from plague-ridden areas.

SHOCK VALUE: 1

CR: +2 to base undead's CR

AC: +0 natural armor

HP: +30

SAVES: +3 resistance bonus

SPECIAL ATTACKS AND ABILITIES

COLD RESISTANCE (SU): The carrier undead runs a very high fever, giving it cold resistance equal to its CR. If the base undead already has cold resistance, increase it by this amount.

INFECTION (SU): The first time each day a target is hit by a carrier undead's attack, or fails a saving throw against one of its spells, spell-like abilities, or supernatural abilities (other than puss spray, below), the target must also make a Fortitude save (DC 15 + CR) or be infected with a disease. The disease acts as a specific disease (determined by the carrier undead's CR, as detailed below), except it has no onset time, its save DCs are all 15 + carrier undead's CR, and any magic effort to cure the disease requires a caster level check to overcome a special form of spell resistance (equal to the undead's DC +15).

If a target is already affected by the disease in question, it instead contracts a disease normally inflicted by a carrier-undead one step lower on the Carrier Diseases table. Thus a CR 10 carrier undead that infects someone who already has devil chills instead infects the target with mindfire. If a creature would normally be infected with leprosy but already has it, it is instead nauseated for 1 round.

PUSS SPRAY (SU): As a standard action, the carrier undead can spray puss from its boils and lesions in a line 10 feet long per CR. Those in the area must make a Reflex save (DC 10 + CR) or be sickened for 1 round per CR of the undead. Those affected must also make a Fortitude save (DC 10 + CR) or

TABLE: CARRIER UNDEAD DISEASES

CARRIER CR	DISEASE
1-3	Leprosy
4-6	Mindfire
7-10	Devil chills
11-15	Shakes
16-20	Slimey doom
21+	Demon fever

contract the appropriate disease from **Table: Carrier Diseases** above. Unlike the infection ability, targets who contract a disease from puss spray take no damage until after the normal onset time. The disease acts normally, except its save DCs are all 10 + carrier undead's CR.

If a target is already infected by the disease in question, it instead contracts the disease normally inflicted by a carrier-undead one step lower on **Table: Carrier Diseases**. Thus a CR 10 carrier undead that infects someone who already has devil chills instead infects the target with mindfire. If a creature would normally be infected with leprosy but already has it, it is instead nauseated for 1 round.

WEAKNESSES

LIVING INFECTION: While the diseases a carrier undead has cannot be removed from its body with a *remove disease* spell, it can be damaged by such effects. If a magic effect would normally cure the carrier undead of a disease, the undead instead takes 1d6 hp per 2 caster levels of the disease-removal effect (minimum 1d6) and is staggered for 1 round.

KNOWLEDGE CHECKS

BASE +5: A creature of undying infection, the undead can infect those it harms or magically influences with a range of diseases including (appropriate disease from **Table: Carrier Diseases** above), and its massive fever protects it from a modest amount of cold damage.

BASE +10: As a manifestation of undead disease, this creature is harmed by effects that cure diseases.

OTHER USES

While most creatures couldn't survive infections as serious as the carrier template represents, it would be possible to use the template for magic diseases in magical beasts that will soon die (but are still dangerous for now), or evil outsiders that draw power from disease (such as plague demons). No changes are needed for these uses.

FLAYED

The creature's body is shiny and wet, its muscles and teeth clearly visible. A constantly sheen of blood oozes from it, showing that though standing and active, the figure is lacking any skin. Its movements are accompanied by the sound of sticky leathers being pulled apart, and the strong smell of blood fills the area.

A flayed undead has no skin (or in the case of ghosts and similar incorporeal undead that lack any organs, have a form that looks like it has no skin). Most often flayed undead are those who were tortured to death and lost their skin as part of that torture, or those who carry heavy self-hate

and guilt and as a result manifest as bodies lacking the natural protection of their outer hide. Flayed undead can also be created intentionally by necromancers who like to use the skin of undead to create books of necromantic knowledge.

LIMITATIONS: Skeletons, mummies, and undead described as looking like skeletons or mummies, cannot be flayed.

SHOCK VALUE: 3

CR: +1 to base undead's CR

AC: reduce any natural armor by a value equal to 1/2 base undead's CR (minimum 0)

HP: +30, +15 hp per point of natural armor that is removed

SAVES: No modification

SPECIAL ATTACKS AND ABILITIES

BLOODY ASSAULT (Su): The attacks of a flayed creature can splatter its victims with hot blood infused with its supernatural rage. The first creature that is adjacent to the undead to be damaged by it or fails a saving throw against one of the undead's spells or effects must also make a Will save (DC 10 + undead's CR) or be briefly overtaken by the undead's pain and rage. On a failed save the target falls into a rage for 1 round and cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (including casting spells or using spell-like abilities). If multiple adjacent creatures are damaged by the flayed undead at once, they must all save against the bloody assault.



WEAKNESSES

MINDLESS RAGE: A flayed undead still have a supernatural sense of touch despite lacking skin, and is constantly wracked with pain from any impact or damage. As a result the undead automatically attacks or moves to attack a creature that damaged it in the previous round. (For purposes of this weakness, anything that deals damage or forces a saving throw counts as an attack, and the flayed undead is free to use area attacks as long as it includes its target in that area). If multiple creatures attacked in in the previous round, the flayed undead attacks the one that struck it most recently.

BLOODY FOOTPRINTS: Flayed creatures are easy to track. The DC of skill checks used to find or follow a flayed undead's tracks is reduced by 5, and rather than increasing by +1 every 24 hours since the track was made increases by +1 for every week of time that passes.

KNOWLEDGE CHECKS

BASE +5: The undead oozes blood through its skinless exterior, and can be easily tracked as a result.

BASE +10: The undead's rage and pain can be transferred briefly to nearby victims through its blood splatter, and it always attacks whoever attacked it last.

OTHER USES

Any creature with skin *could* be flayed, but realistically the trauma should cause a living creature to fall into shock and/or die shortly. One of the few exceptions to this are dragons, which have both amazing vitality and can draw on eldritch endurance to maintain themselves after suffering the extreme trauma of having their skin removed.

Coupled with the fact that dragon-skin is seen as a valuable material for the construction or armor and magic leather goods, it's easy to see how a flayed dragon could come to exist. A dragon is captured, kept alive so its skin stays fresh, then skinned to harvest its hide and discarded for dead but manages (through sheer toughness or by drawing on its innate magics) to survive. Without powerful regeneration magic the dragon might never regrow its skin, but could have its eldritch power infuse its flayed state to have the same supernatural powers as flayed undead -- a gruesome hideless dragon.

No modifications to the template are needed for hideless dragons.

FUNGAL

The pulsing mounds and growths on the creature make it difficult to determine its true shape or nature. Mushrooms, strange grey ridges, and waving patches of undulating hair cover its exterior, writhing with no discernible pattern and making soft, wet sounds.

Fungal undead often come into existence when undead dwell in damp, underground places. Leaky tombs and crypts, sunken ships, swampland battlefields, and towns destroyed by flooding are all likely locations for these gruesome creatures. The fungi attached to such animate corpses are themselves undead, making them immune to effects that target or protect from plants. Occasionally an undead fungus spreads from its point of origin, infecting undead and spreading through colonies of necromantic creatures to create a horde of fungal undead.

LIMITATIONS: Incorporeal undead cannot be fungal.

SHOCK VALUE: 2

CR: +1 to base undead's CR

AC: +1 natural armor

HP: +15

SAVES: +1 resistance bonus

SPECIAL ATTACKS AND ABILITIES

SPORE BURST (Ex): The molds and fungi of the undead can burst into clouds of spores when it is hit with significant force. When the undead takes weapon damage (including natural weapons and unarmed strikes) or force damage, it erupts into a cloud of spores that affect everything within its reach. This creates a cloud that acts as a *fog cloud* for 1 round in an area equal to the undead's reach. Creatures within this range must make a Fortitude save (DC 10 + undead's CR) or take 1d3 Constitution damage. This is considered a disease. Eventually a fungal undead runs out of spores. It can only produce a spore burst a number of times each day equal to its CR.

HALLUCINATORY INFECTION (Ex): A fungal undead carries a number of hallucinatory fungi on its body, but rarely manages to infect its foes with enough of the materials to affect them. When the fungal undead scores a critical hit on a target, or an adjacent foe rolls a natural 1 on a saving throw against a spell or effect of the undead (the die shows a "1"), the target must make a Fortitude save (DC 10 + CR). On a successful save, the target is confused for 1 round. On a failed save, the target is confused for a

number of rounds equal to 1 + the undead's CR. This is considered a disease, and curing the target of the disease ends the confusion.

WEAKNESSES

FLAMMABLE: Although it does not take extra damage from fire, the fungal undead is easy to set on fire. Any time it fails a saving throw against an effect that deals fire damage, it catches on fire. If it takes fire damage from an effect that does not require a save, the fungal undead must make DC 15 Reflex save or catch on fire.

KNOWLEDGE CHECKS

BASE +5: The undead fungi on this animate corpse release spores when it is hit by physical force, damaging those nearby. Its fungal effects are a form of disease.

BASE +10: The fungus on this creature are highly flammable.

OTHER USES

Most creatures can't support a total-body fungus without dying. The exception is creatures of the plant type and creatures of the fey type with ties to plants and nature, both of which can use the fungal template without modification.

GAPING

As the creature's jaw lowers a creaking sound loudly accompanies the stench of death. Its mouth continues to expand well past what seems reasonable, its teeth gleaming as its maw grows to be larger than its entire head originally appeared to be.

Gaping creatures can unhinge their jaw and expand the size of their mouth to be preposterously big. Humanoid gaping undead can have a toothy mouth grow up to two feet in diameter, though the shape varies from undead to undead. As an alternative to opening their mouth to great scope, such undead may instead split their face to expose a "second" mouth, such as a gaping undead's entire face splitting vertically to create a head-sized mouth filled with rows of sharp teeth.

Gaping undead may be the remains of creatures that died screaming in agony, or of those with strong ties to singing, speaking, or sound, or may just be a gruesome mutation of the normal undead creation process. They could easily be found in places where innocents died in large numbers while terrified and hurt (such as an abandoned bardic academy that is also the site of a slaughter), or places where negative energy is strong and effects the development of undead created there (such as the demiplane of a necromancer who foolishly drew on the negative plane).



SHOCK VALUE: 1

CR: +3 to base undead's CR

AC: +3 natural armor

HP: +45

SAVES: +3 resistance bonus

SPECIAL ATTACKS AND ABILITIES

DEAFENING SCREAM (SU): As a swift action, a gaping undead can unleash an ear-piercing scream in a cone 10 feet long per CR of the undead. Targets in the area must make a Fortitude save (DC 10 + CR) or take 1d4 sonic damage per CR of the undead and be deafened for 1 minute/CR of the undead. Targets that make their save take half damage and are not deafened.

The gaping undead may do this once every 1d4 rounds.

MIGHTY BITE (Ex): A gaping undead always as a bite as a primary attack. This bite has an attack bonus equal to double its CR, and deals 2d6+ triple CR damage. (Thus a CR 6 gaping undead gains a bite with a +12 attack and deals 2d6+18 damage.) If the base undead already has a bite attack with a better attack bonus or that deals more damage, use those superior values.

WEAKNESSES

BIG MOUTH: Opening up its head as wide as it does leaves a gaping undead potentially vulnerable. An attacks made by a character that readies to attack when the undead uses its deafening scream or mighty bite gains a +4 bonus to its attack rolls. The gaping undead suffers a -4 penalty to saving throws against a spell or effect created by a character that readies to use the spell or effect when the undead uses its deafening scream or mighty bite.

KNOWLEDGE CHECKS

BASE +5: The creature's bite is extremely damaging

BASE +10: The creature is more vulnerable when its mouth is wide open.

OTHER USES

The themes of being able to open a mouth far beyond expectation and make deafening noise isn't appropriate for all creatures, but works well for monsters with themes of size and strength such as dinosaurs and giants. No changes are needed to add the template to such monsters.

RACKED

The manlike shape seems too long, too lean, with one shoulder much higher than the other and an oddly hunched posture. Its arms twitch and dangle, and its legs tremor as though it can barely stand. As one long, twisted arm reaches forward there are loud snaps and cracks as its shoulder visible pops in and out of the socket.

Racked undead were subject to merciless stretching prior to death. Most often they are the result of being put on the rack as torture and pulled at wrists and ankles, but a racked undead might have died by being drawn by horses, caught in a clockwork device that tore it slowly apart, or been ripped limb from limb by a carnivorous ape. They are likely to be encountered in places close to the scene of their torture and death – most often mad alchemist's labs, haunted dungeons, or dangerous wildernesses.

A racked undead has long, twisted limbs of uneven lengths. They pop in and out of joint, twitch spastically, and periodically show signs of still being pulled and twisted by some unseen force.

LIMITATIONS: Incorporeal undead cannot be racked.

SHOCK VALUE: 2

CR: +2 to base undead's CR

AC: +2 natural armor

HP: +15

SAVES: +1 resistance bonus

SPECIAL ATTACKS AND ABILITIES

GRAB (Ex): A racked undead gains a grab attached to one of its melee attacks (normally a claw or slam). If the undead hits a target with this attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The undead may use this ability on creature up to one size larger than itself.

The undead may conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.

Racked undead also receive a bonus on combat maneuver checks made to start and maintain a grapple. This bonus is +8, plus an additional +1 per 4 HD of the base undead. (Racked undead should not also take

Improved Grapple. If adding the racked template to a base undead with improved grapple, reducing its bonus to combat maneuver checks to start and maintain a grapple to +4.)

LONG LIMBS (Ex): The racked undead's reach is 5 feet longer than normal.

STRANGLE (Ex): Racked undead have an unerring talent for seizing their victims by the neck. A creature that is grappled by the undead cannot speak or cast spells with verbal components.

WEAKNESSES

CREAK, POP, AND RASP: A racked undead's limbs constantly make noise as it twists, stretches, and realigns them. Even when the undead cannot be seen or successfully makes a Stealth check, a sound-based DC 15 Perception check reveals what direction it is in (and what square it is in for adjacent listeners).

DISLOCATE: Any attack roll or combat maneuver check against the racked undead that is a natural 20 (a 20 shows on the die) temporarily pops one of the undead's limbs out of joint. If it is an arm, that arm cannot be used for anything until the end of the undead's next turn. If it is a leg, the undead's move rate is cut in half until the end of its next turn.

KNOWLEDGE CHECKS

BASE +5: This twisted figure's long limbs give it much greater reach than a typical foe its size, and the constant popping and grinding of those limbs make it easy to hear.

BASE +10: The monstrosity's long fingers and leather hands give it a powerful grip, easily able to grasp and choke its victims.

OTHER USES

The obvious "brokenness" of racked undead can't be applied to most non-undead creatures, as it requires the creature be able to function while much of its physiology is damaged. However, it is a good match for badly-built or oft-repaired constructs. When adding the template of a construct of golem it becomes "misshapen," rather than automatically the victim of a horrific stretching event. No other changes are necessary.

WHISPERING

The sound of dozens of voices whispering in endless, overlapping, urgent hushed tones fills the area and drives out all other sounds. Horrid secrets are hinted at and vile names spoken, as though a choir of children was quietly reciting a book from hell.

Whispering undead are normally either undead spellcasters who have never given up seeking knowledge, or the remains of someone killed after betraying a secret it swore to keep to itself. They most often haunt old libraries and places where divination and



SHOCK VALUE: 2

CR: +4 to base undead's CR

AC: +4 natural armor

HP: +50

SAVES: +4 resistance bonus

SPECIAL ATTACKS AND ABILITIES

ETHEREAL VOICE (SU): As a swift action a whispering undead can make its voice heard on both the material and ethereal plane for one round. This also allows it to use its fel whispers ability on both planes, as well as any language-dependent or power word spells (spells that begin with "power word") or spell-like abilities it has. It may do this a number of times per day equal to half its CR (minimum 1/day).

FEL WHISPERS (SU): A whispering undead is accompanied by constant whispering that forms an aura around it with a range of 2.5 feet per CR (minimum 5 feet). Any creature within this aura must make a Will save (DC 15 + CR) in order to successfully speak, understand spoken words from other creatures, fulfill the verbal component of spells, or use any sound-based Perform check. ON a failed save, the creature cannot attempt any of those actions until its next turn.

A creature that makes its save manages to pick out a few useful bits of lore from the endless whispering, and gains a circumstance bonus to the next Knowledge check it makes equal to the undead's CR.

I KNOW YOUR NAME (SU): As a move action, a whispering undead may say the name of any creature it can see. A named creature suffers a -4 penalty to attack rolls and caster level for attacks and spells made against the whispering undead, and a -4 penalty to armor class and saving throws against attacks, abilities, and spells from the whispering undead. This penalty lasts for 24 hours.

This penalty can be removed if the victim successfully calls out the name of the voice that invoked the 'I know your name' ability. This requires a standard action and a successful Knowledge check (arcana, geography, history, local, nobility, or religion – determine which randomly) with a DC of 15 + CR.

PLANAR SENSES (SU): A whispering undead on the ethereal or material plane can see and hear things normally on both planes simultaneously.

SEE IN DARKNESS (SU): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

SEE INVISIBLE (SU): A whispering undead can see all invisible creatures.

WEAKNESSES

UNCANNY SILENCE: A whispering undead that is *silenced* (as the spell) or in an area that has been silenced gains the shaken condition until it can make noises again. This shaken condition never worsens to being frightened, even if the whispering undead is shaken again.

KNOWLEDGE CHECKS

BASE +5: The whispers of this creature can be heard on the ethereal and material planes, and drown out any other words from the minds of those that hear it.

BASE +10: If one of the voices whispers your name, it gains great power over you. You can only end this by speaking the name of that voice, clues of which can be found by those who are knowledgeable to recognize them.

BASE +15: The whisperer is discomforted by total silence.

OTHER USES

Any creature with innate magic powers could reasonably be a whispering creature, but it's particularly appropriate for those with ties to speech or secrets. Particularly good might be elderly whispering rakshasa (with the voices being the last echoes of its victims), a whispering demon (with voices of the souls it absorbed to gain power), a whispering archon (with voices copied from great orators through history), or a whispering marid (with voices being the captured sounds made by artists the genie forced to sell their voice).

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

The Geniuses

Cover Art:

Joe Calkins

Interior Art:

Sade, Kimagu, Rick Hershey, Joe Calkins

Project Manager:

LJ Stephens

Graphic Design and Typesetting:

R. Hyrum Savage

Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

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