

Fiery Dragon

COUNTER COLLECTION 7
UNDEAD



NEW MONSTERS

Chilling Bones

Medium Undead (Cold)

Hit Dice: 5d12 (32 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 15 (-1 Dex, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +2/+5

Attack: Slam +5 melee (1d6+2 plus 1d6 cold)

Full Attack: 2 slams +5 melee (1d6+2 plus 1d6 cold)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blizzard aura, ice shards.

Special Qualities: +4 turn resistance, darkvision 60 ft., immunity to cold, relentless step, undead traits, vulnerability to fire

Saves: Fort +1, Ref +0, Will +9

Abilities: Str 15, Dex 8, Con —, Int 12, Wis 16, Cha 13

Skills: Hide +4*, Intimidate +7, Listen +11, Move Silently +4*, Spot +11.

Feats: Improved Natural Attack (slam), Iron Will

Environment: Cold Mountains

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-10 HD (Medium)

Level Adjustment: —

At the center of a small whirlwind of snow and ice is a mummified, zombie-like corpse. Its skin is bluish, and ice clings to the remains of its hair. The eyes are white and empty, and it



wears tattered remains of winter clothing. The very air near it seems to chill the bones.

Chilling bones (singular and plural) are the remains of travellers that got lost or trapped in cold mountains and, desperate and mad, starved and froze to death. Consumed by a hatred of living creatures and their warmth, they hunt down travellers and merchant caravans in mountain passes and snowy trails.

COMBAT

Chilling bones have no strategy beyond surprising prey and pummeling it to death. They vastly prefer melee over ranged combat, as they enjoy seeing their blizzard aura sapping the warmth out of living creatures. The presence of open flame throws a chilling bones into a murderous frenzy.

Blizzard Aura (Su): Chilling bones are constantly surrounded by a 10-ft. circle of wind and snow. Any creature that enters the area takes 1 point of Dexterity damage each round. Ranged

attacks against a chilling bones have a 20% miss chance. The blizzard aura doesn't hinder the chilling bones at all. This is the equivalent of a 3rd-level spell.

Ice Shards (Su): Usable once every 1d4 rounds, as a full-round action. 30-ft. cone, damage 2d6 slashing plus 1d6 cold, Reflex DC 17 half. The save DC is Charisma-based and includes a +4 racial bonus.

Relentless Step (Ex): Chilling bones

suffer no reduction in speed from snow, ice or wind conditions.

Skills: *Chilling bones have a +8 racial bonus on Hide and Move Silently checks during blizzard-like conditions.

CHILLING BONES IN KARATHIS

Chilling bones are not uncommon in the Aggering Mountains, where the dwarves establish regular hunting parties to clear merchant trails from these monsters.

Forsaken Slain

Medium Undead

Hit Dice: 14d12 (58 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 19 (+2 Dex, +3 natural, +4 chain shirt), touch 12, flat-footed 17

Base Attack/Grapple: +7/+13

Attack: Greataxe +13 melee (2d6+9/x3) or handaxe +9 ranged (1d4+6/x3)

Full Attack: Greataxe +13/+8 melee (2d6+9/x3) or handaxe +9 ranged (1d4+4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Greater rage

Special Qualities: Darkvision 60 ft., fast healing 2, immunity to cold, restlessness, undead traits

Saves: Fort +4, Ref +8, Will +10

Abilities: Str 22, Dex 15, Con —, Int 7, Wis 12, Cha 10

Skills: Climb +8, Intimidate +4, Jump +8, Listen +4, Search +3, Spot +5, Survival +5.

Feats: Improved Bull Rush, Improved Initiative, Improved Sunder, Lightning

Reflexes (b), Power Attack, Track

Environment: Temperate to Cold Hills

Organization: Solitary, pair or gang (3-8)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 15-21 HD (Medium); 22-28 (Large)

Level Adjustment: —



The skeleton bears the marks of furious battle: bloodstains, torn clothing, battered armor. But it approaches with startling speed, hefting an enormous axe in its bony hands, cackling mania-

cally as it readies its blow.

Legends from the frozen northlands tell that when worthy warriors fall in battle, their spirits are taken to the afterlife, where they engage in raging battles everyday and regenerate mortal wounds every night. But those who are unworthy linger behind, the forsaken slain. Trapped in a mockery of that heavenly reward, they become undead horrors who roam the land, seeking battle wherever they can find it.

COMBAT

Forsaken slain not only seek out battle, they welcome it at every corner. They meet their opponents with bloodcurdling howls, neither seeking nor giving any quarter. Confident in their self-healing capabilities, they charge any foe. Against obviously capable opposition, they prepare ambushes that inevitably lead to a raging charge.

Greater Rage (Ex): Forsaken slain can fly into a murderous rage that is the same as the greater rage of an 11th-level barbarian, except as noted

here. While in a rage, the forsaken slain gains a +6 bonus to Strength and a +3 morale bonus to Will saves. It also suffers a -2 penalty to AC. Being undead, it has no Constitution score, so neither gains nor loses hit points, and isn't fatigued when the rage ends. The rage lasts for 10 rounds and can be used three times per day.

Restlessness (Su): If reduced to zero hit points, the forsaken slain falls to the ground, but isn't destroyed. Instead, it lies there until its fast healing ability completely restores its hit points, at which time the creature rises again. The only way to prevent it from rising again is to burn the body and bless the ashes.

FORSAKEN SLAIN IN KARATHIS

Forsaken slain come mainly from the orc and goblinoid societies, both of which feature an afterlife centered around eternal warfare. Some human tribes, specially those who cling to the barbaric traditions of the Aggerring barbarians, have also contributed to the ranks of the forsaken slain.

Lingering Arcane

Medium Undead

Hit Dice: 7d12 (45 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +4/+5

Attack: Eldritch fire +4 melee touch (1d6+5) or eldritch fire +6 ranged touch (1d6+5)

Full Attack: Eldritch fire +4 melee

touch (1d6+5) or eldritch fire +6 ranged touch (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn spells, eldritch fire, spells.

Special Qualities: +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., undead traits.

Saves: Fort +2, Ref +4, Will +9

Abilities: Str 11, Dex 15, Con —, Int 16, Wis 14, Cha 15

Skills: Concentration +10, Decipher Script +13, Knowledge (arcana) +13,

Listen +12, Search +13, Spellcraft +13, Spot +12.

Feats: Combat Casting, Eschew Materials, Iron Will

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always evil (any)

Advancement: 8-10 HD (Medium)

Level Adjustment: —



This skeletal creature bears a nimbus of greenish fire around its head and hands. Tattered remains seem to indicate that this was once a mage of some sort.

It's no secret that lichdom is the goal of quite a few spellcasters. But when said spellcasters meet untimely ends before garnering enough personal power to become liches, they may try to desperately hold onto their mystical power. Lacking the might to become full-fledged liches, they hold onto what powers they can. The result is a lingering arcane.

Lingering arcanes are intensely jealous of liches. Some seek them out to offer service, while others actively work to destroy liches.

Lingering arcanes speak Common, Draconic and at least one other language they knew in life.

COMBAT

Lingering arcanes like to show off their mystical powers, hurling eldritch fires at their foes. They are smart enough to devise tactics and to use their spells to best advantage.

Eldritch Fire (Su): This ability works exactly like a *produce flame* spell (caster level 7th), except as noted here: it produces magical energy instead of fire, so spells and abilities that grant resistance or immunity to fire are useless against it; the lingering arcane can hurl the energy at foes without regard for reducing duration; the energy does not set combustibles ablaze; and if dispelled, the lingering arcane can resume the ability again as a free action on its next turn.

Burn Spells (Su): A spellcaster hit by eldritch fire must succeed on a DC 15 Will save or lose his highest-level prepared spell or spell slot. If there is more than one spell of the highest level, the character loses one of them (player's choice). The save DC is Charisma-based.

Spells: A lingering arcane casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known

(6/7/7/4; save DC 12 + spell level):

0 - *acid orb, daze, detect magic, flare, mage hand, ray of frost, read magic;*

1st - *burning hands, hypnotism, mage armor, magic missile, unseen servant;*

2nd - *invisibility, protection from arrows, summon monster II;* 3rd - *fireball, vampiric touch.*

LINGERING DIVINES

Lingering divines are divine counter-

parts of the lingering arcana. They are equal in all respects, except that they choose their spells from the cleric spell list and have no need for divine foci.

Spells: A lingering divine casts spells as a 7th-level sorcerer, but chooses cleric spells instead.

Typical Cleric Spells Known (6/7/7/4; save DC 12 + spell level):

0 - *detect magic, guidance, light, inflict minor wounds, read magic, resistance, virtue*; 1st - *cause fear, divine favor, entropic shield, protec-*

tion from good, shield of faith; 2nd - *hold person, inflict moderate wounds, summon monster II*; 3rd - *animate dead, blindness/deafness*.

LINGERING ARCANA IN KARATHIS

Most lingering arcana date back to the days of the Shadow Wars, when they were affiliated with the armies of Malus. If the Monastic Dragons learn of the presence of one such creature, they invariably mount an expedition to destroy it.

Netherlord

Netherlord are the warrior counterparts of liches. They seek undeath in order to prolong their desire to fight and rule. Most netherlords were fighters, rangers, barbarians, monks or blackguards. Sadly, even ex-paladins may heed the lure of eternal unlife. A netherlord looks like a powerful warrior with leathery, wrinkled skin and burning red eyes.

Netherlords speak Common plus any other language they knew in life.

SAMPLE NETHERLORD

The warlord seems to emanate an oppressive presence. His arms and armor bear ghastly skeletal motifs, and he clutches a greatsword that seems coated in dry blood. Two pinpoints of red fire light up his wrinkled skeletal visage.

This example uses an 11th-level human fighter as the character.

Netherlord, 11th-Level Human Fighter Medium Undead (Augmented Humanoid)

Hit Dice: 11d12+6 (77 hp)

Initiative: +6

Speed: 20 ft. in full plate armor (4 squares); base speed 30 ft.

Armor Class: 29 (+2 Dex, +6 natural, +10 +2 *full plate armor*), touch 11, flat-footed 26

Base Attack/Grapple: +11/+17

Attack: +1 *greatsword* +20 melee (2d6+9 plus energy drain/17-20) or slam +17 melee (1d6+6 plus energy drain) or javelin +13 ranged (1d6+6)

Full Attack: +1 *greatsword* +20/+15/+5 melee (2d6+9 plus energy drain/17-20) or slam +17 melee (1d6+6 plus energy drain) or javelin +13/+8/+3 ranged (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Commanding voice, energy drain, fear aura

Special Qualities: Command undead, damage reduction 10/adamantine and magic, dark blessing, darkvision 60

ft., immunities, turn resistance +4, undead traits

Saves: Fort +12, Ref +12, Will +12

Abilities: Str 23, Dex 15, Con -, Int 10, Wis 14, Cha 18 (*cloak of Charisma* +2)

Skills: Bluff +11, Diplomacy +11, Intimidate +18, Listen +12, Ride +9, Search +8, Sense Motive +10, Spot +12

Feats: Alertness, Cleave, Great Cleave, Improved Critical (greatsword), Improved Initiative (b), Improved Sunder, Iron Will, Leadership, Lightning Reflexes (b), Greater Weapon Focus (greatsword), Power Attack, Toughness (x2) (b), Weapon Focus (greatsword), Weapon Specialization (greatsword)

Environment: Any

Organization: Solitary or entourage (1 netherlord plus 5th-level vampire cohort plus 8-10 followers)

Challenge Rating: 13

Treasure: Standard coins; double goods; double items

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +4



COMBAT

This netherlord's melee attacks are treated as magic weapons for the purpose of overcoming damage reduction.

The DC for this netherlord's special attacks is 18.

This netherlord can rebuke and command undead as a 5th-level cleric.

Possessions: +2 *full plate armor*, +1 *greatsword*, *cloak of Charisma* +2, *necklace of fireballs* (type IV).

CREATING A NETHERLORD

"Netherlord" is an acquired template that can be added to any giant, humanoid or monstrous humanoid (referred to hereafter as the base creature), provided it can perform the required ritual; see The Netherlord's Ritual, below.

A netherlord uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A netherlord's natural armor bonus increases by +6.

Attacks: The netherlord retains all weapon proficiencies it had in life. A creature with natural weapons retains those natural weapons. A creature without natural weapons gains a slam attack.

Damage: A netherlord without natural weapons gains a slam attack according to its size: Fine - 1; Diminutive - 1d2; Tiny - 1d3; Small - 1d4; Medium - 1d6; Large - 1d8; Huge - 2d6;

Gargantuan - 2d8; Colossal - 3d6.

Special attacks: A netherlord retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 netherlord's HD + netherlord's Cha modifier unless otherwise noted:

Commanding voice (Su): As a standard action, the netherlord can issue a *greater command*, as the spell cast by a sorcerer of the netherlord's level. The netherlord can use its commanding voice three times per day, but no more than once per round. A creature that successfully saves cannot be affected by the same netherlord's commanding voice for 24 hours.

Energy Drain (Su): Living creatures hit by a netherlord's melee attacks (either natural, manufactured or slam attacks) receive one negative level. The netherlord gains 5 temporary hit points for every negative level he bestows.

Fear Aura (Su): Netherlords are bathed in an aura of evil. Creatures of less than 8 HD in a 60-foot radius that look at the netherlord must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the netherlord's level. A creature that successfully saves cannot be affected again by the same netherlord's aura for 24 hours.

Special Qualities: A netherlord retains all the base creature's special qualities and gains those described below:

Command Undead (Su): A netherlord can rebuke and control undead as an evil cleric of half the netherlord's level. These levels stack with any other rebuking ability the netherlord

may have possessed in life.

Dark Blessing (Su): A netherlord gains a bonus to its saves equal to its Charisma modifier (minimum +1).

Turn Resistance (Ex): A netherlord has +4 turn resistance.

Damage Reduction: A netherlord's body is preternaturally tough, giving the creature damage reduction 10/adamantine and magic. Its natural weapons and any weapon it wields are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Netherlords are immune to cold, polymorph (though they can use polymorph effects on themselves), and mind-affecting spells.

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Int +2, Wis +4, Cha +4. As an undead creature, the netherlord has no Constitution score.

Skills: Netherlords have a +8 racial bonus on Bluff, Diplomacy, Intimidate, Listen, Search, Sense Motive, and Spot checks. Otherwise, as base creature.

Feats: A netherlord gains Improved Initiative, Lightning Reflexes and two Toughness feats as bonus feats.

Organization: Solitary or entourage (1 netherlord plus vampire cohort plus 8-10 followers).

Challenge Rating: Same as base creature +3.

Treasure: Standard coins; double good; double items.

Alignment: Any evil

Advancement: By character class.

Level Adjustment: Same as base creature +4.

NETHERLORD CHARACTERS

The ritual for becoming a netherlord is utterly evil and can only be performed willingly. A netherlord retains all class abilities it had in life, except those that require a nonevil alignment.

THE NETHERLORD RITUAL

In order to become a netherlord, a character must have a base attack bonus of at least +10, the Leadership feat, must command at least 100 loyal troops and must possess an energy-draining weapon (such as a *life-*

drinker or a *nine lives stealer*). The process involves ritual suicide with the energy-draining weapon, which destroys it, plus 100,000 gp in material components and 4,000 XP to bind the energies together.

NETHERLORDS IN KARATHIS

Rumor has it that the current Shadow Lord of Malus is a netherlord. And Mogor himself, the warchief of the Himrak, is rumored to be aiming at netherlordship, with the blessings of the Dark Ward.

Pyre Archer

Medium Undead (Fire)

Hit Dice: 3d12 (19 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 19 (+3 Dex, +2 natural, +4 chain shirt), touch 13, flat-footed 16

Base Attack/Grapple: +1/+1

Attack: Slam +2 melee (1d3 plus 1d6 fire) or *flaming longbow* +5 ranged (1d8 plus 1d6 fire/x3)

Full Attack: Slam +2 melee (1d3 plus 1d6 fire) or *flaming longbow* +5 ranged (1d8 plus 1d6 fire/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Arcane lock, heat aura, immolating arrow

Special Qualities: +2 turn resistance, darkvision 60 ft., immunity to fire, undead traits, vulnerability to cold

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

Abilities: Str 10, Dex 16, Con —, Int 10, Wis 12, Cha 8

Skills: Hide +7, Listen +5, Move Silently +7, Search +4, Spot +5

Feats: Point-Blank Shot, Shot on the Run (b), Weapon Focus (longbow)

Environment: Any

Organization: Solitary or squad (2–9)

Challenge Rating: 2

Treasure: Standard

Alignment: Always evil (any)

Advancement: 4–9 HD (Medium)

Level Adjustment: —



The creature resembles a burnt-out human husk, with black cracked skin and fiery yellow eyes. The ashen remains of a military uniform covers a singed chain shirt, and a bow seemingly made out of petrified wood rests in its bony hands.

Pyre archers are soldiers guilty of a heinous war crime: burning enemies or innocents inside locked buildings with incendiary arrows. Deprived of their individuality, they roam the countryside alone or in bands, killing at random and taking riches as if locked in an endless skirmish. Pyre archers speak Common.

COMBAT

Pyre archers have no stomach for melee combat. Instead they resort to hit-and-run and sniping techniques. But most of all, they prefer to use their *arcane lock* ability to trap victims inside buildings that they can set ablaze.

Arcane Lock (Sp): Once per day, as the spell (caster level 3rd).

Fire Bow (Su): Any bow wielded by a pyre archer gains the flaming ability, even if it's nonmagical.

Immolating Arrow (Su): Any creature or object hit by an arrow from a pyre archer must succeed on a DC 14 Reflex save or catch on fire. The save DC is Dexterity-based.

PYRE ARCHERS IN KARATHIS

By far the most common pyre archer wears the colors of the Malusian armies during the Shadow Wars. But sadly, no country in Eastern Thalesia has failed to contribute to the pyre archers' ranks.

Spirit of Despair

Medium Undead (Incorporeal)

Hit Dice: 6d12 (26 hp)

Initiative: +3

Speed: Fly 50 ft. (perfect) (10 squares)

Armor Class: 17 (+3 Dex, +4 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +2/-

Attack: Incorporeal touch +5 melee (1d6 plus 1d4 Charisma drain)

Full Attack: Incorporeal touch +5 melee (1d6 plus 1d4 Charisma drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charisma drain, hopelessness, torpor

Special Qualities: +4 turn resistance, darkvision 60 ft., incorporeal traits, undead traits, vulnerabilities

Saves: Fort +1, Ref +4, Will +7

Abilities: Str —, Dex 16, Con —, Int 8, Wis 16, Cha 18

Skills: Bluff +9, Diplomacy +10, Hide +6, Intimidate +6, Listen +8,

Sense Motive +8, Spot +8

Feats: Ability Focus (hopelessness), Alertness, Blind-Fight

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

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

Level Adjustment: —



What at first seemed just a pressure on your chest or an uneasy feeling began to materialize into a mist-like creature, its vapors forming faces distorted, as if moaning. You hear no sound, but you feel a tug in the back of your brain, a sense of uselessness that seems to heavy to bear.

Spirits of despair are formed from just that: the despair and hopelessness of mortals. Sparked into sentience by a suicide, these feelings exist only to spread their influence and feed off the misery of mortals. Spirits of despair hate bards and paladins with a passion.

Spirits of despair understand Common, but utter no sound (although hearing depressing whispers in the vicinity of a spirit of despair is quite common).

COMBAT

Spirits of despair tend to attack only solitary individuals. When facing groups, they wait until one of their number is alone (during night watch, perhaps).

Charisma Drain (Su): Living creatures hit by a spirit of despair's incorporeal touch attack must succeed on a DC 17 Will save or take 1d4 points of Charisma drain. The save DC is Charisma-based. On each such successful attack, the spirit of despair gains 5 temporary hit points.

Hopelessness (Su): Living creatures within 60 ft. of a spirit of despair must succeed on a DC 19 Will save or be affected as if by a *crushing despair* spell for as long as he remains within the affected area. Even if the save is successful, the character must leave the area or roll a new save on the next

round. The save DC is Charisma-based.

Torpor (Su): Living creatures that successfully hit the spirit of despair in melee with natural attacks or unarmed strikes must succeed on a DC 17 Will save or be affected as though by a *slow* spell cast by a sorcerer of the spirit of despair's level. The save DC is Charisma-based.

Vulnerabilities (Ex): Spirit of despair are very vulnerable against spells and abilities that create positive emotions. If targeted by a *good hope*, the creature takes 1d6 points of damage per caster level (max. 10d6 at 10th level). If caught within a paladin's aura of courage, the spirit of despair is affected as if by a *doom* spell for as long as it remains within the aura of courage. If caught within 30 ft. of a bard using bardic music to inspire courage, greatness or heroics, the spirit of despair suffers a -2 to all rolls for as long as the bard plays.

SPIRITS OF DESPAIR IN KARATHIS

Spirits of despair seem very common in two places of Eastern Thalesia: in the West Wood Barony, due to the "NeMoren Curse" that plagued the town of Weston and the woes that plagued the elves during the goblin invasions, and in regions of Tendaria. Thankfully, the so-called "Church of Plenty" seems to sow hope among the Tendarian destitutes, keeping the spirits of despair in check.

Stone Behemoth

Stone behemoths are the fossilized remains of mighty predators that met an agonizing death in tar pits, avalanches and other phenomena.

Millenia under the titanic pressure of the earth transformed the bones into stone, and seismic activity brought these remains to the surface, where the touch of living creatures sparked the latent cling to life the predator once held. Driven mad by the experience, the creature usually runs rampant across the countryside.

The most common types of stone behemoths are dinosaurs, dire animals, dragons and wyverns.

A stone behemoth looks like a skeleton of its former self, but the bones have turned into dark brown or gray stone.

SAMPLE STONE BEHEMOTH

This enormous skeleton belonged to a bipedal reptile of titanic proportions. The bones are riddled with pebbles and dust, and are almost black. It moves about as if still alive, and a guttural growl can be heard coming from it.

This example uses a tyrannosaurus as the base creature.

Stone Behemoth Tyrannosaurus

Huge Undead (Earth)

Hit Dice: 18d12+9 (126 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 20 ft.

Armor Class: 14 (-2 size, +1 Dex, +5 natural), touch 9, flat-footed 13

Base Attack/Grapple: +13/+32

Attack: Bite +22 melee (3d8+16)

Full Attack: Bite +22 melee (3d8+16)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, roar

Special Qualities: Damage reduction 10/bludgeoning and adamantite, dark-vision 60 ft., immunity to cold, undead traits

Saves: Fort +11, Ref +10, Will +8

Abilities: Str 32, Dex 8, Con -, Int 1, Wis 15, Cha 10

Skills: Hide +7, Listen +9, Spot +9

Feats: Alertness, Improved Natural Attack (bite), Run, Toughness (x3), Track

Environment: Warm plains

Organization: Solitary or pair

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

Advancement: 19-36 HD (Huge); 37-54 (Gargantuan)

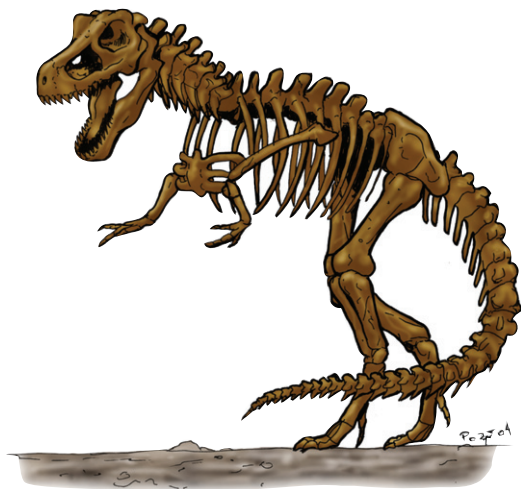
Level Adjustment: —
COMBAT

Improved Grab (Ex): To use this ability, a stone behemoth tyrannosaurus must hit an opponent of up to one size category smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Roar (Su): Once per round, a stone behemoth tyrannosaurus can emit a ear-throbbing roar that causes all creatures with fewer than 18 HD to become panicked for 1d6 rounds, unless they succeed on a DC 19 Will save. The save DC is Charisma-based.

CREATING A STONE BEHEMOTH

“Stone behemoth” is an acquired template that can be added to any Large or larger predatory animal, dragon or



magical beast (referred hereafter as the base creature).

Size and Type: The creature's type changes to undead. It loses previous subtypes and gains the earth subtype. It does not gain the augmented subtype.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s.

Speed: Winged stone behemoths can't fly. If the base creature could fly magically, so can the stone behemoth. The stone behemoth gains a burrow speed at half its base land speed.

Armor Class: Natural armor bonus doubles (or becomes +1 if the base creature lacked natural armor).

Attacks: A stone behemoth retains all the natural weapons of the base crea-

ture, except for attacks that can't work without flesh. A stone behemoth's attack bonus is equal to 1/2 its Hit Dice.

Damage: Increase the damage of the natural weapons by one category.

Special attacks: A stone behemoth loses most of the base creature's special attacks. It retains any extraordinary special attacks that improve its melee or ranged attacks (such as a dire tiger's pounce ability). It gains the following special attack:

Roar (Su): Once per round, a stone behemoth can emit a ear-throbbing roar that causes all creatures with fewer Hit Dice than it to become panicked for 1d6 rounds, unless they succeed on a Will save. Save DC = 10 + 1/2 the creature's Hit Dice + Charisma

modifier.

Special Qualities: A stone behemoth loses most of the base creature's special qualities. It retains any extraordinary special qualities that improve its melee or ranged attacks. It gains the following special qualities:

Damage Reduction 10/Bludgeoning and Adamantine: Stone behemoths lack internal organs and flesh, and are essentially made of stone.

Immunity to Cold (Ex): Stone behemoths are unaffected by cold.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3HD, and Will +1/2HD + 2.

Abilities: A stone behemoth's Strength increases by +2 if Large, +4 if Huge, +8 if Gargantuan and +16 if Colossal. Its Dexterity decreases by -4. It has no Constitution score, its Intelligence changes to 1 and its Charisma changes to 10 (unless lower; in this case, use the lower Charisma score).

Skills: A stone behemoth has skill points equal to (4 + Int modifier) x Hit Dice +3. Treat any skills in the base creature's skill list as class skills, and all other skills as cross-class skills. Intelligence-based skills are always considered cross-class. The stone behemoth loses any racial skill

bonuses the base creature may possess.

Feats: A stone behemoth retains all feats of the base creature.

Environment: Usually Warm to Cold deserts, mountains, plains and hills.

Organization: Usually solitary.

Challenge Rating: Animal or magical beast with few supernatural or spell-like abilities: same as base creature +2; dragon or magical beast with many supernatural or spell-like abilities: same as base creature -3 (minimum 3).

Treasure: None

Alignment: Always neutral evil

Advancement: As base creature (or - if the base creature advanced by character class)

Level Adjustment: -

STONE BEHEMOTHS IN KARATHIS

The Valley of the Mattadin, with its many active volcanoes, has a fair share of fossils of bygone eras exposed. More than a few of these turned out to be stone behemoths. The fabled Granite Tiger was in fact a stone behemoth dire tiger of prodigious size. Rumors claim that the current king of the Jirokk fire giants has slain the beast (or at least controlled it somehow).

Zombie, Plague

Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 12 (-1 Dex, +3 natural), touch 9, flat-footed 12

Base Attack/Grapple: +1/+4

Attack: Bite +4 melee (1d6+3 plus undead plague)

Full Attack: Bite +4 melee (1d6+3 plus undead plague) and 2 claws -1 melee (1d4+1 plus undead plague)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, undead plague.

Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., fast healing 2, undead traits.

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 16, Dex 8, Con —, Int 6, Wis 10, Cha 5

Skills: Hide +2, Listen +4, Move Silently +2.

Feats: Toughness

Environment: Any

Organization: Solitary, gang (2-9) or horde (10-20)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

Strangers approach, slowly at first. Something seems wrong with their vacant expressions. They seem hurt and out-of-control. Are they... foaming? Oh, dear gods! Run! Run!

Plague zombies are a perverse creation of some insane necromancer. Unlike other zombies, they move as fast as a living person, and they retain enough sentience to set up ambushes and lure in unsuspecting victims. They feast on the flesh briefly, but as soon as the victim dies, they stop and the victim rises as one of their number. While one zombie may go down easily enough, a mere scratch can doom the would-be hunters. Only mass-

obliteration can assure an end to this nightmarish threat.

Plague zombies understand Common, but can only speak disconnected gibberish.

COMBAT

Plague zombies roam about until they see a living humanoid. Then they pick up the pace and swarm the hapless target, who eventually joins their ranks.

Undeath Plague (Su): Supernatural disease — bite or claw, Fortitude DC 18, incubation period 1 hour. damage 1d6 Con and 1d6 Wis. The save DC is Charisma-based and includes a +10 racial bonus.

Create Spawn (Su): Humanoids killed by a plague zombie or by the undeath plague rise after 1d4 rounds as another plague zombie, but is not under the control of their progenitor. They do not possess any of the abilities they had in life.

PLAGUE ZOMBIES IN KARATHIS

It is said that one of the earlier inventions of the dreaded gnome Creomesh was the original necromantic virus that started the undeath plague. If any of this virus still remains intact, so long after the end of the Shadow Wars, it won't be long until it rears its ugly, foaming head.



CREDITS

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Cover Art: Claudio Pozas

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Production: Jason Kempton
& James Bell

Layout: Jason Kempton

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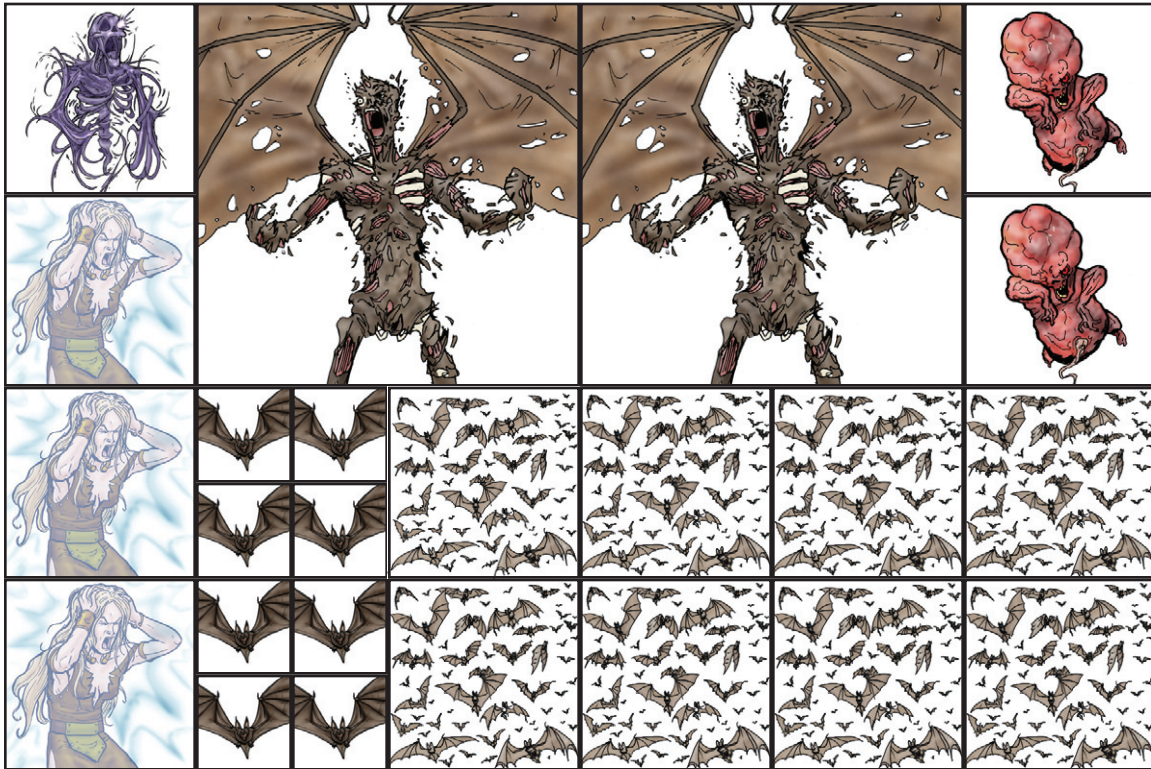
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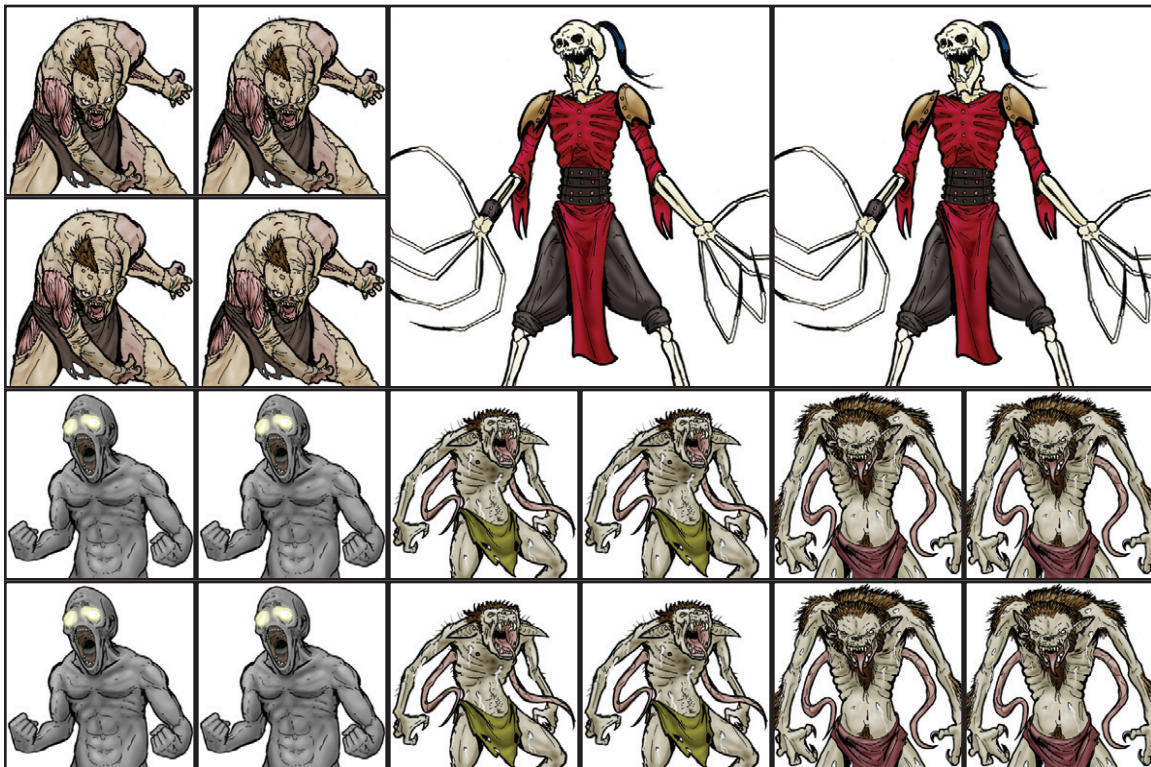
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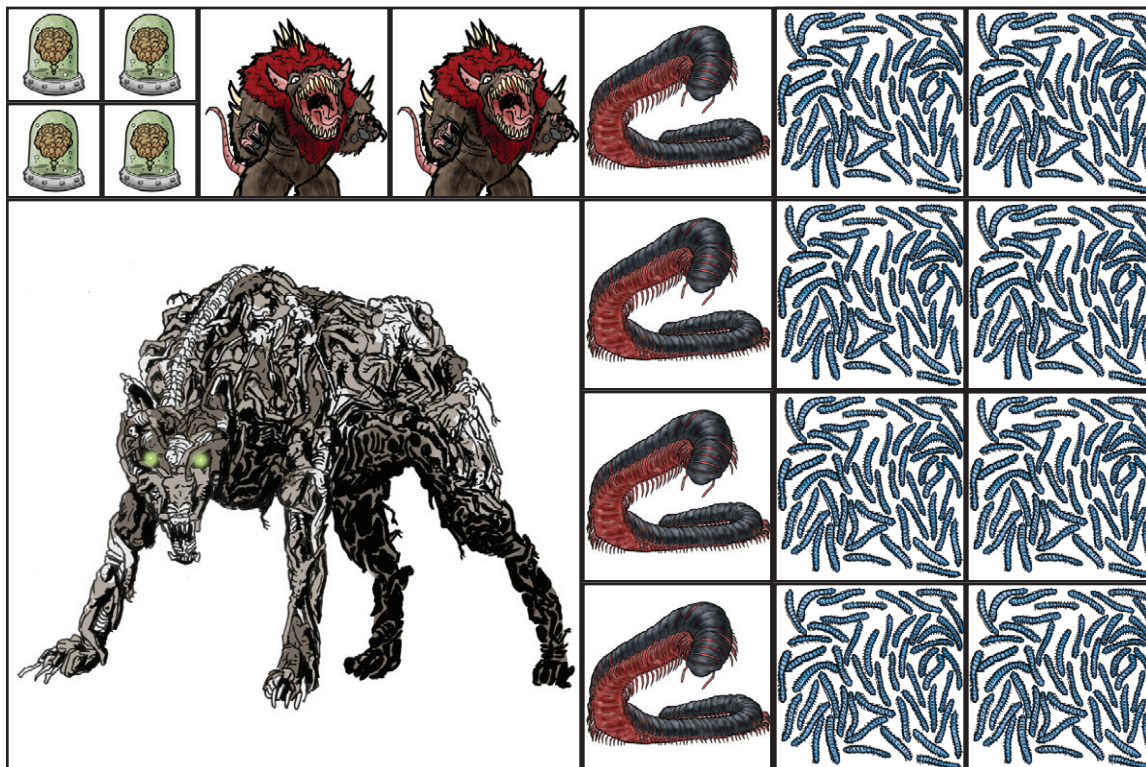
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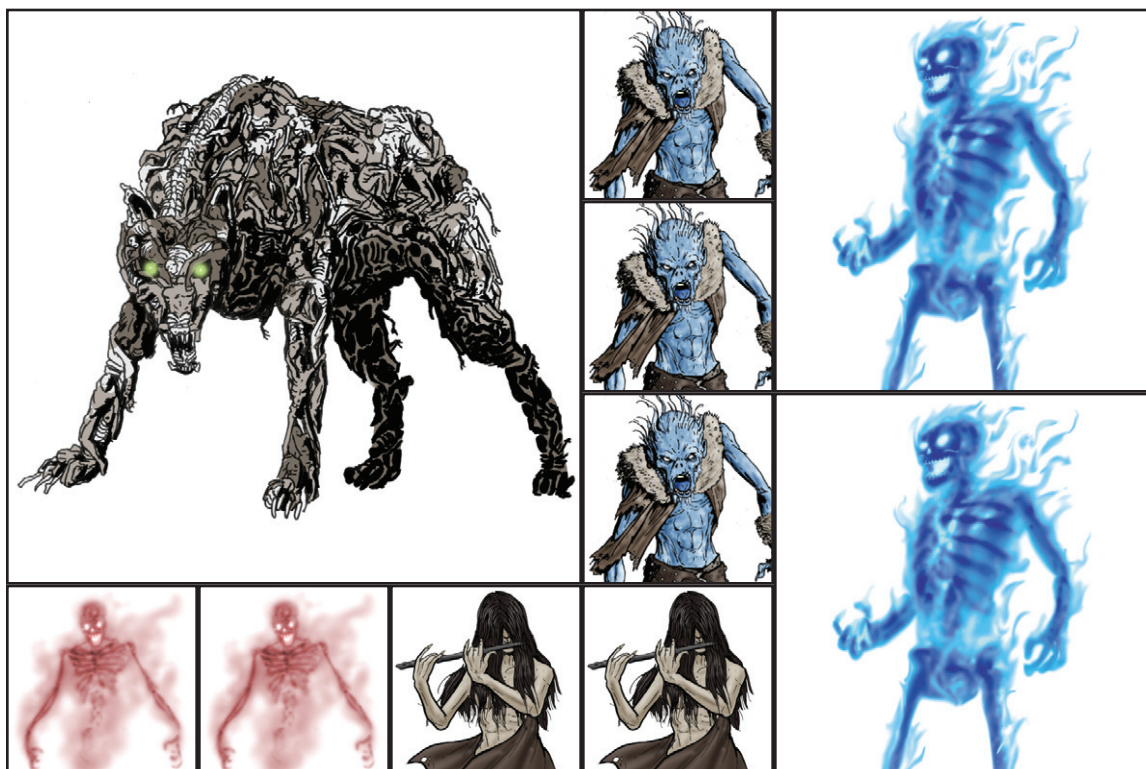
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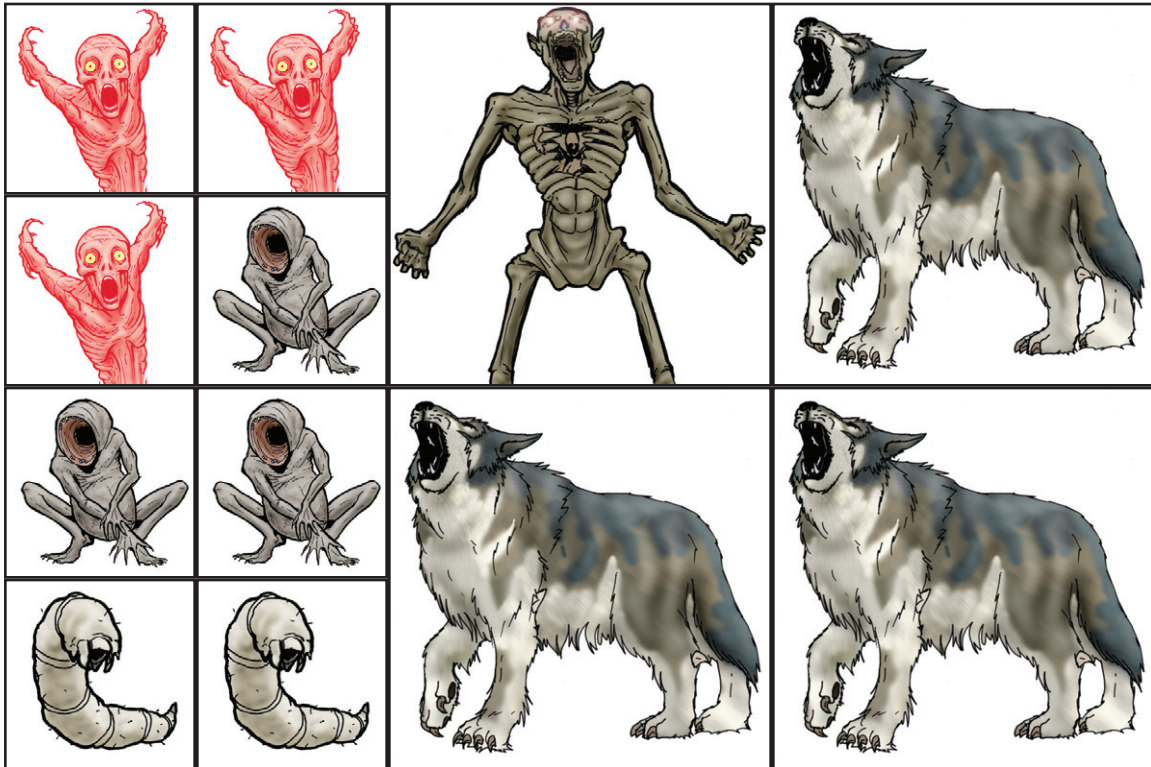
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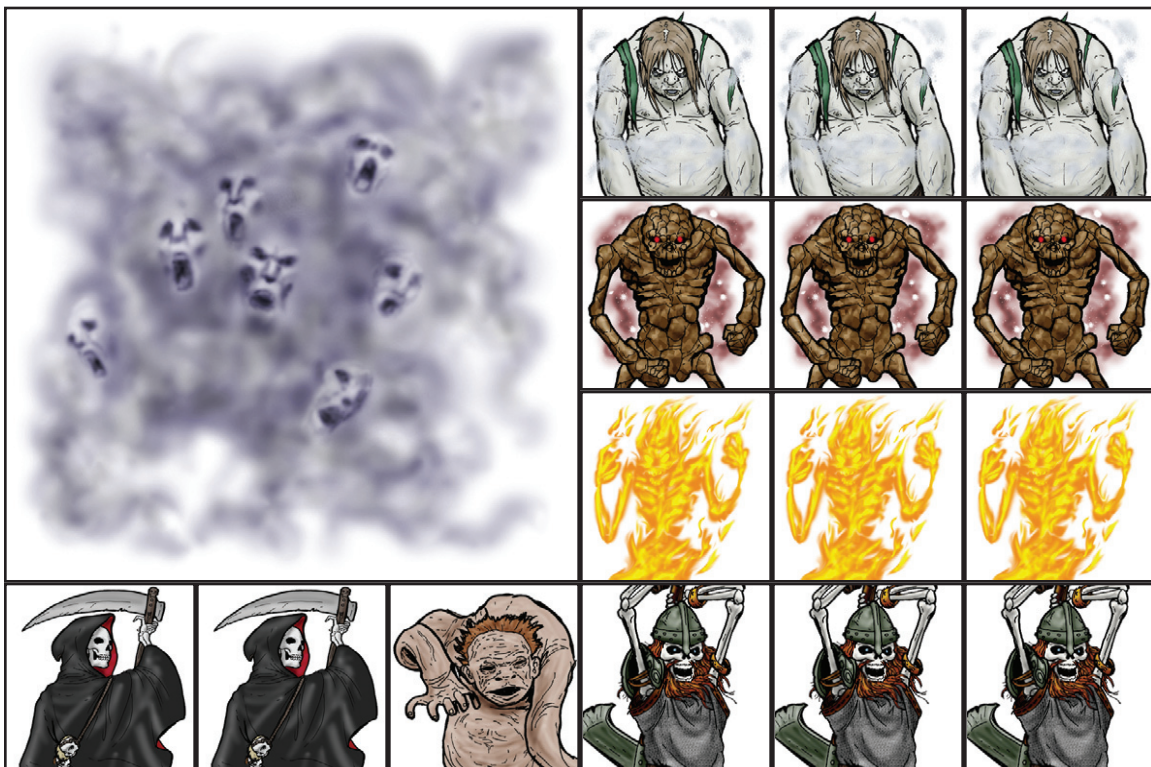
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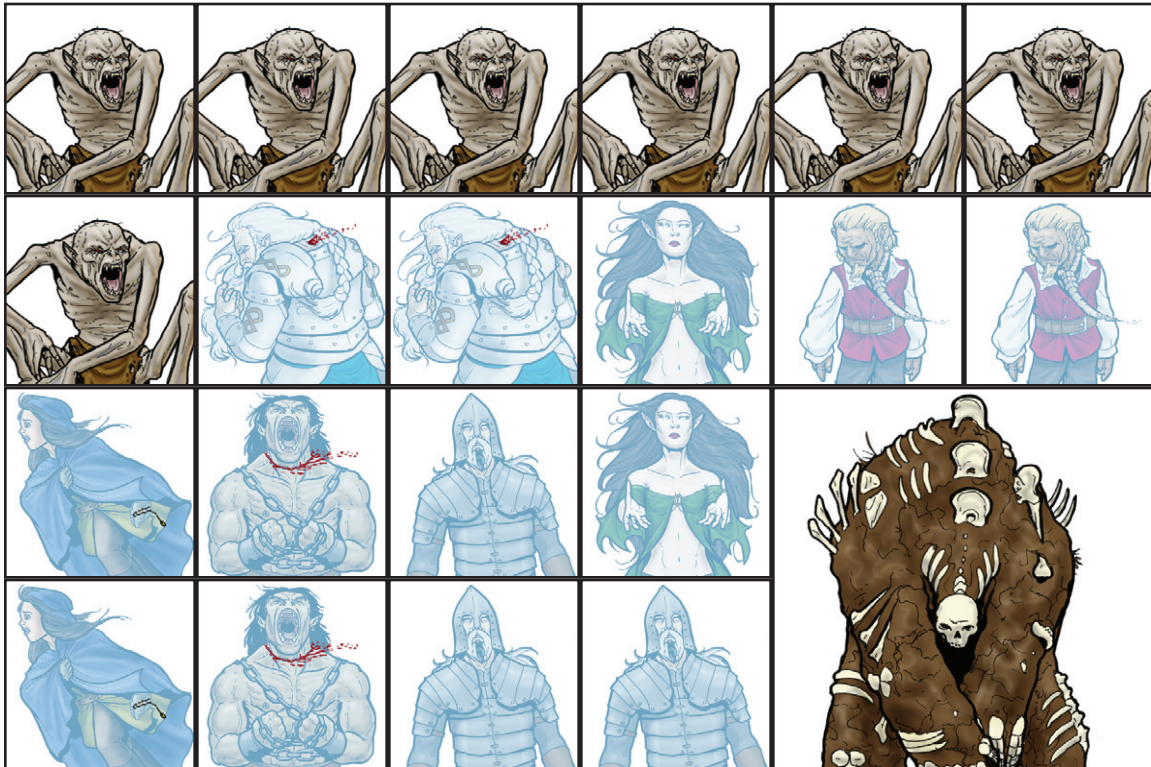
Dream Remnant, Drowned Man x 3, Dust Wraith x 3, Evil Image x 3, Evil Reaper x 2, Forsaken Husk, Forsaken Slain x 3

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 Lich (Gnome), Lich (Cleric), Lich (Wizard), Lingerin Arcane x 3, Mummy Lord x 2,
 Mummy x 3, Mummy (Silt) x 2

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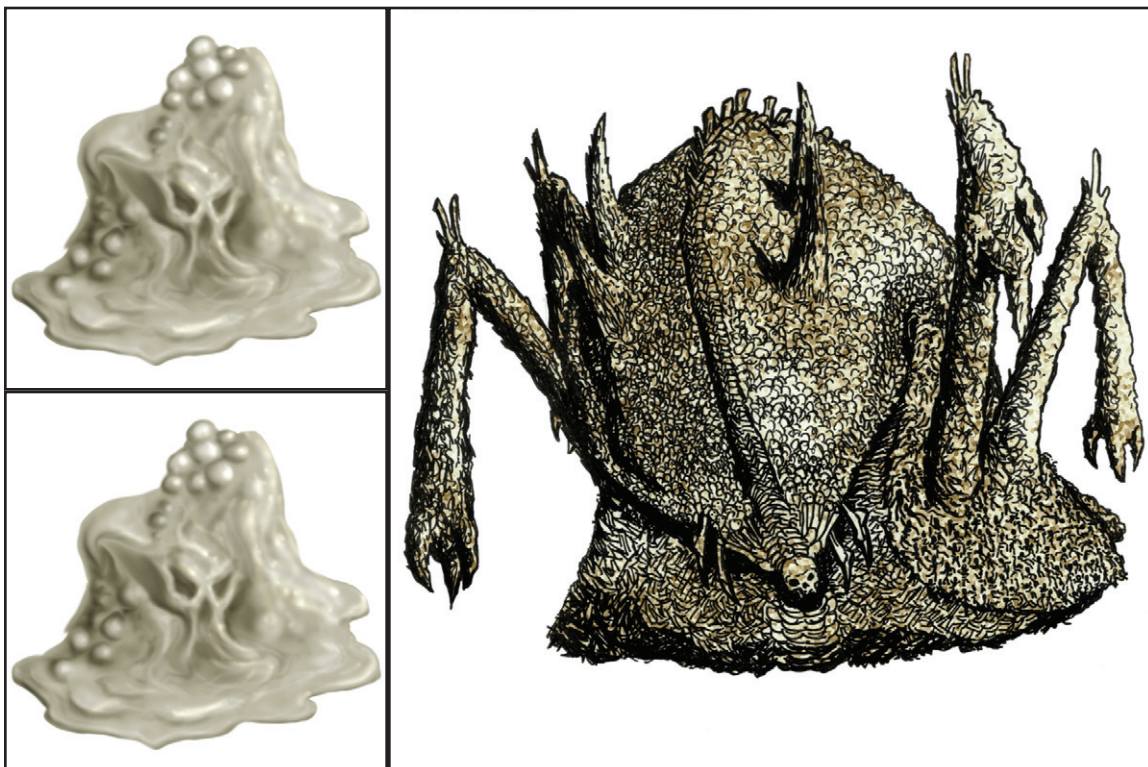
Necro-elemental, Air x 2, Necro-elemental, Earth x 2, Necro-elemental, Fire x 2

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Necro-elemental, Water x 2, Necromass

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Nightshade (Nightcrawler), Netherlord x 2, Plague Bane x 2, Pyre Archer x 4

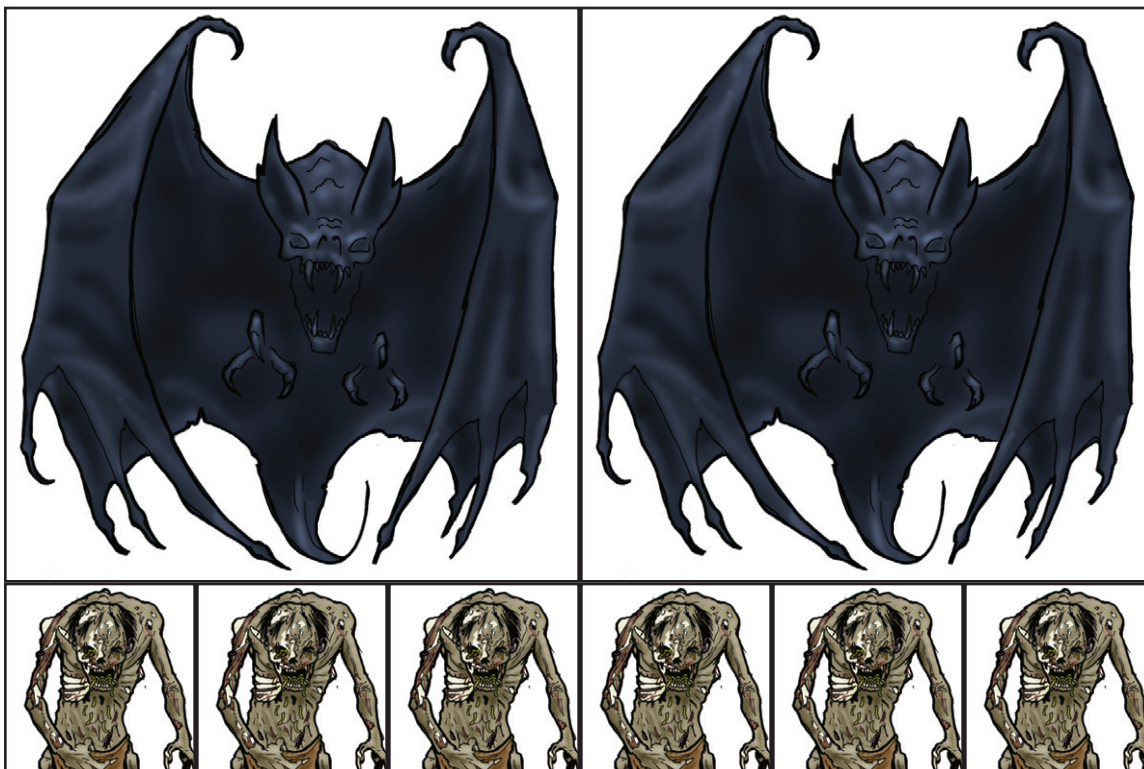
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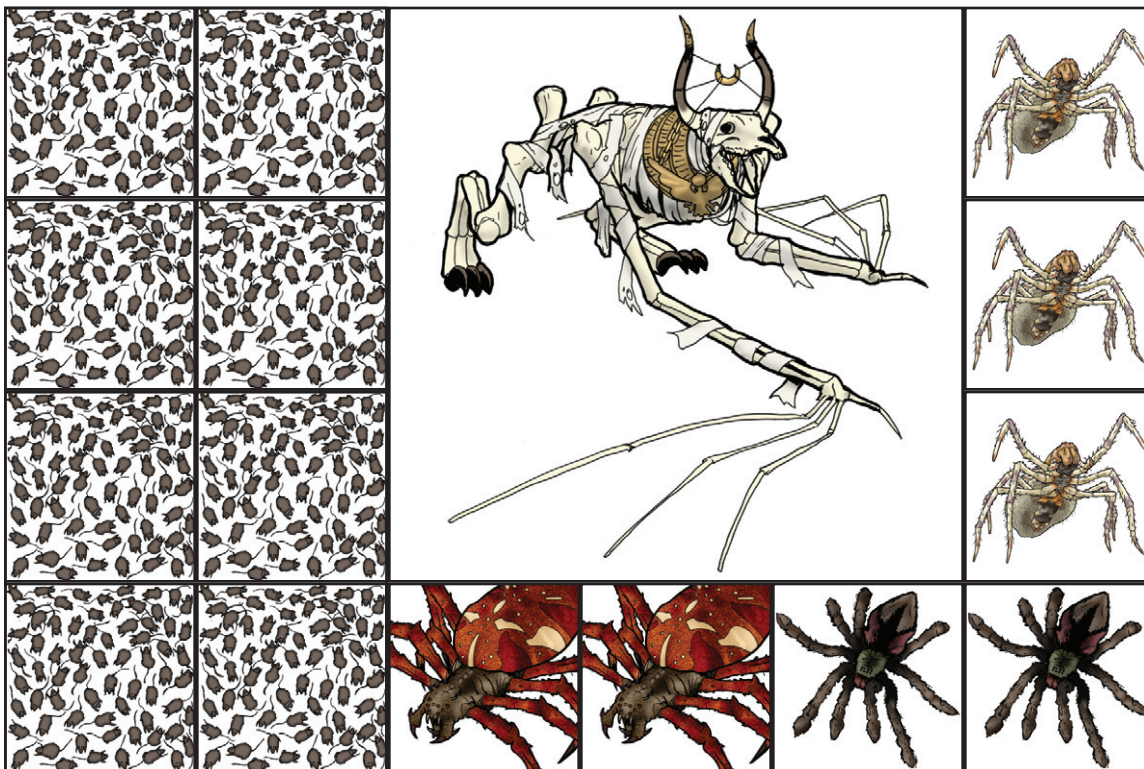
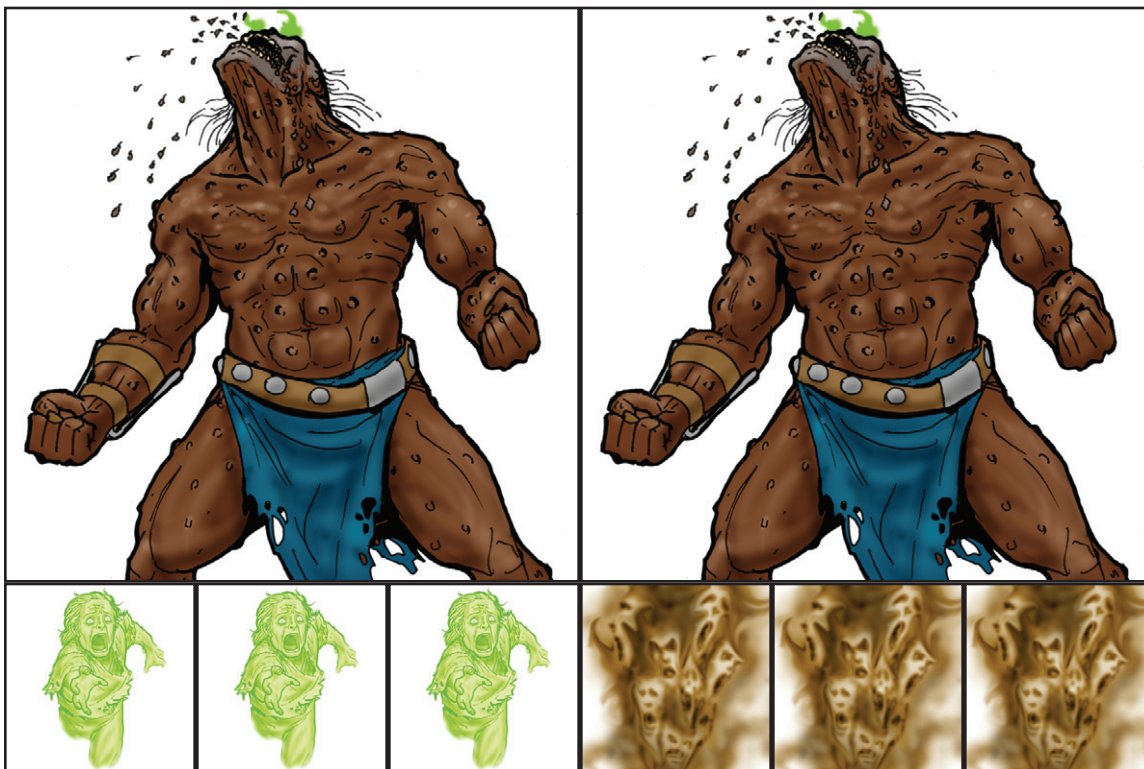


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