

BOOK OF UNDEAD

This book contains all of the undead creatures found in the Creature Catalog (<http://www.rpgplanet.com/dnd3e/creaturecatalog/>)

Note that the creatures here have been converted from previous editions of the game for use with the new 3e rules. There are no new creatures included here (i.e., the new undead types found in the Creature Catalog, are not included in this book).

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APPARITION

Medium-Size Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 15 (+2 Dex, +3 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 0 and strangle

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Strangle, create spawn

Special Qualities: Undead, detect living, incorporeal, darkvision 60 ft, turn resistance +2, unnatural aura, sunlight powerlessness

Saves: Fort +2, Ref +3, Will +7

Abilities: Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16

Skills: Hide +13, Listen +12, Search +11, Spot +12

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-24 HD (Medium-size)

An apparition appears as a translucent skeletal humanoid dressed in rags. Its eyes glow with a pale crimson flame.

COMBAT

The apparition attacks by fear alone. By grasping a target's throat, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature it will flee.

Strangle (Su): If an apparition hits with its incorporeal touch, it can strangle an opponent. An apparition attacks by grasping a victim's throat with its incorporeal hand and implanting a *suggestion* in the victim's mind that the apparition can actually cause him harm. On a successful attack, the target must succeed at a Will save (DC 17) or be stricken with horror. On a successful save the *suggestion* fails. A failed Will save requires the victim to make another save (this time Fortitude, DC 15) or die from fright. Even on a successful Fortitude save, the victim will flee in terror for 1d6 rounds.

Detect Living (Su): An apparition can sense living creatures up to 100 feet away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Create Spawn (Su): A creature slain by an apparition will rise in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Sunlight Powerlessness (Ex): Apparitions are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial action.

The Apparition first appeared in the *Fiend Folio* (1981).

BANSHEE

Medium-Size Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+3 Dex, +4 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 1d8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fear aura, wail

Special Qualities: Detect living, immunities, incorporeal, SR 20, turn resistance +4, undead, unnatural aura, vulnerability, darkvision 60 ft

Saves: Fort +2, Ref +5, Will +8

Abilities: Str –, Dex 17, Con –, Int 16, Wis 16, Cha 18

Skills: Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15

Feats: Ability Focus (wail), Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-21 HD (Medium-size)

The banshee is the undead spirit of an evil female elf. Banshees hate the living and seek to destroy whomever they meet.

A banshee appears much as she did in life, though her form is now translucent. Her hair is unkempt and her eyes burn with a fiery hatred like none have ever seen.

COMBAT

A banshee's primary attack is her wail. If a creature survives the wailing attack, the banshee will retreat to her lair. She will return the next night until all creatures are dead or have left her territory. The banshee will not attack creatures that are powerful enough to withstand her wail. Lesser creatures will be dispersed via the wail or her claw attack.

Fear Aura (Su): Anyone viewing a banshee must make a Will save (DC 16) or flee in terror for 1d6+4 rounds. Whether or not the save is successful, the creature is immune to the fear aura of that banshee for one day.

Wail (Su): 1/day at night only; 30-foot radius; Will save (DC 17) or die.

Detect Living (Su): The banshee can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a banshee at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities: Banshees are immune to cold and electricity-based attacks.

Vulnerability (Ex): Holy water deals 2d4 points of damage per vial to a banshee. A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6).

The Banshee first appeared in the *Monster Manual* (Gary Gygax, 1977).

CHIMERA, UNDEAD

The undead chimera has the same stats as its living cousin (Chimera, page 35 in the *Monster Manual*) with the following exceptions and additions.

- Type changes to Undead
- Immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects. Not subject to critical hits, subdual damage, ability damage, or death from massive damage.
- Has no Constitution score. Therefore, the undead chimera is immune to any effect requiring a Fortitude save.
- Does not have low-light vision.
- Can be turned or rebuked by clerics. Turn resistance is +4.
- Breath weapon from dragon head is always cone of cold.
- CR 8 for undead chimera

The Undead Chimera first appeared in X11 *Saga of the Shadowlord* (1986, Stephen Bourne).

COFFER CORPSE

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 20 ft

AC: 12 (+2 natural)

Attacks: 2 claws +4 melee

Damage: Claw 1d4+6 and death grip

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fear aura, improved grab, death grip

Special Qualities: Undead, damage reduction 10/+1, darkvision 60 ft, turn resistance +2

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

Abilities: Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10

Skills: Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature seeking its final rest. They are most often found in stranded funeral barges and the like. They hate life, and will attack any living creature that disturbs them.

A coffer corpse resembles a zombie in appearance.

COMBAT

A coffer corpse attacks using its claws. It will attempt to grab a foe around the neck. Once successful it will attempt to suffocate its victim. The coffer corpse will not release its grip until either it or its victim is dead.

Fear Aura (Su): 5-foot radius, Will save (DC 11) or be affected as though by *fear* as cast by a 7th-level sorcerer. Whether the save is successful or not an affected creature is immune to the coffer corpse's *fear* for one day.

Improved Grab (Ex): To use this ability, the coffer corpse must hit an opponent of up to Large size with its claw attack. If it gets a hold, it uses its death grip ability.

Death Grip (Ex): A coffer corpse deals 1d4+6 points of damage with a successful grapple check against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

A creature caught can hold its breath for a number of rounds equal to its Constitution score. After this time, the character must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by 1 for each previous success. If the victim runs out of breath, she falls unconscious (0 hp), and begins taking suffocation damage. (See page 88 of the *Dungeon Master's Guide*).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Coffier Corpse first appeared in the *Fiend Folio* (1981).

CRYPT THING

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Claw +4 melee

Damage: Claw 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Teleport other

Special Qualities: Undead, darkvision 60 ft, damage reduction 10/+1, turn resistance +4

Saves: Fort +2, Ref +4, Will +7

Abilities: Str 12, Dex 14, Con –, Int 12, Wis 14, Cha 15

Skills: Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

Crypt things are undead creatures that are found guarding tombs, graves, corpses, and crypts.

A crypt thing appears as a skeleton wearing a brown or black hooded robe. Its eyes appear as small, red pinpoints of light. If left undisturbed the crypt thing will not attack.

A crypt thing, despite its undead status, can speak Common.

COMBAT

A crypt thing will avoid combat if possible by using its teleport other ability. If any creature succeeds at its Will save, the crypt thing will attack with its claws.

Teleport Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are teleported in a random direction (roll 1d4; 1-north, 2-south, 3-east, 4-west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its save. A teleported creature never arrives in solid material and will arrive in the closest open space available, if the target spot is solid; however, victims need not arrive at floor level.

A creature that succeeds at its save is unaffected by that crypt thing's teleport other ability for one day.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Crypt Thing first appeared in the *Fiend Folio* (1981).

Variant Crypt Thing

There exists, in some parts of the world (and maybe only truly in legend) a variant of the crypt thing. This variant has all the same abilities and powers as a normal crypt thing with the following changes.

The variant does not possess the Teleport Other ability. Instead it possesses an ability known as Cloak Other.

Cloak Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are simultaneously *paralyzed* and turned *invisible*. Those affected will remain so for 2d4 days before the effects wear off.

A creature that succeeds at its save is unaffected by the crypt thing's cloak other ability for one day.

Create Crypt Thing

Necromancy [Evil]

Level: Clr 7, Death 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. +5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may create a crypt thing with this spell. This spell must be cast in the tomb, grave, or corpse that the crypt thing is assigned to protect.

A crypt thing can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so no oozes, worms, or the like). If a crypt thing is made from a corpse, the flesh falls from the bones. The statistics for the crypt thing depend on its size; they do not depend on what abilities the creature may have had while alive. Only one crypt thing is created with this spell and it will remain in the tomb where it was created until destroyed.

Material Component (for Crypt Thing): A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. Once animated into a crypt thing, the gem is destroyed.

The Crypt Thing first appeared in the *Fiend Folio* (1981).

DEMILICH

Tiny Undead

Hit Dice: 8d12 (52 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 0 ft (see text)

AC: 26 (+2 size, +14 natural)

Attacks: See text

Damage: See text

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Animate dust, howl, trap the soul, curse

Special Qualities: Undead, spell immunity, turning immunity, weapon immunities, discern powerful creature, rejuvenation, susceptibility

Saves: Fort +5, Ref -2, Will +15

Abilities: Str -, Dex 1, Con -, Int 20, Wis 23, Cha 20

Skills: Knowledge (any two) +16, Listen +17, Sense Motive +16, Spot +17

Feats: Ability Focus (trap the soul), Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 15

Treasure: Double Standard

Alignment: Any evil

Advancement: 9-24 HD (Tiny)

The demilich (the name is a misnomer, for it is not a lesser form of a lich, but the waning soul of a lich, centuries old) appears as nothing more than a human (or humanoid skull), dust, and a few bones.

Closer inspection of the skull reveals 1d4+4 gems set in the skull's eye sockets and in place of its teeth.

COMBAT

When the lair of the demilich is first entered, the dust around the skull swirls and rises into the air and forms a vaguely humanoid shape.

When a creature touches the skull of the demilich, it rises 6 feet into the air and begins its attack sequence.

It will use its howl ability, directed at the most powerful creature present and then drains the soul of the most powerful creature, storing its soul in one of the gems in the skull. If the most powerful creature is affected by the howl, then the next most powerful creature is the target of the soul drain.

Afterwards, the demilich is sated, and sinks down. If disturbed again, it will repeat its attacks as above. This process repeats as long as the skull is intact and continues to be molested.

If all the gems are filled, the demilich resorts to its howl ability and curse ability.

Animate Dust (Ex): As a 5 HD wraith (Wraith, page 185 in the *Monster Manual*). The wraith is immune to all forms of attack (though it will feign damage by wavering and falling back) and cannot be turned. If the shape is ignored, it will dissipate in 3 rounds.

Once the wraith has taken 52 points of damage, it dissipates and reforms on the next round as a 10 HD wraith. The 10 HD wraith can be attacked and damaged. It cannot be turned however.

If the demilich is destroyed, the wraith is destroyed as well. Left undisturbed the wraith loses 1 hit point per day. At zero hit points, it dissipates.

Howl (Su): Once per round, 20-foot radius, Fortitude save (DC 19) negates; Irrevocably slain on a failed save. Nothing short of a god's magic can raise the victim.

Trap the Soul (Su): Once per round, 60-feet, as *trap the soul* cast by a 20th-level. No save to avoid. Spell resistance is likewise ineffective.

The soul is drawn into one of the gems contained in the skull. The victim's body immediately crumbles to dust.

If the skull is destroyed, each trapped soul is allowed a Fortitude save (DC 15). Those that fail the save are irrecoverable, devoured by the demilich. A successful save means the creature's soul is still present in the gem. The soul can be freed by crushing the gem, though a material body (clone, simulacrum) must be present and within 30 feet of the gem when it is crushed. A soul released when no receptacle is present is lost forever.

Curse (Su): Once per round (and only when all gems are filled), the demilich can unleash a powerful curse— such as, always hit in combat by any attacking opponent, never succeed at a successful saving throw, never gain XP from creatures slain or treasure gained, or something equally as powerful. The curse can be removed with a *remove curse*, but the victim loses 1 point of Charisma permanently when the curse is removed.

Discern Powerful Creature (Su): The demilich can detect the most powerful creature (from a group) when two or more creatures move within 100 feet of it.

Rejuvenation (Su): When destroyed, the skull fragments and any other remaining pieces must be immersed in holy water, followed by the casting of a *dispel magic*, or the creature will reform at full strength in 1d10 days.

Spell Immunity (Ex): The only spells that can affect a demilich are *desecrate* (forces the skull to sink down without howling or draining a soul), *dispel evil* (deals 1d4+4 points of damage), *hallow* or *halt undead* (forces skull to sink without howling or draining a soul), *shatter* (deals 3d6 points of damage), *power word kill* (destroys it if cast by an astral or ethereal caster), and *holy word* (deals 5d6 points of damage).

Weapon Immunities (Ex): The demilich is immune to all weapon attacks save for the following, which deal normal damage: A barbarian, fighter, or ranger wielding a *vorpal* weapon or weapon of +5 or greater enchantment; a paladin with a *vorpal* weapon or weapon of +4 or greater enchantment.

Any other creature wielding a weapon with a +4 or greater enchantment or a disruption weapon can deal 1 point of damage per successful attack. Note the demilich is immune to the disruption power of the weapon.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Demilich first appeared in the module S1 *Tomb of Horrors* (Gary Gygax, 1981).

HUECUVA

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 17 (+2 Dex, +4 natural)

Attacks: Claw +2 melee

Damage: Claw 1d4+1 and disease

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Undead, change self, damage reduction 10/+1, darkvision 60 ft., turn resistance +2

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 12, Dex 15, Con –, Int 4, Wis 9, Cha 10

Skills: Listen +6, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Huecuva are the remains of clerics who were unfaithful to their vows and turned to evil. As such they are condemned to eternal unlife.

Huecuva resemble robed skeletons and may be mistaken for them. Woe to those who make this mistake however, for the huecuva is more than just a mindless skeleton dressed in tattered priestly robes.

COMBAT

A huecuva attacks with its claws. It will fight to the death.

Disease (Ex): Filth Fever—claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (Disease, page 74 in the *Dungeon Master's Guide*).

Change Self (Sp): 3/day—as the spell cast by a 10th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Huecuva first appeared in the *Fiend Folio* (1981).

DEATH KNIGHT (template)

A death knight is a horrific form of a lich created by a demon prince (it is thought Demogorgon) from a fallen paladin or favored blackguard. There are only twelve of these creatures known to exist.

A death knight appears as a skeletal form dressed in the same armor the character wore in life. The death knight's eyes have decayed and pinpoints of crimson light burn in their place. Its clothes and armor usually show signs of wear and age.

A death knight speaks any languages it knew in life.

CREATING A DEATH KNIGHT

"Death Knight" is a template that can be added to any humanoid paladin (fallen) or blackguard of at least 9th level (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The death knight has +2 natural armor or the character's natural armor, whichever is better.

Special Attacks: A death knight retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 death knight's HD + death knight's Charisma modifier unless noted otherwise.

Fear Aura (Su): 5-foot radius, Will save or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, *see invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 10 + death knight's Cha modifier + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrocks with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Special Qualities: A death knight retains all the character's special qualities and gains those listed below, and also gains the undead type (see page 6, *Monster Manual*).

Darkvision (Ex): Range 60 feet.

Turn Resistance (Ex): A death knight has +4 turn resistance (see page 10, *Monster Manual*).

Spell Resistance (Ex): A death knight has SR 25.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the *Monster Manual*) to serve it as a paladin's mount serves.

Saves: Same as the character

Abilities: A death knight gains a +4 to Strength and a +2 to Wisdom and Charisma, but being undead, has no Constitution score.

Skills: Death knights gain a +8 racial bonus to Intimidate, Sense Motive, and Spot checks. Otherwise same as the character.

Feats: Same as the character

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: None

Alignment: Any evil

Advancement: By character class

SAMPLE DEATH KNIGHT

This example uses a 9th-level paladin (fallen) as the character.

Death Knight

Medium-Size Undead

Hit Dice: 9d12 (58 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 22 (+1 Dex, +9 armor, +2 natural)

Attacks: +2 *Longsword* +11/+6 melee

Damage: +2 *Longsword* 1d8+7

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, fear aura, summon demons

Special Qualities: Undead, SR 25, turn resistance +4, summon nightmare, darkvision 60 ft.

Saves: Fort +6, Ref +4, Will +6

Abilities: Str 20, Dex 13, Con –, Int 12, Wis 16, Cha 17

Skills: Diplomacy +12, Heal +12, Intimidate +11, Listen +8, Ride +12, Sense Motive +9, Spot +11

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard plus +1 *full plate armor* and +2 *longsword*

Alignment: Chaotic evil

Advancement: By character class

COMBAT

Fear Aura (Su): 5-foot radius, Will save (DC 17) or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, *see invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 13 + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrock with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the *Monster Manual*) to serve it as a paladin's mount serves.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Death Knight first appeared in the *Fiend Folio* (1981).

DRACOLICH (template)

The dracolich is the undead form of a powerful and evil dragon. Legends say that a mystical cult engendered the first dracolich.

A dracolich appears as the same as it was in life, though its flesh and scales are pulled tight over its skeleton. Fully skeletal dracoliches have been observed.

A dracolich speaks Common and any other languages it knew in life.

CREATING A DRACOLICH

“Dracolich” is a template that can be added to any dragon creature (referred to hereafter as the “character”). The character’s type changes to “undead.” It uses all the character’s statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The dracolich has +3 natural armor or the character’s natural armor whichever is better

Special Attacks: A dracolich retains all the character’s special attacks and also gains those listed below. Saves have a DC of $10 + 1/2$ dracolich’s HD + dracolich’s Charisma modifier unless noted otherwise.

Frightful Presence (Ex): Dracolich’s gain a +2 to the DC of the frightful presence aura generated by all dragons.

Paralyzing Gaze (Su): 30 feet, Will save or affected as by a *hold person* spell cast by a 20th-level sorcerer.

Cold (Ex): The dracolich generates intense cold, dealing 1d8 points of damage with its touch. Creatures attacking a dracolich unarmed or with natural weapons take cold damage each time their attacks hit.

Paralyzing Touch (Ex): Due to the chilling touch of the dracolich, those hit by its claws or bite must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes.

Control Undead (Ex): Once per day, as a 15th-level cleric.

Damage Reduction: Dracoliches have damage reduction 20/+2.

Special Qualities: A dracolich retains all the character’s special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

Darkvision (Ex): Range 60 feet.

See Invisible (Su): A dracolich can continually see invisible as the spell as cast by a 15th-level sorcerer. It can suppress or resume this ability as a free action.

Turning Immunity (Ex): Dracoliches cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex): Same as character.

Saves: Same as the character

Abilities: A dracolich gains +2 to Strength, Intelligence, Wisdom, and Charisma, but being undead, has no Constitution score.

Skills: Dracoliches gain a +8 racial bonus to Intimidate, Listen, Search, Sense Motive, and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Double Standard

Alignment: Any evil

Advancement: By character class

SKELETON WARRIOR (template)

The skeleton warrior is a lich-like undead lord that was once a powerful fighter of at least 10th-level. Legends tell that the skeleton warriors were forced into their undead lich-like state many ages ago by a powerful demi-god who trapped each of their souls in a golden circlet.

A skeleton warrior appears as a roughly lich-like creature dressed in the same type of armor worn during life. Its clothes and armor usually show signs of wear and age.

A skeleton warrior's sole reason for remaining on the Material Plane is to search for and regain the circlet that contains its soul.

A skeleton warrior speaks Common and any other languages it knew in life.

CREATING A DEATH KNIGHT

"Skeleton Warrior" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The skeleton warrior has +4 natural armor or the character's natural armor whichever is better

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 skeleton warrior's HD + skeleton warrior's Charisma modifier unless noted otherwise.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 60-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the skeleton warrior's level.

Damage Reduction: Skeleton warriors have damage reduction 15/+1.

Find Target (Sp): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

Darkvision (Ex): Range 60 feet.

Turning Immunity (Ex): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex): SR 28

Saves: Same as the character

Abilities: A skeleton warrior gains +4 to Strength and +2 to Charisma, but being undead, has no Constitution score.

Skills: Skeleton warriors gain a +8 racial bonus to Intimidate checks and a +6 racial bonus to Sense Motive and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Standard
Alignment: Any evil
Advancement: By character class

SKELETON WARRIOR'S CIRCLET

When a fighter is transformed into a skeleton warrior his soul is trapped in a golden circlet. Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 300-foot range. The possessor must wear the circlet on his head to control the skeleton warrior. The controller can see through the skeleton warrior's eyes, but he may not himself move, attack, or cast spells. Other than taking a 5-foot step, the controller may take no action in a round.

The controller may force the skeleton warrior into "active mode", thereby causing it to fight, search for treasure, and so on. In "passive mode", the skeleton warrior stands motionless. While in passive mode, the controller cannot see through the warrior's eyes, but may act normally (move, attack, cast spells, etc.).

Regardless of the mode of control, once the skeleton warrior and controller move to a distance greater than 300 feet of one another control is broken. It is also broken should the circlet be removed from the controller's head.

If the circlet remains in the controller's possession he may resume control at any time, but if it leaves his possession, the skeleton warrior will immediately stop what it is doing and proceed at double move speed to attack and destroy the former controller. If a skeleton warrior gains control of the circlet containing its soul, the warrior "dies" and vanishes. The circlet crumbles to valueless dust.

When a character first comes into possession of a circlet, he may be unaware of its significance. He may also be unaware that the skeleton warrior whose soul is contained therein is tracking him. As long as the owner of the circlet and the skeleton warrior remain on the same plane of existence, the warrior may track him.

To gain control of a skeleton warrior, the possessor must place the circlet on his head. The would-be controller cannot wear anything else on his head (including a hat, helmet, etc.). The controller must be able to see the skeleton warrior and he must spend one full round establishing control. If the character is interrupted during this time, he must succeed at a Concentration check in order to establish control in the round he is attacked or distracted.

If a character in possession of a circlet does not attempt control or fails his Concentration check, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet.

SAMPLE SKELETON WARRIOR

This example uses a 12th-level human fighter as the character.

Medium-Size Undead

Hit Dice: 12d12 (78 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 25 (+1 Dex, +4 natural, +10 armor)

Attacks: +2 bastard sword +20/+15/+10 melee

Damage: +2 bastard sword 1d10+9

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear aura, find target

Special Qualities: Undead, damage reduction 10/+1, SR 28, turning immunity, darkvision 60 ft.

Saves: Fort +11, Ref +6, Will +7

Abilities: Str 21, Dex 13, Con –, Int 12, Wis 13, Cha 14

Skills: Climb +9, Intimidate +9, Jump +11, Listen +11, Ride +8, Search +5, Sense Motive +7, Spot +14, Swim +10

Feats: Alertness, Armor Proficiency (all), Cleave, Great Cleave, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

COMBAT

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures of less than 5 HD in a 60-foot radius must succeed at a Will save or be affected as though by *fear* as cast by a sorcerer of the skeleton warrior's level.

Magic Items Carried: +2 *full plate armor*, +2 *bastard sword*, *cloak of resistance +2*, *boots of speed*.

The Skeleton Warrior first appeared in the *Fiend Folio* (1981).

ZOMBIE (template)

Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation.

CREATING A ZOMBIE

"Zombie" is a template that can be added to any non-undead corporeal creature (referred to hereafter as the "base creature") that has a skeletal system. The creature's type changes to "Undead." It retains most type modifiers (such as "Fire" or "Aquatic"), but loses alignment type modifiers (such as "Good") and type modifiers that indicate kind (such as "Goblinoid" or "Reptilian").

ZOMBIE TYPE MODIFIERS

When turned into zombies, creatures keep some type modifiers and lose others.

They Keep:	The Lose:
Air	Chaotic
Aquatic	Evil
Cold	Good
Earth	Lawful
Electricity	Reptilian
Fire	Humanoid subtype (e.g., Elf)
Water	

The new zombie uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from experience and raise remaining Hit Dice to d12. If the creature has more than 20 Hit Dice, it can't be made into a zombie by the *animate dead* spell. (Exception: A 20th-level cleric with the Evil domain casts *animate dead* at caster level 21, so such a cleric can create an undead creature with 21 Hit Dice.)

Armor Class: Natural armor changes to a number based on the skeleton's size:

Size	Natural AC
Tiny or smaller	0
Small	1
Medium-size	2
Large	3
Huge	4
Gargantuan	6
Colossal	11

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature.

A creature with hands gains one claw attack per hand; the zombie can strike with all of them at its full attack bonus. (If the creature already had claw attacks with its hands, it can use the zombie attack format and damage, if they're better.) Recalculate the zombie's melee and ranged attack bonuses based on its new type (Undead) and abilities (+2 Strength). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the zombie's size. (Use the base creature's claw damage if it's greater.)

Size	Damage
Diminutive or Fine	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The zombie loses all special attacks the base creature once enjoyed.

Special Qualities: The zombie loses all special qualities the base creature once had, except those associated with any subtypes it retains (such as the Fire subtype). All zombies gain the "Undead" type (see the Introduction of the *Monster Manual*) and this special quality:

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2+(1/2HD).

Abilities: The new zombie's Strength increases by +2, it has no Constitution or Intelligence score, its Dexterity changes to 8, its Wisdom changes to 10, and its Charisma decreases to 3.

Skills: The zombie loses all skills once possessed by the base creature.

Feats: The zombie loses all feats once possessed by the base creature, but gains Toughness.

Climate/Terrain: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice:

Hit Dice	CR
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: Hit Dice are based on advanced Hit Dice, if applicable.

SAMPLE ZOMBIE CREATURE

Zombie Wolf

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 50 ft.

AC: 11 (-1 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d6+2 melee

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, partial actions only, darkvision 60 ft.

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

Abilities: Str 15, Dex 8, Con -, Int -, Wis 10, Cha 3

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)