

# MONSTER CLASS: UNDEAD

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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# INTRODUCTION

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In 2011, there came a post on Paizo's message boards, wondering if anyone had made an effort to do something similar to the Savage Species rule book. It just so happened that in my home campaign I had done just that. On a small scale, I had converted a few monsters for myself and my players to run through adventures. I posted a few of these samples and the community came alive. I first want to thank everyone from that message board for the encouragement and guidance on getting the next monster out. Second, I would like to thank Andreas Rönnqvist and Dreamscarred Press for reigning me in and allowing all those countless hours of calculating monster stats into the product you hold in your hands. And lastly, I would like to thank Forrest Heck, for making this such a pleasurable working experience. So, we give you our Monster Classes.

Now I can hear you already yelling, "We don't like players playing monsters!" I know, I know. There are a lot of good arguments for players staying free and clear of playing a monster in any campaign, especially the *Pathfinder Roleplaying Game*. "What are they?" you may ask.

For one, much of the game assumes that the player character is a human-shaped medium or small-sized creature. Houses, magical items, armor, storylines and such are all based on this assumption. Once you break that assumption, the world, in its subtle framework, can become unstable. Major questions pop up like, "Does my monster use a spoon? Does he sleep in a normal bed? My monster doesn't have fingers, but I want a magical ring!"

This can make the job of game mastering more difficult than it already is. Here I am, the GM, all set to run this amazing storyline for the players that involves them going into a city and running through the King's Court to become the king's muscle. Oh, but wait! Joe Schmoe just made a t-rex barbarian? And Nancy Schmancy just made a balor paladin? On top of this, some players LOVE to optimize characters. Let's say a charismatic nymph bard, or a medusa ninja that can become invisible jumps out to gaze attack everyone, every round. Ack! As a GM, it can be cumbersome to say the least.

Lastly, the game is humanocentric, plain and simple. In the words of the brilliant designer, James Jacobs, "I wouldn't say that humanocentric is automatically better for you, but I would say it's automatically better for me. And in fact, I do think it's objectively better, because being a human, I am more interested in relating to human or near-human characters in fiction who react to fantastic and outlandish developments and storylines. Having a humanocentric theme to a story allows the story to feel more fantastic, since you have a common baseline to share with the humans in the story."

So, in the face of all those encumbrances why would I go ahead and make a monster class? Mainly, I think it is because I am a little weird and love the thought of playing a monster (especially a dragon!) As some of you know me, I have long set out to convert every beast in the *Pathfinder RPG* into a class - not every monster mind you. Some don't appeal to me as a playable race (flumph), but some, like the gold dragon do. After all, what is more fantasy than a gold dragon and its ability to alter self to appear human or elven? So all those reason not to play a monster I stated above, are the same reasons I like to play one! I like going against the grain, in terms of expectations. I know my minotaur can't walk into the town's cleric to get healing, not because of my alignment, but the expectations of others. The NPCs expect my race to be dangerous, if not outright evil, and more than likely will try to lynch me. If that works in the story and the GM is ok with it, then I say, go for it!

Onto the classes, STOP! We did things a bit differently than the "rules" dictate. In the *Pathfinder Roleplaying Game Bestiary*, it recommends that if someone really insists on playing a monster that they should regard the CR value as its class level equivalent. I did that - a lot of it - and made a ton of conversions this way. And I found exactly what everyone hated and warned me about when playing monsters. The monster classes ended up too powerful, at least compared to the equally-leveled humanoid races and classes.

In *Savage Species*, I felt they went too far and added more filler levels than needed, but it was still a grand idea. It hit me one night as I divided numbers of a dragon into discrete levels and saw that at every Hit Dice bump all the numbers bumped as well. It was as if it were made to be chopped into levels at their HD. And so that's what I did, all monsters are split into levels by hit dice so that 1 HD = 1 class level, or 'Monster Level.'

I hope everyone enjoys these classes as much as I did making them!

–Jeffrey Swank Freelance Designer

### **A NOTE ON BALANCE**

Many monsters have abilities that are incredibly problematic at the game table, and many others have abilities that are simply outside the context of a normal game. With the monster classes in this series, we have tried to change some of the more problematic abilities to be either weaker or lesser in scope. A few of the monster classes have had some of their more powerful abilities altered to become feats, available at a level where they would normally be accessible to a nonmonster character, or in a few cases, removed entirely or heavily downgraded. An example of this will be seen in the Deathless Ghost monster class, which is based on the ghost template from the Pathfinder RPG Bestiary. Incorporeality, high-CL telekinesis, and flight are often very difficult to plan around as a GM, and unsatisfying to play around as a fellow player at the table. In the Deathless Ghost monster class, our solution was to keep the most important aspects of a Ghost character-the

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fact that the character has more "normal" abilities, on top of the powers of their race, by keeping the class short, but having some of its abilities scale on character level rather than class level. A Deathless Ghost gains miss chance against attacks as it gains levels after finishing its monster class, and eventually can gain full incorporeality at a level where other characters can access similarlypowerful abilities.

Another area where some monsters could run into problems is with spell-like abilities. Some monsters have a large variety of at-will abilities, or a small amount of uncharacteristically powerful abilities (such as most fiends' ability to use greater teleport to move around). We have provided a variant for these monsters: these monster classes have the ability to exchange their racial spell-like abilities for limited spellcasting abilities similar to a bard's, using spell lists that are close, thematically, to their natural powers. We at Dreamscarred Press recommend that GMs and players use this variant rather than the spell-like abilities normally granted many of these monsters, as it will often create more varied characters and a more fun play environment from both sides of the GM screen.

With that in mind, not all of the monster classes in this series are strictly balanced. Many abilities, such as wings, size, and breath weapons, are simultaneously problematic and iconic, and we at Dreamscarred Press wanted to provide players with the option to use monsters as they're meant to be, rather than reducing their power to the point that it makes them unusable. Some of the classes in this series are stronger than some core *Pathfinder Roleplaying Game* classes as a result, and on the opposite end, a few of them are slightly weaker than most classes (but should still be able to keep up with the other players). When allowing a player to use a class from this series of books, the GM and the group should think carefully about whether or not they want the abilities gained to be in their game.

For example, some monsters, such as the imp and pseudodragon, have the ability to fly from the very start of their adventuring career. This ability, and others like it, can obliterate common obstacles such as pit traps and castle walls if not carefully prepared for. On the higher end of things, classes such as the erinyes, imp, succubus, and true dragon, can be incredibly strong if played well, and will often be more versatile than many classes that don't have powerful abilities or spells to grant them a similar level of versatility. We believe that the changes we've made to some of these monsters should help rein in their inherent power, and that all of the classes in this book should make for fun characters at many tables, but GMs should be just as careful about including monster classes as he is about including other strong classes like the cleric, druid, and wizard in their campaigns.

–Forrest Heck Editor

#### **USING MONSTER CLASSES**

Monster classes do not follow the same guidelines that Pathfinder normally uses for playing monsters as PCs. Instead, the monster classes introduced in this book work similarly to any other class, with a few key exceptions:

To use a monster class, a character must take it as their initial character level. Each monster class has an associated race; instead of selecting a race, the character gains the benefits and drawbacks of the race associated with their chosen monster class. A character normally cannot take levels in more than one monster class.

A character may multiclass freely between their monster class and other classes, and is not required to finish their monster class. A character with relatively few monster levels might be a runt compensating for their relative weakness with training, a freak of nature, or maybe even a magical experiment gone wrong. As usual, a character cannot normally have levels in more than one monster class.

Some monster classes have abilities that have been split across multiple levels or changed to a similar ability that increases in power as the character gains levels. When a character gains one of these abilities, they are not gaining the same ability as the monster itself. While monster classes are based on monsters from the Bestiary, they are not exact replicas. When a character completes the monster class, most of these abilities should function as the base monster's ability, but this will not always be the case.

Some monster classes have abilities that reference a character's Hit Dice. For the purposes of abilities granted by monster classes or feats in this book, a character's Hit Dice is the sum of their racial hit dice and all class levels.

Some monster classes, such as the erinyes, allow the character to trade their native spell-like abilities for a spellcasting progression. If such a character later gains levels in a spellcasting class of the same type (arcane, divine, or psychic), the character can opt to continue the progression of their monster class, rather than gaining spells from the new class. The character gains new spells per day and an increase in caster level and spells known as if he had also gained a level in their monster class (even if the monster class does not have that many levels). This replaces the new class' spellcasting progression in its entirety, including the ability to use spell completion and spell-trigger items as a member of that class. A class that only casts spells at a later level than 1st (such as the ranger) only stacks the levels where it gains spellcasting.

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# **DEATHLESS GHOST**

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This spectral figure glides silently through the air, passing through solid objects as if they didn't exist.

When a soul is created and never is born into a life form they may exists as a deathless ghost. Such beings are sometimes referred to as Mistwalkers and are humanoid beings derived from the Ethereal Plane. The bodiless form of a deathless ghost interacts with the world in a similar way to undead creatures thanks to its nature as an incarnate soul. Some sages believe they were dreamed into existence, but whatever the reason for their existence—they transition to the Material Plane in a slow manner that allows them to begin to interact with solid matter.

Alignment: Having lacked a purely corporeal form, the deathless ghosts tend towards chaotic, but may be of any alignment.

### **Deathless Ghost Racial Traits**

- +2 Dexterity, +2 Intelligence: Deathless ghosts' intangibility lends them a natural grace, and they are fast learners. As undead creatures, deathless ghosts do not have Constitution scores. In addition, deathless ghosts are partially intangible, and do not have Strength scores.
- **Medium:** Deathless ghosts are Medium creatures and have no bonuses or penalties due to their size.
- **Undead:** Deathless ghosts are undead, gaining the following traits as a result:
  - Deathless ghosts have no Constitution score. They use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.
  - Deathless ghosts are immune to all mindaffecting effects (including charms, compulsions, morale effects, patterns, and phantasms).
  - Deathless ghosts are immune to death effects, disease, paralysis, poison, sleep effects, and stunning.
  - Deathless ghosts are not subject to nonlethal damage, ability drain, or energy drain. They are immune to damage to their physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. They are not at risk of death from massive damage.
  - Deathless ghosts recover hit points naturally as normal. In addition, they are healed, rather than harmed, by negative energy (such as an inflict spell).
  - Deathless ghosts are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
  - Deathless ghosts are immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected.

- Normal Speed: Deathless ghosts have a base speed of 30 feet.
- **Darkvision (Ex):** Deathless ghosts can see perfectly in the dark up to 60 feet.
- Ectoplasmic Form (Ex): While a deathless ghost is not truly incorporeal, it shares some qualities with incorporeal creatures. Deathless ghosts have no Strength score, and use their Dexterity score in place of their Strength score for melee attack rolls, damage rolls, combat maneuvers, and any special effect that depends on Strength.
- Ghostly Body (Ex): A deathless ghost does not gain bonuses to AC from armor or shields unless the armor or shield has the *ghost touch* special property. In addition, a deathless ghost has no natural armor bonus to its AC, even if it would otherwise gain one.
- Haunting (Ex): Deathless ghosts gain a +4 racial bonus on Stealth checks.
- Keen Senses (Ex): Deathless ghosts gain a +4 racial bonus on Perception checks.
- Languages: Deathless ghosts begin play speaking Common. Deathless ghosts with high Intelligence scores can choose from the following: Abyssal, Aklo, Celestial, and Infernal.

#### Hit Die: d8.

**Starting Wealth:**  $5d6 \times 10$  gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

# **CLASS SKILLS**

The deathless ghost's class skills are Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

### **CLASS FEATURES**

All the following are class features of the deathless ghost monster class.

Weapon and Armor Proficiency: A deathless ghost is proficient with all simple weapons, but not with any type of armor or shield.

Ability Score Increases: As a deathless ghost gains levels, its ability scores increase as noted on Table: Deathless Ghost. These increases stack and are gained as if through level advancement.

**Channel Resistance (Ex):** Starting at 1st level, a deathless ghost is is less easily affected by clerics or paladins. It gains channel resistance +2, adding this bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy. This bonus increases to +4 at 3rd level.

**Corrupting Touch (Su):** At 1st level, a deathless ghost gains the ability to pass part of its body through another, causing damage to the target. As a standard action, the deathless ghost can make a melee touch attack against another creature. If it hits, it the target must succeed at a

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# TABLE: DEATHLESS GHOST

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	+2 Cha, channel resistance +2, corrupting touch, deflection, ectoplasmic form (10%), ectoplasmic movement (difficult terrain)
2 <sup>nd</sup>	+1	+0	+0	+3	Ectoplasmic form (20%), haunting (+8)
3rd	+2	+1	+1	+3	+2 Cha, channel resistance +4, ectoplasmic form (30%), ectoplasmic movement (flight)

Fortitude save (DC 10 + 1/2 the deathless ghost's Hit Dice + the deathless ghost's Charisma modifier) or take 1d6 points of damage per Hit Die of the deathless ghost. A successful save halves the damage.

This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction.

Ectoplasmic Form (Ex): A deathless ghost's body is formed of partially-intangible ectoplasm with similar properties to smoke. A deathless ghost must focus strongly to interact with physical objects, and often finds that its form can be easily disrupted by even the most mundane of weapons. As the ghost grows in power, its body grows more and more intangible, until eventually the ghost can phase through objects and ignore the material world around it entirely.

Starting at 1st level, all corporeal attacks and effects suffer a 10% miss chance per class level against the deathless ghost. In addition, the deathless ghost has an equal miss chance when it tries to use its own abilities and attacks against a corporeal target. This miss chance is halved against magical attacks and effects, such as magic weapons, spells, spell-like abilities, and supernatural abilities. Likewise, when the deathless ghost uses such an ability, its miss chance against others is halved. Otherwise, the deathless ghost applies this effect to its equipment and any attended items as well.

*Ghost touch* weapons and force effects affect the deathless ghost normally.

**Deflection (Ex):** Starting at 1st level, a deathless ghost gains a deflection bonus to its AC equal to its Charisma bonus (minimum +1, even if the deathless ghost's Charisma modifier provides no bonus).

**Ectoplasmic Movement (Su):** Starting at 1st level, a deathless ghost can use its ectoplasmic body to flow around some objects. Its movement is never hindered by difficult terrain.

At 3rd level, the deathless ghost cannot take fall or take falling damage, and gains the ability to fly at a speed of 30 feet with perfect maneuverability.

**Haunting (Ex):** At 2nd level, your racial bonus on Stealth checks increases to +8.

Intangibility (Su): Starting at 3rd level, a deathless ghost's ability to reform its ectoplasmic form after being disrupted improves, and it gains a further resilience to attacks. The miss chance from its ectoplasmic form ability increases to 10% per character level, up to a maximum of 100% miss chance at character level 10th.

# **GHOUL**

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

Ghouls are undead that haunt graveyards and eat corpses. Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These "civilized" ghouls are no less horrific in their eating habits, and in fact the concept of a well laid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

A typical ghoul is an average human height and weight.

Alignment: Most ghouls tend towards evil, as they seek out flesh of the living to consume.

## **Ghoul Racial Traits**

- +2 Strength, +2 Intelligence: Ghouls possess savage, unnatural strength and a maliciously cruel mind. As undead creatures, ghouls do not have Constitution scores.
- **Medium:** Ghouls are Medium creatures and have no bonuses or penalties due to their size.
- Undead: Ghouls are undead, gaining the following traits as a result:
  - Ghouls have no Constitution score. They use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
  - Ghouls are immune to all mind-affecting effects (including charms, compulsions, morale effects, patterns, and phantasms).
  - Ghouls are immune to death effects, disease, paralysis, poison, sleep effects, and stunning.
  - Ghouls are not subject to nonlethal damage, ability drain, or energy drain. They are immune to damage to their physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. They are not at risk of death from massive damage.
  - Ghouls recover hit points naturally as normal. In addition, they are healed, rather than harmed, by negative energy (such as an inflict spell).
  - Ghouls are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
  - Ghouls are immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected. However, if a resurrection or true

# TABLE: GHOUL

Level	Base Attack Bonus	Fort Save	Ref save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	+2 Dex, +2 natural armor, bite 1d6, claws 1d4
2 <sup>nd</sup>	+1	+0	+0	+3	+2 Dex, +4 Wis, +4 Cha, channel resistance +2, claws 1d6, disease, paralysis

resurrection spell is cast on a ghoul, it turns the ghoul back into the living creature it was before becoming undead.

- Normal Speed: Ghouls have a base speed of 30 feet.
- Darkvision (Ex): Ghouls can see perfectly in the dark up to 60 feet.
- Languages: Ghouls begin play speaking Common. Ghouls with high Intelligence scores can choose from the following: Abyssal, Draconic, Gnoll, Gnome, Halfling, Infernal, and Orc.

#### Hit Die: d10.

**Starting Wealth:**  $5d6 \times 10$  gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

# **CLASS SKILLS**

The ghoul's class skills are Acrobatics (Dex), Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

### **CLASS FEATURES**

All the following are class features of the ghoul monster class.

Weapon and Armor Proficiency: A ghoul is proficient with all simple weapons, but not with any type of armor or shield.

Ability Score Increases: As a ghoul gains levels, its ability scores increase as noted on Table: Ghoul. These increases stack and are gained as if through level advancement.

**Bite (Ex):** At 1st level, a ghoul gains a bite attack. This is a primary attack that deals 1d6 points of damage plus the ghoul's Strength modifier.

**Claws (Ex):** At 1st level, a ghoul gains 2 claw attacks. These are primary attacks that deal 1d4 points of damage plus the ghoul's Strength modifier. At 2nd level, the damage die of these claws increases to 1d6.

**Natural Armor (Ex):** At 1st level, a ghoul gains a +2 natural armor bonus to its AC from its deadened flesh.

**Disease (Su):** Starting at 2nd level, a ghoul's bite begins to carry ghoul fever.

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#### **GHOUL FEVER**

**Type:** Disease, injury; **Save** Fort (DC 10 + 1/2 the ghoul's Hit Dice + the ghoul's Charisma modifier)

**Onset** 1 day; **Frequency** 1/day;

**Effect** 1d3 Con damage and 1d3 Dex damage; **Cure** 2 consecutive saves.

A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Paralysis (Su):** Starting at 2nd level, a ghoul's bite and claw attacks paralyze creatures they strike. Any creature hit by one of these attacks must succeed at a Fortitude save (DC 10 + 1/2 the ghoul's Hit Dice + the ghoul's Charisma modifier) or become paralyzed for 1d4+1 rounds. Elves are immune to this effect.



**Channel Resistance (Ex):** Starting at 2nd level, a ghoul is is less easily affected by clerics or paladins. It gains channel resistance +2, adding this bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

# **RACIAL FEATS**

#### **CEREBRAL CONSUMPTION (HERITAGE)**

By devouring a creature's brain, you can gain some knowledge of its life and thoughts.

**Prerequisites:** Bite attack, undead type, character level 5th.

**Benefit:** As a full-round action that provokes attacks of opportunity, you can consume the brain of a creature that has been dead for as long as one minute. You cannot consume the brain of a destroyed undead creature, nor can you consume the brain of a dead elemental or other creature without a physical brain. After consuming a brain, you regain a number of hit points equal to your character level, and gain a +2 competence bonus on skill checks for one hour.

In addition, you gain access to some of the memories and recent thoughts of the creature whose brain you consumed. You have full knowledge of all the creature's recent experiences, reaching back a number of hours equal to your Intelligence modifier (minimum 1). This allows you to know names, recognize places, and otherwise act on this new knowledge, but it does not give you any abilities the dead creature had.

#### **DRAINING TOUCH**

Your touch can sap life and will.

**Prerequisites:** Character level 5th, deathless ghost level 3rd.

**Benefit:** You gain the ability to reach into a creature and tear at its vital essence. As a standard action, you can make a touch attack against an adjacent creature. If you hit, you drain 1d4 points from a single ability score of your choice, and you are healed 5 points of damage. You cannot combine this attack with your corrupting touch ability. This is a supernatural ability.

#### **FRIGHTFUL MOAN**

You can emit a moan that panics others.

**Prerequisites:** Character level 7th, deathless ghost level 3rd.

**Benefits:** You can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become panicked for 2d4 rounds. This is a supernatural sonic mind-affecting fear effect. A creature that successfully saves against your moan cannot be affected by it for 24 hours.

#### INCORPOREALITY

You have complete control over your ghostly body, allowing you to pass through the corporeal world at will.

**Prerequisites:** Character level 9th, deathless ghost level 3rd.

Benefit: You gain the incorporeal subtype.

#### MALEVOLENCE

You have the ability to possess others, entering and taking control of their bodies.

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**Prerequisites:** Incorporeal subtype, deathless ghost level 3rd.

**Benefit:** Once per round, you can merge your body with a creature on the same plane. This ability is similar to a *magic jar* spell with a caster level equal to your character level, except that it does not require a receptacle. To use this ability, you must be adjacent to the target. The target can resist the attack with a successful Will save (DC 15 + your Charisma modifier). A creature that successfully saves is immune to your malevolence for 24 hours.

#### **OLD AS DUST**

You have been dead for so long you have become quite difficult to kill.

**Prerequisites:** Warren Digger, must have been a ghoul for at least 500 years.

**Benefit:** When you are reduced to 0 hit points, you are not destroyed—you cannot be killed unless your body is completely destroyed with fire or doused in holy water, or you take damage from a cure spell or channeled positive energy after you've been reduced to 0 hit points. Any time you are reduced to 0 hit points, you become helpless until you regain any amount of hit points, or until the or until the following midnight, at which time you regain 1 hit point per character level and are no longer helpless.

#### POLTERGEIST

You can use your powers to grasp with a supernatural force.

**Prerequisites:** Deathless ghost level 1st.

**Benefit:** You gain the ability to use *telekinesis* with a caster level equal to your character level as a supernatural ability once every 1d4 rounds.

#### REJUVENATION

A deathless ghost, unlike the spirit of a formerly-living being, normally does not have the ability to reconstitute itself when completely destroyed. You have overcome that weakness, and now there are few things that can truly obliterate your existence.

**Prerequisites:** Character level 15th, deathless ghost level 3rd.

**Benefits:** When you are destroyed, you reform at the location you consider "home" in 2d4 days. The only way to permanently destroy you is to cast a *banishment* spell or similar effect on your ectoplasmic remains within one round of your destruction.

#### **SELECTIVE TANGIBILITY**

You can grasp objects and interact with the world as if you were a corporeal being.

**Prerequisites:** Ectoplasmic form or incorporeal subtype.

**Benefits:** You can interact with objects as if you were corporeal, allowing you to use normal weapons strike

without miss chance against corporeal beings, affect objects normally, and otherwise act as if you were not incorporeal. This feat does not allow you to benefit from armor without the *ghost touch* special property.

**Normal:** An incorporeal creature cannot interact with normal corporeal objects.

#### **UNNATURAL RESILIENCE (HERITAGE)**

Your unnatural nature infuses your body, letting you resist assaults against it in unusual ways.

**Prerequisites:** Aberration, fey, ooze, outsider or undead type.

**Benefits:** Choose Intelligence or Charisma. You use the chosen ability score in place of Constitution as a modifier on your Fortitude saves.

#### WARREN DIGGER

After years spent digging up graves, you are able to move through dirt almost as easily as a fish through water. **Prerequisites:** Ghoul class level 1st.

**Benefits:** You gain a burrow speed of 10 feet through earth, sand, or soil.

**Special:** You may take this feat multiple times. Each time you take it, add 10 feet to your burrow speed, up to a maximum of your base land speed.



# GLOSSARY

#### **Incorporeal (Ex)**

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage suffer a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

#### **Incorporeal Subtype**

An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

#### **Undead Type**

Undead are once-living creatures animated by spiritual or supernatural forces.

An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution(such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed.
  Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

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