Darakhul

Advanced Races



Table of Contents

Darakhul: the People	3	Feats
Darakhul Characters	3	Archetypes
Roleplaying a Darakhul	4	Quicksilver Alchemist
Into the Big Wide World	5	Imperial Hunter
The Cut of Your Cloak	5	Wizard's Focused School: The Necrophage
Just Misunderstood	6	Ghoulish Magic and Miscellany
Good Neighbors	6	Spells
Traits	6	Incantations
Lantern Beetle	7	Lich Hound
Giant Lantern Beetle	7	

Gredits

Design: Ben McFarland Additional Design: Wolfgang Baur, Christina Stiles Development: Chris Harris and Michael Timpe Editing: Chris Harris and William Banks Cover Art: Guido Kuip Interior Art: William McAusland, Chris McFann, Hugo Solis, Darren M. Calvert Graphic Design and Layout: Marc Radle Accounting: Shelly Baur Publisher: Wolfgang Baur



Advanced Races, Kobold Press, and Midgard are trademarks of Open Design, LLC.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder[®] Roleplaying Game and the Pathfinder[®] Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder[®] Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license. Compatibility with the Pathfinder[®] Roleplaying Game requires the Pathfinder[®] Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder[®] Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Open Game Content: The Open content includes the new feats, new spells, and new equipment. All other material is Product Identity, especially place names, character names, locations, story elements, history, and narration. No other portion of this work may be reproduced in any form without permission.

> ©2013 Open Design LLC. All rights reserved. www.koboldpress.com







Darakhul: The People

n the lightless depths beneath the ground, an empire of devouring ambition grows and plots and dreams. They call themselves The People, but the rest of Midgard calls them the Lords Subterranean, the Ghoul Imperium, or simply the Empire of the Ghouls. Their cities lie out of sight, their agents inflitrate the underworlds of a score of surface cities, and their goals know no limits.

To them, if you are not a member of the People, you are food. Their empire maintains complex social structures and forges serious alliances, particularly amongst the undead princes of Morgau and Doresh. Unofficial embassies exist in Zobeck, the Ironcrag Cantons, Krakova, and Magdar. Other hidden outposts may lurk below the Seven Cities, Illyria, or beyond.

They scheme and plot. They hunger for the flesh of the living. They are the darakhul.

Darakhul Characters

By definition, both ordinary ghouls and darakhul arise from the infected and fallen of other races, but darakhul PCs should start play as lesser darakhul. Any

bonuses, penalties, and abilities of the previous race are gone; only their cosmetic features remain, and over time these pointed ears, long beards, or similar features fade into the bald, fanged features and pale, grey skin of the ghoul races.

Many darakhul are defined by their class levels—they do not have racial HD. All darakhul characters have the following racial traits.

+2 Charisma, No Constitution: You have no Constitution. You use your Charisma score in place of your Constitution score when calculating hp, Fortitude saves,



and any special ability that relies on Constitution. These racial adjustments supersede and replace any previous racial adjustments. (When generating a darakhul character using a pointbuy system, you must still spend sufficient points for a Constitution score of 10.)

Small or Medium: Reflecting their disparate origins from other races, darakhul can be Small or Medium creatures. If Medium, you have no bonuses or penalties due to your size. If Small, you gain a +1 size bonus to your AC, a +1 size bonus on attack rolls, a -1 penalty to your CMB and CMD, and a +4 size bonus on Stealth checks.

No matter your size, you retain some resemblance

Defining a Darakhul vs. a Ghoul

Most ghouls are fairly mindless, flesh-eating undead with few or no memories of their former lives. The darakhul of the Midgard Campaign Setting are a tougher, smarter strain of ghoul, and many of them retain their memories, skills, and knowledge after the transition to undeath. They are greater ghouls, similar in many respects to their cousins, the vampires. The difference is that the darakhul are social undead, willing to work together in clans, tribes, and nations to conquer the world.

to your stock race, but your nature as darakhul is immediately apparent.

Normal Speed: You have a base speed of 30 ft. if Medium, 20 ft. if Small. You gain a burrow speed of 10 ft.

Darkvision: You can see in the dark up to 60 ft.

- Undead: You have the undead subtype and its associated traits. (Being undead provides a complex new experience with many immunities and weaknesses. You gain immunity to ability damage and drain, death effects, disease, energy drain, exhaustion/fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep effects, and stunning; your connection to negative and positive energy is reversed, that is you are healed by negative energy and damaged by positive energy; you are immune to effects requiring a Fortitude save, but are susceptible to effects that target undead; you are not at risk of death from massive damage, but are immediately destroyed at 0 hp; you cannot be returned to life/undeath by raise dead or reincarnate, and resurrection and true resurrection return you to life as your original stock race; you do not breathe, eat, or sleep.)
- **Channel Resistance:** You are susceptible to the effects of channel energy but gain channel resistance +2.
- **Natural Weapons:** Your heavy jaw is powerful enough to crush bones to powder. You gain a bite attack (1d4). This bite does not transmit darakhul fever; those killed by your bite do not rise as undead.
- **Daylight Weakness:** You suffer a -4 penalty to attacks, skill and ability checks, and saving throws when in full daylight. A daylight spell inflicts a similar -2 penalty to you as long as you remain in the affected area.
- Hunger for Flesh: You must consume a small meal of raw meat each day or suffer the effects of starvation. You use your Charisma when making checks regarding starvation and always suffer lethal damage from its effects. If you suffer damage from starvation, you become "fatigued" until the damage is healed. (Undead are not typically susceptible to fatigue; hunger, however, will make any darakhul feel effects identical to fatigue.)

Damage from starvation cannot be healed until you

spend 1 hour consuming an amount of raw meat equal to a Small creature—not even magic that restores hp heals this damage.

Darakhul spellcasters may recover their spells only after enjoying a leisurely, 1-hour long meal of raw meat. While you will gladly devour any meat at any time, you can gain this spell recovery benefit only once every 24 hours.

Languages: Darakhul begin play speaking Common and Undercommon. Darakhul with high Intelligence can choose bonus languages from the following: Darakhul, Draconic, Giant, Gnome, or Goblin, as well as their original race's language.

Roleplaying a Darakhul

Life as the undead and ravenous comes with challenges as an adventurer. Almost universally, people revile the darakhul as scavengers at best, and loathsome murdering abominations at worst. Participating as

Playing the Undead: Do I have to Be Gvil?

One of the great challenges of playing a character from a maligned race is, of course, the bad-guy misunderstood antihero shtick. That's good fun in a Hellboy-meets-Angel sort of way, but what about the player who wants to play a good-aligned ghoul or darakhul? Is it a good idea?

Well, maybe. Much like a certain drow ranger, being the black sheep good-guy from a race known for evil and cruelty means your character will have few friends and gather little sympathy. Your options will sometimes be bad and worse, and the only place where everyone really understands you is filled with fellow ghouls who all think you are a traitor. There's a lot of grist for exile angst and loner-drama here (in a good sense and in a bad sense). The best advice for these antihero characters is to make sure that they have good motives for liking, protecting, and caring about other party members. Explaining those motives and rationales to the rest of the party should be part of your plan for the character when you start play.

This section describes several ways to play the mercenary, the spy, and even the good-guy ghoul. Discuss it with the other players and your GM before committing to playing the undead; the rest of the party may need to save your undead ivory skin more often than usual, so it's best if they sign up for it. Oh, and undead always take the middle watch: it's a tradition.



a member of an adventuring company comes with complications. To survive on the surface, a darakhul must be clever and thorough.

INTO THE BIG, WIDE WORLD

Some darakhul venture into the wider world on the business of the Empire. Maintaining their state requires envoys and ambassadors, messengers, scouts, and commerce, as well as knowledge of events in the surface world. These relatively diplomatic undead engage with races they might otherwise consider food out of duty and with a specific purpose.

However, other members of their kind have no such obligations. For adventuring darakhul, those in self-imposed exile, or those who never belonged to the Imperium, the quest to master their own hunger, to transcend their role as a predator of sentient beings, is as much a part of their journey as the current quest du jour. These characters want to grow beyond their ghoulish appetites and regain some part in the cultures and societies of their former lives, and they cannot overcome their nature unless they confront it.

This disparity between the more common intelligence gathering missions or political manuevering and their self-improvement and transcendence— as well as the blind aggression of less controlled undead—means other people view the darakhul with suspicion and hostility. It is difficult, but not impossible, for a darakhul to allay those fears.

THE CUT OF YOUR CLOAK

A quality disguise remains one of the best tools for a darakhul among the breathing, and almost all ghouls travelling on the surface maintain a masterwork disguise kit and a concealing outfit associated with a cover identity. Depending on the costume, no one may ever challenge a ghoul's attire. Some suggestions include the wrappings of a leper, the enshrouding robes of arcane casters within the Magocracy of Allain, the veils of the Siwali ladies, or the desert raiders of the Tamasheq. Each of these requires appropriate details to make the deception withstand appropriate scrutiny-certain language skills, knowledge of the region, or common customs. Utilizing such an outfit with an appropriate Knowledge (Local) check (DC 15), or Heal (DC 16) in the case of a leper, provides a +3 circumstance bonus to Disguise attempts, offsetting the standard -2 penalty to appear like a different race while still offering some benefit.

However, a competent disguise doesn't explain a darakhul's need to eat alone and behind closed doors. Cultural or religious requirements can often be used to In cases where a cover identity is impractical, a skillful application of cosmetics and a few gold coins are often enough to make an eccentric request for privacy much more reasonable. Getting the raw meat surreptitiously delivered is another challenge left to the imagination of the player.

suspected) to explain.

MeFann 1011

JUST MISUNDERSTOOD

Servants of the gods remain the most ubiquitous, and perhaps the most dangerous, foe to the darakhul. Their ability to channel positive energy can mean a terrible burning True Death for the ghoulish, especially if caught unawares and unable to escape. This reinforces the need for a quality disguise to conceal the character from the clerics who see all undead as an abomination.

A darakhul seeking enlightenment or carrying out the dictums of the Empire is not about to eat the miller's daughter—but the local priest may not be willing to take that chance. A darakhul character faces unending prejudice from surface societies, and he faces an existence as a perpetual outsider, even among fellow adventurers. This relationship must be reestablished with the death and replacement of each party member, allowing for interesting roleplaying which should be considerate of the other players' feelings.

At the very least, in-game social interactions will be complicated. Make sure everyone at the table is willing to work with a character who is an undead racial pariah, either struggling to conquer the enemy within or concealing an awful secret as he faces the enemies abroad.

The Full Darakhul

The full darakhul template is a CR +2 adjustment which adds substantially to a creature's power. Granting this to a PC gives that character the equivalent of a +2 *cloak of resistance*, a bonus of +4 or +6 to five of the six ability scores, the ability to create controlled progeny, as well as a paralytic attack, 120' darkvision, and DR 5/magic and daylight. The character will see penalties roughly equal to the bonuses when in daylight (-4 to all attack and saves), but this won't affect the underlying statistics.

It's a bit much for a PC race. Because such a character will be so much more powerful than others of the same level (equivalent to PCs three to four levels higher), this direction is not recommended unless you are running a high-powered campaign and other characters gain additional points to buy up stats or additional magic. Take this power level into consideration before applying the full template found in the Imperial Gazetteer: The Principality of Morgau and Doresh, and Realms Subterranean (pages 50 and 51). If you do pursue the high-powered option, you must keep the "Hunger for Flesh," detailed in the lesser Darakhul racial description, and should also apply a -5 circumstance penalty to any Diplomacy checks made with other members of the Imperium—unless the characters travel in parties consisting of only darakhul.

GOOD NEIGHBORS

The one place darakhul find sanctuary in Midgard beyond their Empire is in the vampire-ruled Principalities of Morgau and Doresh. In this frightening land, the ghouls find a welcome reception from the gentry as favored allies, capable mercenaries, and fellow undead. The peasantry accords them respect and distance due to the history of Darakhul amongst the ruling class.

While custom demands that the Darakhul Lords Subterranean remain underground unless invited, and that the Shroudeaters of Morgau and Doresh stay above the earth unless invited deep below, companies of darakhul mercenaries face no such restrictions. They take their payment in captured slaves and battlefield slain, often preferring meat over gold. The pact of mutual aid shared by the two nations demands that travel between the two realms remain mostly unrestricted. Many find easy service in the Order of the Red Shield, better known as the Ghost Knights of Morgau. Lesser darakhul often sympathize with the dhampir gentry, so long as they favor their undead heritage—those scions of the vampires who turn against their sires are viewed as traitorous abominations and deserving of a nasty, gnawing fate.

Traits

It's important to know where you came from. The following traits help define a darakhul character's background as it pertains to the Imperium and its cities.

DARAKHAN REBORN (TRAIT)

You became a darakhul in the heart of the Empire, the capital of Darakhan, and know its machinations well.

Benefit: You have a +1 bonus to Knowledge (History) and Knowledge (Local) checks in or about the Ghoul Imperium, and you may know relevant information about the Empire with a DC greater than 10. You may select any subterranean languages as bonus languages or with ranks in Linguistics during character creation, such as Aboleth, Abyssal, Aklo, Derro, Draconic, Drow Sign Language, Duergar, or Svirfneblin.

ECHOS OF LIFE (TRAIT)

Your body has not forgotten everything that made you what you once were.

Benefit: You may take one trait associated with your previous race or ethnicity.

ESCAPED FROM THE PITS (TRAIT)

You spent time in the Slave Pits of the Darakhul, but you escaped and survived to reach the surface.

Prerequisite: Non-darakhul character or feral darakhul **Benefit:** You may learn Darakhul at character creation. You gain a +1 to Survival checks, and Survival is always a class skill for you.



CR 1/3

FERAL DARAKHUL (TRAIT)

You were infected with darakhul fever, died, and awoke transformed into a darakhul. You never saw the Empire and have continued to live on the surface.

Benefit: Having lived and hidden your hunger for so long, you have a +1 to Bluff and Disguise checks made to conceal your nature. This bonus stacks with the Deceitful feat.

FLESHBROOK REBORN (TRAIT)

You became a darakhul in the subterranean city of Fleshbrook, and you left with one of their famed beetles as a companion.

Prerequisite: Familiar or Animal companion class abilities.

Benefit: You may select a giant lantern beetle as an animal companion, or a lantern beetle as a familiar. For giant lantern beetles, use the statistics for a giant beetle (see below), with the addition of the Luminescence (ex) ability.

Additional information on vermin companions is provided in the druid section of *Ultimate Magic*.

FRETLOCK REBORN (TRAIT)

You became a darakhul in the subterranean city of Fretlock, and you left with the stolen loot of Morgau's crypts.

Benefit: Your starting money increases by 900 gp. You may spend this on minor magic items or masterwork goods, but these objects bear the crests of nobility and gentry in Morgau.

GNAWBONE REBORN (TRAIT)

You became a darakhul in the subterranean city of Gnawbone, and you left with more than a passing knowledge of the spiderous vermin bred there.

Benefit: You may select either Derro or Drow language; you speak this language for free. You have a +1 bonus to Knowledge (Dungeoneering) checks, and this skill is always a class skill for you.

GONDERIF REBORN (TRAIT)

You became a Darakhul in the subterranean city of Gonderif, and you left with a weapon made in its forges.

Benefit: You begin play with a masterwork cold iron weapon worth no more than 900 gp. You should decide if this weapon was stolen or a gift.

IMPERIAL EXPATRIATE (TRAIT)

Once a citizen of the Empire, you left the lands of the Lords Subterranean under duress. It is unclear when, if ever, you may return.

Benefit: You may choose the Aklo, Aboleth, or Darakhul language; you speak this language for free. You gain a +1 bonus to Knowledge (Nobility) checks; this bonus rises to +2 when dealing with the nobility of Morgau, Doresh, the Ghoul Imperium, and other states ruled by the undead. This skill is always a class skill for you. You should decide the circumstances which prompted you to leave the Empire, and what keeps you away, if anything.

IMPERIAL LINEAGE (TRAIT)

You were created by a powerful member of the darakhul nobility. While they may not want you nearby, your reputation still benefits.

Benefit: You may choose the Darakhul language; you speak

Lantern Beetle

XP 135

N Diminutive vermin Init +2; Senses low-light vision; Perception +0

tint +2; senses low-light vision; Perception +

DEFENSE

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 3 (1d6)

Fort +2, Ref +2, Will +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor) **Melee** bite +2 (1d3-2)

STATISTICS

Str 6, **Dex** 15, **Con** 11, **Int** —, **Wis** 10, **Cha** 7 **Base Atk** +0; **CMB** –7; **CMD** 6 (14 vs. trip) **Skills** Fly +4

SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A lantern beetle's glowing glands provide light in a 10-foot radius. A dead lantern beetle's luminescent glands continue to glow for 1d6 days after its death.

ECOLOGY

Environment any

Organization solitary, cluster (2–6) or colony (7–12) **Treasure** none

Although nocturnal, the lantern beetle lacks darkvision—it relies on the light from its own glowing glands. Popular with miners and eccentrics, caged lantern beetles provide long-lasting illumination if kept alive. They prefer raw meat, but settle for mushrooms.

As a familiar, lantern beetles provide their masters a +1 bonus to Survival checks, and all spells with either the Light or Shadow descriptor are cast at +1 CL. The descriptor must be chosen at the time of selection and cannot be changed.

Lantern Beetle, Giant

Starting Statistics: Size Small; Speed 20 ft., fly 20 ft. (poor); AC +6 natural armor; Attack bite (1d8); Ability Scores Str 13, Dex 12, Con 13, Int —, Wis 11, Cha 4; Special Qualities darkvision, luminescence; CMD trip +8.

4th-Level Advancement: Size Medium; **Attack** bite (1d6); **Ability Scores Str** +4, **Dex** -2, **Con** +2; **Special Attacks** trample (1d4).

this language for free. You gain a +1 bonus to Status in the Principalities of Morgau and Doresh, and within the Empire of the Ghouls.

STUDENT OF THE BLOOD COLLEGE (TRAIT)

You have studied at the arcane school of the Principalities of Morgau and Doresh.

Benefit: You gain a +1 bonus to Status in the Principalities of Morgau and Doresh and within the Empire of the Ghouls. You gain a +1 bonus to Knowledge (Arcana) or Knowledge (Religion) checks, and the chosen skill is always a class skill for you.

SURFACE VETERAN (TRAIT)

You have served in the mercenary companies of the Principalities of Morgau and Doresh.

Prerequisite: Darakhul.

Benefit: After several campaigns in the Undead Lords service, you've learned to handle the bright lights of the surface better than others. You gain either a +1 bonus to Status in the Principalities of Morgau and Doresh and the Empire of the Ghouls, or you reduce the normal Sunlight penalty by -1. This trait stacks with the Inured to the Sun feat. You gain a +1 bonus to Knowledge (Local) checks, and this skill is always a class skill for you.

Feats

For darakhul characters seeking to accentuate or augment their ghoulish nature, the following fourteen feats provide options to improve various aspects and supplement the archetypes of darakhul culture. Because many of the feats have the "Monster" identifier, these feats are appropriate for darakhul or dhampir characters, but they should not be acceptable for other races, such as dwarves or gearforged.

BLOOD CASTING [MONSTER, MAGICAL]

You drink blood or eat flesh from sentient creatures to strengthen your spells.

Prerequisite: Corporeal undead, Eater of the Dead.

Benefit: Instead of consuming the flesh of a fresh corpse, you may collect its vital organs and negative energy for later use in enhancing your magic. Collecting such an organ is a full round action, but the organ can be kept for up to a week. Use the chart in Eater of the Dead to determine how many useful organs you can collect from a given corpse. This use counts as a use of Eater of the Dead for that purpose. When casting a spell, you may consume one of these organs to add to its power. Treat your caster level as one higher and add +1 to each die of damage for the spell.

Special: This feat may be selected as a bonus feat for spellcasting classes.

CONSUME SCENT [MONSTER]

You excel at tracking creatures you have previously bitten.

Prerequisite: Eater of the Dead, must have a bite attack causing 4 or more damage.

Benefit: You gain a +3 bonus to Survival checks made to track a creature you have bitten for lethal damage.

EATER OF THE DEAD [MONSTER]

You can replenish your strength from the corpses of your enemies.

Prerequisite: Corporeal undead.

Benefit: As a full round action you may feed from the flesh of a Tiny or larger corpse less than one week old. You consume residual negative energy from their death along with the flesh restoring 1d8+5 lost hit points. Each corpse can provide this benefit a limited number of times based on its size. Any undead using this feat on the corpse reduces the number of times it can be used by any other undead for this purpose.

CORPSE BENEFITS		
Corpse size	Uses	
Tiny	1	
Small	2	
Medium	4	
Large	8	
Huge	16	
Gargantuan	32	
Colossal	64	

FLESH OF BONE [MONSTER]

Your undead flesh hardens, turning blows from all but the heaviest of attacks.

Prerequisite: Darakhul or ghoul.

Benefit: Your body takes on a paler, tougher texture, and you gain DR/5 magic. At 10th level or higher, this resistance becomes DR/10 magic.

Special: It becomes a little more difficult to conceal your ghoulish appearance. You suffer a -1 penalty to Disguise checks.

GAIN CLAWS [MONSTER]

Your hands transformed into the cruel, sharp talons of a ghoul.

Prerequisite: Corporeal undead.

Benefit: You gain a claw natural attack appropriate for your size. You may take the Improved Natural Attack feat and may qualify for the Multiattack feat.

IMPROVED BURROW SPEED [MONSTER]

Your nails are preternaturally sharp and reinforced, all the better for quickly burrowing into the earth.

Prerequisite: Burrow speed.

Benefit: Increase your burrow speed by 10 feet. You may

tunnel through rock at a speed of 1 foot per hour, though this is a very noisy process.

Normal: A creature with a burrow speed can tunnel through dirt but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing).

IMPROVED DARKVISION

With irises like cinders, you can see further into the darkness.

Prerequisite: Darkvision.

Benefit: Increase the range of your darkvision by 60 feet.

INURED TO THE SUN [MONSTER]

With practice, you've learned to better handle the effects of the sun.

Prerequisite: Great Fortitude.

Benefit: You reduce the penalty from being in the sunlight from -4 to -2. You still suffer -2 from being in a daylight spell or the equivalent.

PARALYTIC TONGUE [MONSTER]

You can sometimes paralyze a foe with a successful bite.

Prerequisite: Lesser darakhul, Eater of the Dead.

Benefit: You may make a bite attack which may paralyse the target. Your special saliva glands allow you to make this attack a number of times per day equal to your Charisma bonus. The Fortitude save for this ability has a DC equal to (10+Charisma Bonus+ ½ character level). This paralysis lasts for 1 round+1 round for every point of the darakhul's Charisma bonus.

Normal: Lesser darakhul have no natural attack which inflicts paralysis.

SATED [MONSTER]

You have had your fill of living flesh and are infused with great power.

Prerequisite: Darakhul or ghoul, Subdued Pangs, 12 HD or class levels, Wis 15.

Benefit: You gain a +2 deflection bonus to Armor Class and no longer need or desire to consume flesh.

SPELLEATER [MONSTER]

You can gain a victim's magic by eating their brain. Prerequisite: Darakhul or ghoul, Int 13, Spellcraft 6 ranks.

Benefit: By devouring the brain of a spellcaster who prepares spells, you gain the ability to cast one of their prepared spells. Select a single spell the victim had not cast prior to their death. You can then cast that spell one time. The spell is treated as if it were cast by the original spell caster, and you need not provide material components (treat as the Eschew Material Components feat).

You still need to perform any necessary verbal or

somatic components of the spell, use any required foci, and provide any expensive material components, such as diamond dust. The prepared spells gained by use of this feat do not count against your normal limits, but you can only have a number of these prepared spells equal to your Intelligence bonus at any given time. Consuming the brain does not count against other similar, consumption based powers, like Eater of the Dead or the Necrophage archetype's powers (see pages 8, 11, and 12, respectively).

Special: You can take this feat multiple times. Each additional time you take it allows you to prepare an additional spell from each brain you consume, and one spell refreshes daily (ghoul chooses from any spells previously cast using this feat).

For example, if a darakhul with 20 Int (+5) has taken this feat three times and consumes three spellcasters' brains, he may select one spell from each. If he casts those spells, he may select one of them to refresh when he next prepares his daily spells. If he consumes another three spellcasters' brains, he may select a new spell from each brain, but chooses one of his previous three spells to forget, because his Intelligence bonus limits him to 5. If he casts those spells, he may select one of the five to refresh when he next prepares his daily spells.

SUBDUED PANGS [MONSTER]

You have begun to master your hunger, and you are better able to ignore the growl of your belly.

- **Benefit:** You gain a +4 bonus to Charisma checks to ignore the effects of starvation.
- **Normal:** A darakhul normally only receives its Charisma bonus when making checks against Starvation.

UNDEAD RAGE

Prerequisite: undead, rage class ability.

Benefit: With this feat an undead creature can benefit from the rage class ability, raging for a number of rounds per day equal to 4 + its Charisma modifier. Temporary increases to Charisma, such as those gained from Undead Rage and spells like eagle's splendor, do not increase the total number of rounds that an undead with this feat can rage per day.

While raging, you gain +4 profane (for evil-aligned undead) or sacred (for good-aligned undead) bonus to Strength and Charisma, as well as a +2 bonus of the same type on Will saves. Neutral-aligned undead must choose one type of bonus when gaining this feat; this choice can only be changed when and if the creature's alignment changes to a good or evil alignment. In addition, it takes a -2 penalty to Armor Class.

This increase to Charisma grants the undead 2 hit points per Hit Dice, but these disappear when the rage ends, and are not lost first like temporary hit points.

The creature can end its undead rage as a free action, and it must move at half its natural speed or 15 ft. of movement (whichever is lower) for a number of rounds equal to twice the number of rounds spent in the undead rage. The undead creature cannot begin a new undead rage until this slow effect is over, but if it waits out this period it can enter an undead rage multiple times during a single encounter or combat. If the undead creature falls unconscious, its undead rage immediately ends.

In all other ways this ability functions as the rage ability and allows the undead creature to gain rage related feats, class abilities, and rage powers.

Normal: Undead creatures cannot fully benefit from the rage ability as they cannot be affected by mind-effecting moral bonuses, nor can they be fatigued.

VISCERAL [MAGICAL]

You can use vital organs to reduce the cost of metamagic. **Prerequisites:** Evil alignment, any one metamagic feat. **Benefit:** By consuming the heart of a body no more than a week old, you may lower the cost of casting or preparing a metamagic spell by up to two levels. The act of casting or preparing the spell includes consuming the organ and does not require a separate action. You cannot reduce the spell slot a spell takes below its original level using this feat. Each heart can only be consumed once.

Archetypes

Darakhul culture maintains a number of roles specific to their society. These represent the elite and dedicated among their number—members of the Quicksilver Society, the Necrophagi, and the Imperial Hunters.

- Quicksilver Alchemist—A synthesis of derro and darakhul alchemy.
- **Imperial Hunter Ranger**—Run all you want, you just die tired.
- **Necrophage Wizards**—*Even death isn't an escape. So, please, continue to quip.*

Rumors persist of darakhul and ghoulish barbarians who master the secrets of Undead Rage and hunt the constant twilight and shadows of the Northlands' winter. So far, though, these are little more than rumors.

QUICKSILVER ALCHEMIST

Members of the Quicksilver Society often travel alongside the Imperial Legions, serving as a sort of surgeon and battlefield salvager. Their concoctions follow two concentrations. First, they repair and preserve the undead form, even bolstering the ranks with ghouls crafted from largely intact corpses. Second, they utilize discoveries which help them control the battlefield, having stolen and deciphered formulae from the insane derro. Already possessing a form of immortality, characters with this archetype are unconcerned with alchemical methods of extending life.

Class Skills: Replace Survival with Knowledge (Religion) in a Quicksilver Alchemist's class skills.

Bomb: A Quicksilver Alchemist's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on).

This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Ghoulish Mutagen (Su): A Quicksilver Alchemist may create a mutagen which works almost identically to a normal alchemist's mutagen (see Advanced Player's Guide), though the Quicksilver Alchemist may use it to enhance one's Charisma. Enhancing Charisma results in a Wisdom score penalty equal to twice the bonus to Charisma. When the effects of a Charisma-enhancing mutagen cease, the Quicksilver Alchemist suffers Wisdom damage equal to the enhancement bonus. This damage cannot be healed until the Alchemist consumes at least 40 pounds of raw meat (equal to a Small creature).



Mending Flesh (Ex): At 2nd level, a Quicksilver Alchemist adds *inflict light wounds* to his formula book as a 1st-level extract. At 5th level, he adds *inflict moderate wounds*. At 8th level, he adds *inflict serious wounds*. At 10th level, he adds *inflict critical wounds*. This ability replaces poison resistance and poison immunity.

Bolster the Ranks (Ex): At 13th level, a Quicksilver Alchemist adds create undead to his formula book as a 4th-level extract. When he uses that extract, rather than drinking it, he injects it into the corpse he intends to animate, which rises as an uncontrolled undead 1 hour later. The extract can only create corporeal undead, and it cannot create darakhul.

This ability replaces the increase to bomb damage at this level.

Alchemist Discoveries: The following alchemist discoveries complement the Quicksilver Alchemist archetype: alchemical zombie, blinding bomb, combine extracts, concentrate poison, confusion bomb, infuse mutagen, infusions, strafe bomb, tanglefoot bomb. Bombs which reduce the target's ability to escape or weaken their Fortitude saves are favorites, so fellow ghouls can better overwhelm foes.

Advanced Alchemist Discoveries: The following advanced alchemist discoveries complement the Quicksilver Alchemist archetype: advanced intellect, fast healing, poison touch.

NEW ALCHEMIST DISCOVERY

Death Which Dreams (Su)

Prerequisite: Alchemist 10.

Benefit: The alchemist is familiar enough with the ties between his body and spirit that he lingers at death's door. When he reaches 0 hit points, he does not suffer True Death, unlike a normal undead. Instead, he slowly drains away, entering a comatose state, where he loses 1 hit point per round until he is at -10, at which point he is destroyed and cannot be raised from the dead.

Reducing him to 0 Charisma or its equivalent (from ability damage, ability drain, Charisma penalties, and so on) makes him unconscious and comatose, but he is only destroyed after taking an additional 5 points of Charisma damage, drain, or penalty (in effect, the alchemist must be brought to -5 Charisma in order to be destroyed by these attacks).

THE IMPERIAL HUNTER

Servants of the Ghoul Empire, the Imperial Hunters are tasked with capturing escaped slaves, exploring and patrolling the empire's fro ntiers, and accomplishing special missions for the patrician class. These undead stalkers are not mere slavers or graveyard plunderers; they specialize in the tracking, subdual, and capture of other living beings. They are occasionally commissioned by darakhul elites to abduct specific individuals the undead knew when living. **Requirement**: Imperial Hunters are darakhul or lesser darakhul. Rarely, they are some other form of free-willed, corporeal undead.

Class Skills: Replace Handle Animal and Ride with Bluff and Disguise in an Imperial Hunter's class skills.

Take them Alive (Ex): An Imperial Hunter is proficient with bola, and may use them with a range increment of 20 feet. This ability replaces wild empathy.

Persistent Hunter (Ex): At 3rd level, an Imperial Hunter gains Subdued Pangs as a bonus feat. This ability replaces the Endurance bonus feat.

A Taste of the Prey (Ex): At 4th level, the Imperial Hunter may gain the Eater of the Dead feat as a bonus feat. This ability replaces the animal companion option of the Hunter's Bond ability. The ranger must still decide between the teamwork option of Hunter's Bond and A Taste of the Prey. If the Imperial Hunter bites a target for damage, who then escapes, the ranger gains a +2 on Initiative when facing the creature again, and a +2 on Perception or Survival skill checks involving the bitten target. Every five levels thereafter, the Imperial Hunter gains an additional +3 on each of those checks, to a maximum of +11 at 19thlevel. This benefit stacks with the Consumed Scent feat and the Quarry ability at 11thlevel.

Spelunker (Ex): At 7th level, an Imperial Hunter may move through any sort of underground difficult terrain at normal speed and without taking damage or suffering any other impairment. This includes moving through a spike stones effect. This ability replaces Woodland Stride.

Subterranean Adept (Ex): At 12th level, an Imperial Hunter may use the Stealth skill in underground environments, even if the terrain does not grant cover or concealment. The ranger also gains a +5 bonus to Acrobatics and Climb skill checks in this environment. This ability replaces Camouflage.

At One with the Deep (Ex): At 17th level, an Imperial Hunter may use the Stealth skill in underground environments, even if being observed. The ranger also gains a bonus equal to half their character level to remain hidden when attacking from a hidden position in an underground environment. This ability replaces Hide in Plain Sight.

Combat Styles: The following combat styles complement the Imperial Hunter archetype: Archery, Natural Weapon, Net Combat (described below), and Two-Weapon Combat.

Archery:

If the ranger selects Archery Style, the following feats are available when selecting a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Quickdraw. At 6th level, the ranger adds Improved Precise Shot, Improved Trip, and Manyshot to the list. At 10th level, the Imperial Hunter adds Pinpoint Targeting and Shot on the Run to the list. The Manyshot feat may be used with bolas.

Natural Weapon:

If the ranger selects Natural Weapon Style, the

Net Combat:

If the ranger selects Net Combat Style, the following feats are available when selecting a combat style feat: Exotic Weapon Proficiency (net), Net Adept, Net Maneuvering, and Weapon Focus. At 6th level, the ranger adds Net Trickery and Two-Weapon Fighting. At 10th level, the Imperial hunter adds Net and Trident and Greater Two-Weapon Fighting to the list.

Two-Weapon Combat: If the ranger selects Two-Weapon Combat Style, the following feats are available when selecting a combat style feat: Double Slice, Quickdraw, and Two-Weapon Fighting. At 6th level, the ranger adds Improved Two-Weapon Fighting, Two-Weapon Defense to the list. At 10th level, the Imperial Hunter adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

WIZARDS' FOCUSED SCHOOL: THE NECROPHAGE SCHOOL

Members of the necrophage school (literally, the "death eaters") are a twisted group, and they draw sustenance and knowledge from the slain corpses of both their friends and foes. Called the necrophagi, they utilize the remnant

memories of the flesh to augment their powers, learn the secrets of their enemies, and they provide the Ghoul Empire with the might to rule their subterranean realm.

Associated School: Necromancy

A necrophagus receives the Power Over Undead supernatural ability, like a necromancer specialist.

Replacement Power:

Memory of Flesh (Su): As a standard action, a necrophagus may consume the flesh of a living or recently slain creature. You gain a +1 profane bonus on all Knowledge checks, as well as 1 temporary hit point per Hit Die and a +2 bonus to your channel resistance. The bonus on Knowledge checks increases by +1 for every 5 wizard levels you possess. These bonuses last for a number of rounds equal to 1/2 your wizard level (minimum 1 round). The bonuses and temporary hit points are immediately dispelled if you enter the area of a consecrate spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier, but you can only consume the flesh of a particular creature once. This replaces Grave Touch.

Undead Familiar (Su): At 1st level, a necrophagus may choose a zombie version of an ordinary familiar. He calculates his wizard level as two lower for advancement purposes. If selected, this replaces the ordinary familiar ability and counts as the Improved Familiar feat, so it cannot be taken later.

Fruit of the Mind (Su): At 8th level, the necrophagus may consume the flesh of a living or recently slain creature and gain the effects of a *speak with dead* spell (CL equal to the Necrophage's wizard levels), even if the creature is still alive or is undead. If living or undead, the targeted creature makes a Willpower save against this effect at a -3 penalty. If successful, the creature may not be affected by this power again for 24 hours. The creature may be bitten a number of times equal to the below chart. A restoration spell replenishes the number of bites which may be taken from a living creature. Nothing can replenish the number of bites which may be taken from a corpse.

This ability replaces Life Sight.

CORPSE BENEFITS

Corpse size	Uses
Tiny	1
Small	2
Medium	4
Large	8
Huge	16
Gargantuan	32
Colossal	64

Lifesense (Sp): At 12th level, the necrophagus gains lifesense, with a range of 30 feet.

Feats: The following feats complement the Necrophage archetype: Blood Casting, Eater of the Dead, Spelleater, and Visceral.

Ghoulish Magic and Miscellany

The magic of the darakhul focuses on their proclivities and tastes, making it easier to indulge in their own terrible habits. Surface wizards abhor most of it, though many necromancers and some inquisitors find elements of their dark arts quite useful. Likewise, most of their tools and equipment augment the darakhuls' natural talents, and do little for most who claim them in combat.

THE ANNALS OF DIVINE STRENGTH AND SUSTENANCE

by Vermesail I, the Gravedancer

Penned by the third emperor of the Ghoul Empire, this tome is a history of the creation of the bone collectives, the rise of the Emperor Cults, and the first ghoul work of theology.

A character who takes a half hour to reference this text



may add +3 to any Knowledge (History or Religion) check made regarding the Empire of the Ghouls. It is often an appendix to the spellbooks of necrophagus wizards. It can be incorporated into incantations for a single performer, providing a +3 to Knowledge (Religion) checks, and a +3 bonus to Knowledge (Arcana) checks during incantations to create undead.

Cost 3,000 gp; Copies are usually written in Darakhul, though translations have been found in Common and Nurian.

BONE LAMELLAR ARMOR

This armor consists of bones and bone plates sewn to leather armor with fine cord and wire, then lacquered and decorated with runes for death. It is stronger than leather and lighter than horn. It provides a +2 circumstance bonus to Intimidation checks. However, it has the fragile quality.

Cost 75 gp; (Armor Bonus +5, Max Dex +3, Armor Check Penalty -3, Spell Failure 20%, Spd: 20/15 ft, **Weight** 25 lbs)

DEATH RATTLE ARMOR

Aura moderate necromancy; CL 7th Price 12,500 gp; Weight 25lb.

DESCRIPTION

This +2 bone lamellar armor is crafted from the bones of tieflings, aasimars, and devout clerics. It allows the wearer to cast death knell (DC 16), as a standard action, three times per day. Because of its magical nature, this armor does not have the fragile quality.

CONSTRUCTION

Requirements Craft Arms and Armor, *death knell*; **Cost** 6,250 gp

DEATHMASK HELM

Aura minor transmutation and illusion; **CL** 3rd **Slot** head; **Price** 4,100 gp; **Weight** 4lb.

DESCRIPTION

Partially fashioned from a skull, this half helm allows the wearer to cast *razor maw* on themselves as a swift action 3/day. It also bears an enchantment allowing the wearer to appear as the individul the skull was taken from on command. This provides a +4 to Disguise checks.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 3 ranks of Disguise, *razor maw*; Cost 2,050 gp

GHOUL SALIVA PASTE

Type poison (injury); **Save** Fortitude DC 15 **Frequency** 1/round for 2 rounds

Effect 1d4+1 rounds paralysis; Cure 1 save

Description This is a pungent and unsavory mash of meat and tissue, pre-chewed by ghouls and soaked in their saliva. Unscrupulous individuals and some ghoul hunters apply it to weapons in order to incapacitate their targets for a few moments. Using this poison incurs a -2 penalty to Stealth checks against creatures with the Scent ability.

CONSTRUCTION

Craft DC 20; Cost 50 gp

GHOUL STONE

Aura moderate conjuration and necromancy; CL 3rd Slot –; Price 750 gp; Weight 1lb.

DESCRIPTION

These "stones" are small spheres fashioned from a rubbery grey material with a foul odor. With a successful touch attack, the stone explodes into a cocoon of webbing that grapples a target. The target must make a DC 13 Fortitude save or be paralyzed for as long as they are grappled. The target need only save against the paralysis effect once. A ghoul stone can affect a target up to Large size. It provides a +5 bonus to the initial CMB check to grapple. A paralyzed creature is helpless and automatically grappled. If successful, the target is grappled, and the initial check value is used as the CMD (or Escape Artist DC) against all future attempts to escape the grapple. After two failed attempts to escape the grapple, the target is considered pinned. After four failed attempts to escape the grapple, the target is considered bound. The webbing has an AC of 15 and 20 hit points. If reduced to 5 hp, the webbing no longer produces a paralysis effect. If reduced to 0 hp, the webbing falls away, destroyed. The webbing can be released with a command word, but otherwise it remains indefinitely. This is a single use item.

CONSTRUCTION

Requirements Craft Wondrous Item, *web, ghoul touch*; Cost 375 gp

TROPHY RATIONS

This is a string of cured flesh scraps soaked in broth and crafted as commonly accepted trophies amongst cultures which maintain the practice, like some of the hill peoples of Illyria or corsairs of the Ruby Despot. Sometimes it takes the form of a string of ears or fingers, other times it is fashioned as a collection of scalps. Eating the trophy rations allows a ghoul or darakhul to forestall its hunger for raw flesh for a day. However, a darakhul cannot subsist on trophy rations indefinitely. After eating only trophy rations for (3+Wis bonus) days, a darakhul must make a DC 15 Will save or gain no benefit from them. This DC increases by +1 for every day thereafter without a meal of raw meat. Failure indicates the ghoulish character suffers the effects of starvation and cannot benefit from trophy rations again until he eats raw meat.

CONSTRUCTION

Craft DC 20; Cost 25 gp

TUNNEL-STAR

Designed for utility in the close quarters fights common in the darakhuls" frontier, this is a heavy morningstar with a single, sharp spike on top. While a single-hand simple melee weapon, the tunnel-star's short haft means it can be wielded in a grapple, or other situations which require a light weapon, without penalty. However, this short haft means the wielder gains no benefit when attacking from higher ground, such as when mounted. For Imperial darakhul, it is a favorite within the legions, as it serves them well in formations, but also as a field tool, making cracking open large bones for bits and marrow much easier.

Cost 10 gp; **Dmg** (S) 1d6, **Dmg** (M) 1d8, **Critical** x3, **Weight** 5lbs, **Type** Bludgeoning & Piercing, **Special** Wielder never gains higher ground bonus)

Spells

CANNIBALIZE

School necromancy; Level Destruction 2, Sor/Wiz 2 Casting Time 1 standard action Components V, S, M Area of Effect 20 ft. radius + 5 ft./2 levels Target Special, see below Duration Instantaneous Saving Throw Fort, Special (see below); Spell Resistance no

You steal hit points from low-level undead to heal your injuries, destroying any undead within the radius of effect. For each HD of undead destroyed by the spell, you gain 1d3 hit points. You cannot gain hit points beyond your maximum, but merely replace those lost by injury or disease. The spell affects undead of up to 4 HD. Undead you have commanded with the Command Undead feat receive no save. Other undead receive a Fortitude save, or suffer 2d6 damage. Those destroyed still provide you a benefit.

However, the process is dangerous, because it infuses negative energy into a living body. If you gain hit points



equal to two-thirds of your total by this method, you must make a Fortitude saving throw (DC 19). Failure results in immediate transformation into an undead state as a free-willed creature of darkness—typically an intelligent skeleton or zombie.

Despite the danger, this spell can be immensely handy in a tight spot, buying a necromancer time to escape or regroup by sacrificing mindless minions.

Undead casters can use this spell without risk to themselves.

FEVERISH CONFESSION

The prisoner shrank from the touch of the Lord of Tears, but once the ghoul's claws scratched his flesh, the words poured out of him in a torrent.

School Enchantment/Charm [Mind-Affecting]; Level Sor/ Wiz 4, Inquisitor 4

Casting Time 1 standard action

Components V, S, F, focus: A darakhul or ghoul's claw **Range** touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; Spell Resistance Yes

Using the focus, you touch a target, which is entitled to a Will save against this spell. Failure indicates the creature confesses all of the information it knows about whatever topic you desire. Any character who makes a successful saving throw is immune to this spell's effects for 24 hours.

Unlike a charm person or suggestion spell, this spell does not enable you to offer a course of action to a creature: however, it will tell you its weaknesses, where its treasure is hidden, who its enemies are, what its plans are, and where its friends might be. Regardless of its alignment or wishes, the creature pours forth all information that might be valuable. It makes no evasions or omissions; on the contrary, it is compelled to add any detail that might be relevant to the caster's subject.

It is, in other words, a perfect confession of that creature's state of mind.

IVORY FLESH

School Transmutation; Level Cleric 3, Sor/ Wiz 4

Casting Time 1 standard action **Components** S, M, a piece of ivory worth 100 gp

Target personal

Duration 1 round/level + Concentration (D) **Saving Throw** none; **Spell Resistance** no

Your skin turns to a pure, lustrous ivory, and gains the hardness of that material as well. You gain DR 5/daylight, DR 10 if you are a 10th or higher level caster, and to DR 15 for 15th-plus levels.

MAGGOTS

School Necromancy; Level Death 0, Sor/Wiz 0 Casting Time 1 standard action Components V, M Range Close (25 feet+5 feet/level) Area of Effect one 5-foot by 5-foot area Duration 1 hour Saving Throw none; Spell Resistance no



.DMAC.

You create a swarm of maggots from any dead flesh—even cooked meat is subject to this spell. These maggots cause no damage, but immediately begin to devour any dead matter they touch. This cantrip is most often used to strip meat from bones for skeletons, to destroy remains so that they cannot be raised from the dead, or to terrify guests at the dinner table. The maggots disappear when the spell ends.

RAZOR MAW

School Transmutation; Level Druid 2, Sor/Wiz 1, Ranger 1, Witch 1 Casting Time 1 standard action Components S, M, a chip of obsidian Target touch Duration 1 min/level Saving Throw Will (harmless); Spell Resistance no

The target's teeth turn black and deadly, like twin rows of volcanic glass blades. You deal an extra 1d6 on all bite attacks, and any confirmed critical bite attack causes 2 Bleed damage. Neither the extra 1d6 damage, nor the Bleed damage, is multiplied on a critical hit.

Incantations

CALL THE REAPER'S PACK

"They are the People's greatest ally; no mortal creature can escape them. And I quite honestly love their howl." School conjuration and necromancy; Effective Level 9th Skill Check Knowledge (Arcane) and Knowledge (Religion) DC 26, 9 successes Casting Time 9 hours

Components F, M, S, V

Focus—A tiny bell and a juicy bone, the skeletons or remains of the number of hounds to be created.

Material Components—a mixture of onyx dust (1,000 gp per lich hound) and hell hound ashes

Other— Must be cast on a night of a full moon

Secondary Casters— Up to 10 secondary performers may assist the primary performer.

Range touch

Target skeletal hound remains, up to 1 per 3 character levels

Duration Instantaneous **Saving Throw** none **SR** no

Description

This ritual requires dusting the bones with the material components under the light of a full moon while making the skill checks. Then, upon completion, the primary performer snaps the bone and touches it to each hound skull while ringing the bell, which creates one lich hound (see below) per three character levels of the caster. The caster must then make a Will save (DC 24 + 1 per hound over three). Success indicates the hounds obey the primary performer until they are destroyed. Primary performers capable of Commanding Undead may use that feat instead. The lich hounds do not count against the maximum number of undead creatures which may be commanded by that feat, but you may not command more lich hounds resulting from this incantation than one per three character levels. Other lich hounds do not count as mindless undead for the Command Undead feat or command undead spell.

If you can communicate with the lich hounds, you can direct them not to attack, to attack particular enemies, to track your enemies, or to perform other actions, such as guard a location.

Secondary performers may also make the will save at the time of completing the incantation. Success indicates they may also direct the lich hounds if they are able to communicate with them.

Backlash

All performers participating in this incantation are Exhausted, suffering 6d6 damage and 2 negative levels. Undead performing this incantation suffer backlash normally, including Exhaustion, and must consume an amount of raw meat equivalent in weight to a Small creature (or receive a restoration spell) to eliminate the condition.

Failure

Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash, while the lich hounds animate and attack the performers until they are destroyed or the performers are all killed. Fleeing performers are continuously hunted while they are on the same plane, as the incantation forges a link between the hounds and the performers. If there are multiple performers, the hounds start with the primary performer and then hunt secondary performers in order from highest Charisma score to lowest, males before females, humans before any others.

CR 5

LICH HOUND

XP 1,200 NE Small undead Init +3; Senses lifesense 200 ft., low-light vision; Perception +3 DEFENSE AC 18, touch 18, flat-footed 15 (+3 Dex, +4 deflection, +1 size) hp 42 (5d8+20) Fort +5, Ref +4, Will +4 Immune undead traits OFFENSE Speed 30 ft., fly 50 ft. Melee bite +7 melee (1d12 plus trip) Secal Like Abilities (CL 5th concentration +0)

Spell-Like Abilities (CL 5th; concentration +9) 3/day—ethereal jaunt

STATISTICS

Str 10, Dex 17, Con —, Int 6, Wis 10, Cha 18 Base Atk +3; CMB +2 (+6 for trip); CMD 15 (19 vs. trip) Feats Alertness, Skill Focus (Survival), Weapon Finesse Skills Fly +8, Perception +6, Sense Motive +2, Survival +9, Stealth +7

Language understands Darakhul

ECOLOGY

Environment any

Organization solitary, pair, or pack (4–24) **Treasure** half standard

SPECIAL ABILITIES

Gut Rip (Ex) A lich hound can, as a swift action, tear into any adjacent prone creature for 2d12 damage, ripping its intestines out. Combined with the deathwatch aspect of its lifesense ability, gut rip enables a lich hound to perform a coup de grace action against a helpless opponent as a standard action rather than as a full-round action.

Howl (Ex) The eerie howl of lich hounds in pursuit of their prey plays havoc on the morale of living creatures that hear it. Those creatures must make a successful DC 16 Will save (Cha-based) or be shaken for 5 rounds. Creatures that successfully save against this effect cannot

be affected by an individual lich hound's howl for 24 hours. The lich hound's howl is a sonic effect requiring a standard action.

Lifesense (Su) A lich hound notices and locates all living creatures within 200 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Trip (Ex) A lich hound that hits with a bite attack can attempt to trip the opponent (with a +4 bonus to the CMB check) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lich hound. Lich hounds gain a +4 racial bonus to trip attempts.

Bright white skulls with a heavy jaw and thick, robust skeletal bodies define the ferocious lich hounds. Their eyes burn green or blue, and their tongues resemble black fire. Fueled by necromantic power, these creatures are loyal servants of either ghoul high priests or archliches.





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

 Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity.

The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

 Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Midgard Bestiary for Pathfinder Roleplaying Game, © 2012 Open Design LLC; Author: Adam Daigle with Chris Harris, Michael Kortes, James MacKenzie, Rob Manning, Ben McFarland, Carlos Ovalle, Jan Rodewald, Adam Roy, Christina Stiles, James Thomas, and Mike Welham."

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortes, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stanl, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker. Pathfinder Roleplaying Game Bonus Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn. Pathfinder Roleplaying Game Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McCom, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen

K.C. Stephens, and Russ Taylor. The Assassin's Handbook, Copyright 2002 Green Ronin Publishing. All rights reserved.

The Book of Roguish Luck, Copyright 2005 Wolfgang Baur. All rights reserved.

Empire of the Ghouls, Copyright 2007 Wolfgang Baur, www.wolfgangbaur.com All rights reserved. Imperial Gazetteer, Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Blood of the Gorgon, Copyright 2008, Open Design LLC; Author: Nicolas Logue Castle Shadowcrag, Copyright 2007, Wolfgang Baur, www.wolfgangbaur.com All rights reserved.

Dark Creeper from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Northlands © 2011, Open Design LLC; Author: Dan Voyce; www.koboldquarterly.com.

Streets of Zobeck. Copyright 2011, Open Design LLC, Authors: Ben McFarland, Mike Franke, Richard Pett, Christina Stiles, Matthew Stinson.

Sunken Empires. Copyright 2010, Open Design, LLC; Authors: Brandon Hodge, David "Zeb" Cook, and Stefen Styrsky. www.koboldquarterly.com

Tales of the Old Margreve. Copyright 2010, Open Design, LLC; Authors: Tim and Eileen Connors, Michael Furlanetto, Jonathan McAnulty, Ben McFarland, Richard Pett, Steven Robert, and Dan Voyce. www. koboldquarterly.com

Tales of Zobeck, Copyright 2008, Open Design LLC; Authors: Wolfgang Baur, Bill Collins, Tim & Eileen Connors, Ed Greenwood, Jim Groves, Mike McArtor, Ben McFarland, Joshua Stevens, Dan Voyce

Zobeck Gazetteer, Copyright 2008, Open Design LLC; Author: Wolfgang Baur Zobeck Gazetteer Volume 2: Dwarves of the Ironcrags, Copyright 2009, Open Design LLC., www.

koboldquarterly.com. All rights reserved. Kobold Quarterly, Copyright 2007, Wolfgang Baur, www.wolfgangbaur.com. All rights reserved.

Kobold Quarterly issue 4, Copyright 2008, Open Design LLC, www.koboldquarterly.com. All rights reserved. Kobold Quarterly issue 6, Copyright 2008, Open Design LLC, www.koboldquarterly.com. All rights reserved. Kobold Quarterly issue 7, Copyright 2009, Open Design LLC, www.koboldquarterly.com. All rights reserved. Kobold Quarterly issue 8, Copyright 2009, Open Design LLC, www.koboldquarterly.com. All rights reserved. Kobold Quarterly issue 8, Copyright 2009, Open Design LLC, www.koboldquarterly.com. All rights reserved. Kobold Quarterly issue 9, Copyright 2009, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Kobold Quarterly issue 13, Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Kobold Quarterly issue 14, Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Kobold Quarterly Blog, 2010, http://www.koboldquarterly.com/k/front-page6582.php Kobold Quarterly Blog, 2010, http://www.koboldquarterly.com/k/front-page6596.php

Kobold Quarterly Blog, 2010, http://www.koboldguarterly.com/k/front-page6947.php

Kobold Quarterly Blog, 2011, http://www.koboldquarterly.com/k/front-page10447.php

Kobold Quarterly Blog, 2011, http://www.koboldquarterly.com/k/front-page5074.php

Kobold Quarterly Blog, 2010, http://www.koboldquarterly.com/k/front-page6556.php Kobold Quarterly Blog, 2010, http://www.koboldquarterly.com/k/front-page3595.php

Kobold Quarterly Blog, 2019, http://www.koboldquarterly.com/k/front-page5359.php Kobold Quarterly Blog, 2009, http://www.koboldquarterly.com/k/front-page6138.php

Kobold Quarterly Blog, 2003, http://www.koboldquarterly.com/k/front-page6594.php

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC, Author Matthew Sernett. Anger of Angels. © 2003, Sean K Reynolds.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Book of Templates: Deluxe Edition Copyright 2003, Silverthorne Games; Authors Ian Johnston and Chris S. Sims.

A Dozen Hazards of the Dragon's Lair, Copyright 2005 Philip Reed, published by Ronin Arts www. roninarts. com

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook. Monte Cook's Arcana Evolved, Copyright 2005 Monte J. Cook. All rights reserved.

Original Spell Name Compendium, Copyright 2002 Clark Peterson; based on NPC-named spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of www.necromancergames.com

The Iconic Bestiary: Classics of Fantasy, Copyright 2005, Lions Den Press; Author Ari Marmell

Material from http://home.gwi.net/~rdorman/frilond/, Copyright 2001-2005 R. Dorman. All rights reserved. Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Revnolds.

Pathfinder Adventure Path #24, Copyright Paizo 2009. All Rights Reserved. Pathfinder Chronicles: Princes of Darkness, Book of the Damned Vol. I. Copyright 2009, Paizo Publishing,

LLC: Author: F. Wesley Schneider.

Rise of the Ghouls, © 2005 Adam Windsor.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson,

Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors III, Copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick

Lawringer, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb. Unearthed Arcana, Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan. Rich Redman

Unhallowed Halls. Copyright 2002, Trident, Inc. d/b/a Atlas Games; author Christina Stiles. Courts of the Shadow Fey. Copyright 2013, Open Design LLC. Authors: Wolfgang Baur, Ben McFarland. Imperial Gazetteer, Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved. Advanced Races: the Darakhul. Copyright 2013, Open Design LLC. www.koboldpress.com. Author: Ben McFarland.