

The Genius Guide to: The Harrowed



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Harrowed are mortal beings whose connection to the world around them has been removed through use of the “*Harrow*” spell (see below). When first encountered they may appear to be undead, and even most experienced groups will be surprised when the party cleric attempts to *turn* them and fails. Harrowed are a fun way for GMs to throw a new type of creature against players who have become jaded with the typical monsters found in most adventures. Harrowed can also be the focus of adventures after a player finds a loved one the subject of the spell and now must quest in order to find a way to reverse it.

HARROW

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 Minutes

Range: Touch

Effect: Transform target into a Harrowed

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

The Harrow spell transforms the target into a Harrowed and only functions on sentient mortal beings. It is a gruesome spell that removes the target from the “web of life”, turning them into uncaring, emotionless beings. A saving throw is entitled only if the target is actively resisting.

This terrible spell is a closely held secret of the Council of Ten, the controlling body of wizards in the world. It is only taught to those held in a position of trust and is used by the Council to sow fear and demoralize enemies. Once successfully on a target there is no known reversal, but a reversal could be the goal of a divine quest.

Harrowed are uncaring, unfeeling, emotionless beings whose life is below that of the beasts. They can speak, eat, walk, and go through the motions of life, but they are no longer “alive” in the sense of being a part of the world around them. Harrowed will recognize those they knew before being subjected to the *Harrow* spell, but will have no feeling or emotions for them. Mothers will attack children, husbands will kill and rape wives or daughters and cannibalism is something routinely practiced by the Harrowed.

While they sometimes travel in packs, there is no loyalty between pack members, nor will they generally even work together. Pack members often fight between themselves for a scrap of food or clothes taken from a victim. When viewed with the “*See Spirit*” shaman special class ability (see SGG’s Shaman class for the Pathfinder RPG), Harrowed appear as blank, soulless creatures. Harrowed however are not undead, and therefore cannot be turned or controlled.

A Harrowed appears much as they did in life. As they do not wash or groom themselves, their clothing and appearance is usually indicative of this. Additionally a Harrowed speaks any languages they knew in life.

The rules below outline the effects of having the Harrowed Template added. This template cannot be added to undead creatures.

Creating a Harrowed: “Harrowed” is an acquired template that can be added to any living corporeal creature.

Hit Dice: Increase to d10

Speed: Same as the base character

AC: Harrowed gain an AC bonus of +3 due to their ability to shrug off glancing blows and the pain associated with it.

Special Attacks: A Harrowed retains all the character’s special attacks and also gains those listed below.

Enrage: If a Harrowed is brought to 1/4 of their total hit points the creature becomes *enraged*. When enraged a Harrowed gains a +4 morale bonus to Strength and



Constitution, as well as a +2 morale bonus to Will Saves. In addition, the Harrowed takes a -2 penalty to AC. The increase to Constitution grants the Harrowed 2 hit points per Hit Dice. A Harrowed cannot end its rage of its own free will. The effects of *enrage* end when the Harrowed is dead or 10 rounds have passed with no combat.

Fear Aura (Ex.): Harrowed are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the same level as the Harrowed.

Saves: Same as the character.

Abilities: Harrowed gain +2 to Strength, -2 to Intelligence and -4 to Charisma.

Special Qualities: Harrowed cannot be dazed or stunned and will continue to fight until killed, If brought to 1/4 of hit points Harrowed become *enraged*.

Skills: Same as the character.

Feats: Same as the character.

Climate/Terrain: Any land and underground

Organization: Solitary, gang (1d6)

Challenge Rating: Same as the character +2

Treasure: None

Alignment: Always chaotic evil

Advancement: By character class

CREDITS

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