



INFAMOUS ADVERSARIES



TEMERLYTH THE UNDYING



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INFAMOUS ADVERSARIES

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Chris Poterius 2008 09 23



TEMERLYTH THE UNDYING

By Richard A. Hunt (a.k.a. AWizardInDallas)

A rotted visage stares back at you from the ebon gloom, a calamity of flesh, both unliving and dead. This elf's once milky white complexion is now a ghoulish gray, his left eye lidless, white and swollen. The left side of his head appears to rot faster than its opposite due to some battle or curse long ago. His once rich yellow hair, of which a few locks remain, is now but a gray whisper. Without magic to cover them, his facial muscles are visible yet a dreadful corruption of elven features still show through a gaunt and rotting frame both lithe and cruel. You can tell he wants something from the strangely alluring grin on his face...

TEMERLYTH LORÆETHYAN

Male Lich Alchemist 6, Loremaster 3, Wizard (Enchanter) 6, CR 16

LE Medium Undead (Augmented Humanoid, Elf)

Init +2; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +18

DEFENSE

AC 30, touch 15, flat-footed 28 (+8 armor, +2 Dex, +7 natural, +2 deflection)

hp 141 (6d8+9d6+60)

Fort +14, **Ref** +12, **Will** +12

Defensive Abilities Channel Resistance +4; DR 15/bludgeoning, 15/magic; **Immune** sleep, cold, electricity, mind-affecting, polymorph, Undead Traits; **Resist** Elven Immunities, Poison Resistance +4

OFFENSE

Speed 30 ft.

Melee +2 Unholy Dagger +10/+5 (1d4+2/19-20/x2) and Quarterstaff +8/+3 (1d6/20/x2) and Unarmed Strike +8/+3 (1d3/20/x2)

Ranged Bomb +11/+6 (3d6+4 Fire)

Special Attacks Bomb 3d6+4 (12/day) (DC 17), Negative Energy Touch Attack 1d8+7 (DC 21)

Alchemist Spells Known (CL 6, 8 melee touch, 10 ranged touch):

2 (4/day) Invisibility (DC 16), Spider Climb (DC 16), Alchemical Allocation (DC 16), Vomit Swarm (DC 16)

1 (5/day) Disguise Self (DC 15), Bomber's Eye (x3; DC 15), Stone Fist (DC 15)

Wizard Spells Known (CL 9, 8 melee touch, 10 ranged touch):

5 (1/day) Dominate Person (DC 19), Undead Anatomy II (DC 19)

4 (3/day) Charm Monster (DC 18), Dimension Door, Mnemonic Enhancer (DC 18), Shout (DC 18)

3 (4/day) Twilight Knife, Dispel Magic, Hold Person (x2; DC 17), Undead Anatomy I (DC 17)

2 (5/day) Hideous Laughter (x2; DC 16), Spectral Hand, Scare (DC 16), Web (DC 16), Protection from Good, Communal (DC 16)

1 (5/day) Shocking Grasp, Unseen Servant, Sleep (DC 15), Mage Armor (DC 15), Feather Fall (DC 15), Sculpt Corpse (DC 15)

0 (at will) Disrupt Undead, Bleed (DC 14), Mage Hand, Prestidigitation (DC 14)

STATISTICS

Str 11, **Dex** 15, **Con** -, **Int** 19, **Wis** 17, **Cha** 18

Base Atk +8; **CMB** +8; **CMD** 21

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Builder: Weapons, Brew Potion, Craft Magic Arms & Armor, Elven Weapon Proficiencies, Extra Bombs, Feral Speech, Scribe Scroll, Skill Focus: Knowledge (Arcana), Throw Anything, Voice of the Sibyl, Wizard Weapon Proficiencies

Skills Acrobatics +0, Appraise +11, Bluff +12, Craft (Alchemy) +13, Craft (Armor) +11, Craft (Weapons) +11, Diplomacy +13, Disguise +12, Escape Artist +6, Fly +9, Intimidate +11, Knowledge (Arcana) +24, Knowledge (Geography) +14, Knowledge (History) +14, Knowledge (Nature) +14, Knowledge (Nobility)

+16, Perception +18, Sense Motive +13, Sleight of Hand +5, Spellcraft +13, Stealth +12, Survival +8, Swim -2, Use Magic Device +11; **Modifiers** Alchemy +6

Languages Common, Draconic, Elven, Goblin, Orc, Sylvan

SQ Bonded Object: Staff of Necromancy (1/day) (Sp), Dazing Touch (7/day) (Sp), Divination, Elven Magic, Enchanting Smile +3 (Su), Enchantment, Fast Poisoning (Swift Action) (Ex), Fear Aura (DC 21), Illusion, Lingering Spirit, Lore +1 (Ex), Mutagen (DC 17) (Su), Poison Use, Preserve Organs 25%, Rejuvenation (Su), Spontaneous Healing (15/day), Swift Alchemy (Ex)

Combat Gear +2 Unholy Dagger, +4 Mithril Chain Shirt, Quarterstaff; **Other Gear** Amulet of Natural Armor +4, Boots of Elvenkind, Cloak of Elvenkind, Loun Stone (Dusty Rose Prism), Ring of Protection +2, Staff of Necromancy

SPECIAL ABILITIES

Alchemy +6 (Su) +6 to Craft (Alchemy) to create alchemical items, can identify potions by touch.

Arcane Armor Mastery Swift action: -20% arcane spell failure due to armor.

Arcane Armor Training Swift action: -10% arcane spell failure due to armor.

Arcane Builder: Weapons You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. You may select this discovery multiple times; its effects do not stack. Each time you select this discovery, it applies to a different type of magic item.

Bomb 3d6+4 (12/day) (DC 17) (Su) Thrown Splash Weapon deals 3d6+4 fire damage.

Bonded Object: Staff of Necromancy (1/day) (Sp) DC 20 + spell level to cast spells without the bonded object. Once per day, you can cast any spell in your spellbook for free.

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Damage Reduction (15/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Damage Reduction (15/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dazing Touch (7/day) (Sp) Touch attack dazes for 1 round.

Divination You must spend 2 slots to cast spells from the Divination school.

Elven Immunities +2 save bonus vs. Enchantments.

Elven Immunities - Sleep You are immune to Sleep effects.

Elven Magic +2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Enchanting Smile +3 (Su) +3 to Bluff, Diplomacy, and Intimidate. Turn Spells.

Enchantment The enchanter uses magic to control and manipulate the minds of his victims.

Fast Poisoning (Swift Action) (Ex) Apply poison to a weapon as a swift action.

Fear Aura (DC 21) Creatures within 60 feet that look must pass Will.

Feral Speech Speak with amphibians, birds, fish, mammals, reptiles, or vermin (choose which one when you activate this ability), as per Speak with Animals.

Illusion You must spend 2 slots to cast spells from the Illusion school.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Polymorph You are immune to Polymorph effects.

Lingering Spirit The alchemist is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him.

Lore +1 (Ex) Add +1 to all knowledge skill checks.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mutagen (DC 17) (Su) Mutagen adds +4 to a Physical attribute, -2 to a mental attribute, and +2 natural armor for 10 minutes/level.

Negative Energy Touch Attack 1d8+7 (DC 21) 1d8+7 damage, plus Fort save or be paralyzed.

Poison Resistance +4 (Ex) +4 to save vs. Poison.

Poison Use You don't accidentally poison yourself with blades.

Preserve Organs 25% The alchemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Rejuvenation (Su) Liches can return after a few days.

Spontaneous Healing (15/day) The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 alchemist levels he possesses.

Swift Alchemy (Ex) You can construct alchemical items in half the normal time.

Throw Anything Proficient with improvised ranged weapons. +1 to hit with thrown splash.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Voice of the Sibyl Gain bonus to Bluff, Diplomacy, and Perform (oratory) checks.

MOTIVES

Ancient desperation and hatred motivate Temerlyth. While as with most undead he hates the living, he abhors lycanthropes even more. Hatred for them runs so deep within his rotted veins that he may even stay his hand against living beings who offer him knowledge—where to find them, how to defeat them and, most of all, how to turn their diseased curse into death. He has no appreciation for lies or misdirection in this regard, however. A sure and certain death awaits any who dare.

Temerlyth hates werewolves in particular, since it was these malign beasts that devoured his now forgotten people so long ago and ultimately set him upon the path towards lichdom. Corrupted by the use of necromancy in his frightening research, Temerlyth is wholly irredeemable. Though perhaps once a victim of circumstance in his youth, he is now a thoroughly vile and hateful being. He may go to great lengths to kill even a single werewolf, the more powerful the better. He'll murder any man, woman or child who stands

in his way—human, elven or otherwise—it matters not. This undying abhorrence manifests as a cold and calculating passion that leads him ever on. Temerlyth wanders the broken ends of the world and the royal courts of man with equal skill. He searches for ancient knowledge that might finally allow him to design the ultimate defeat of all werewolf, a plague, a weapon—anything to counter lycanthropy no matter how dire or extreme.

APPEARANCE

Temerlyth wears the finery of his former station in life, that of an elven nobleman. His garments are several decades out of elven style, having long outlived their grandeur. They are little more than threadbare tatters enhanced only by an exquisite set of ageless elven cloak and boots. Temerlyth makes regular repairs to his royal garb via magic as a matter of pride or disguises his rotten clothing altogether, again using magic. He refuses to buy "modern" clothing until absolutely necessary and typically plays this preference off as just one of several foreign eccentricities. He disguises the stench of decay about him with magic also, and adds fine elven perfumes, though the scent of an old library always seems to seep through.



While he has also accumulated a large collection of royal jewelry, he is seldom foolish enough to wear it in public or while traveling since it's caused him no end of trouble in the past. He is no stranger to the royal courts in human lands, however. He may yet wear his royal treasures to make a definitive impression. Temerlyth is extremely practiced at playing the part of a foreign diplomat or wizardly advisor in human royal courts. He seldom risks his appearance in elven courts, however.

Temerlyth hides his decaying face beneath his cloak or disguises it with his potions or other magic, unless of course his frightening appearance somehow suits his purpose. He also takes full advantage of the mysteries associated with the elven race, right down to his cloak, boots and the magical loun Stone encircling his head.

HISTORY

Temerlyth is one of those rarest of beings, an elven lich. Elves seldom, if ever, pursue such unnatural paths for they are so long lived to begin with. Temerlyth the Undying, as he is known in rare elven epics and poems, is a source of deep and unbending shame to the few elven peoples who even know his tale. Most don't know it well enough to understand either the reasons or the means by which Temerlyth preserved his vile life force in the cage that is his walking corpse.

In life, it is known, that the elven house of Loraethyan was as noble and ancient a house as any could possibly be. Temerlyth was also a nobleman of royal blood, though many siblings and cousins away from lordship. Nevertheless, he lived a life of untold wealth, enviable luxury and privilege, wanting for nothing. Gifted and highly intelligent, he'd also become highly educated, trained in the dual arts of alchemy and charms—the traditions of his house whereby the elves gained much advantage over humans.

Legends further hold that some calamity, traditionally a forest fire lit by thunderstorm, destroyed the forested realm of his people. A decision was made by the elven royal houses to obtain new lands through the enchantments of House Loraethyan used against a now long forgotten human king. The elves in exodus awoke

several trees as guides and started to settle a new forest, a long forgotten place called the Terlyck.

Unbeknownst to the elves, the Terlyck was also home to a violently foul and long lived race of beast men—werewolves. It wasn't long at all before bloody warfare became the result of deeper elven encroachments on the land. In the end, the elves simply outnumbered the primitive beastmen and the wolvern people were forced to flee, but not before their brute leader vowed to return one day ripping the throat from every last elf of the Terlyck. Nearly forty years of peace reassured the elves that such a threat had been an empty one, until at last the werewolves did return as promised on the night of a full moon. The beasts had established hold over a major human barony and now brought with them a powerful army with which to destroy the elves!

The werewolves, wolves and men attacked *en masse*, as Temerlyth watched his house start to falter. It failed to defend, then fell to disgrace in a decade of battle. Legends hold that Temerlyth's life of ease became one of forced retreat. His royal life came to an end over the course of many long and bloody years as he became at first embittered, then obsessed with forging evermore powerful weapons for his people to use against the wolvern men. It became a lifetime obsession, then an undying one, for Temerlyth was eventually corrupted by it as little by little he turned to the dark arts for ever more powerful solutions—each one a more dismal failure than the next.

He eventually spent his whole life, his wealth and even his family, while his house and people fell to war and utter ruin. He abandoned his wife and children (paternal twins) in favor of his burning obsession to become a hero to his people, regaining his wealth and station by eventually destroying the werewolves.

When he discovered his wife's plans to leave him for a human ranger, with their children in tow, his spite and anger at having lost everything turned to a jealous rage and he murdered them all, vowing that none of them would ever leave his side. Like undead puppets, they sometimes accompany him or guard a hidden crypt-

laboratory somewhere in the world. Temerlyth the Undying comes out only at night, they say, ranging the world over, hunting lycanthropes and searching for the final solution that has eluded him these many centuries, even though his people are now long dead and buried.

PERSONALITY

Temerlyth retains the arrogant haughtiness of his youth yet is incredibly charismatic, quite charming, even whilst the state of his own decay is on display for all to see. In this, he shows absolutely no shame, since he believes that the ends justify the means and that one day his undeath will mean victory over wolverkind—the living (which he detests anyway) will have him to thank. His voice is also strangely alluring from centuries of practice at charms and enchantments. He is a soft spoken master of etiquette and persuasion, even without magic. He is also megalomaniacal and overconfident in the extreme, believing himself near invincible at social combat, yet a few patches in his mind are clearly gone, for he is still quite attractive to human women in his own mind. He also asserts that he will one day return to his noble station at the head of his house. The dual facts that his house is long fallen and his ancient people dead to the last elf are entirely irrelevant.

RESOURCES

Temerlyth is his own best resource. His lichdom means that he has very few material needs beyond reagents and chemicals for his dreadful ongoing experiments. Of course that also means he may need the occasional creature, were-beast or not, upon which to test his latest probable failure.

LAIR

Epic poems and lyrics refer to Temerlyth's lair as a strange mixture of crypt and laboratory called Silvermote, in honor of its purpose, in reference to the moon and to alchemical silver, one of the few defenses against werewolves. Silvermote is pure legend as far as the elves are concerned. Human adventurers tell a different story—it was supposedly built by a veritable army of leathery undead goblins and is guarded by all manner of

vile, even unique forms of undead. Beyond that, the place does exist; but few real facts have otherwise become known. Bards and oracles often assert that it lays buried beneath blackened earth, perhaps near a dead volcano, somewhere in the middle of a ruined and forgotten stump country once known as the Terlyck.

NETWORK

Temerlyth has no appreciable network. He trusts no one outside his control and certainly not the living unless they are under his most powerful dominations. He may build temporary networks or minor front organizations if it suits his purpose, but always leaves a living victim or mindless undead (outside his "family") holding the legal bag. He makes extensive use of his companions throughout his various schemes.

TACTICS

Tactically speaking, Temerlyth is a sadist. He bombs easy opponents, usually burning them to death with alchemical attacks. He saves the more challenging morsels for his enchantments and vilest necromancies. Those he cannot hold, control, dominate or turn against their friends, he frightens with his appearance, necromantic attacks and his most destructive unnerving spells—Boneshatter is an old favorite and a prime example of his cruelty. Temerlyth enjoys doing things with magic that no living being considers sane or safe. He considers the use of an enchantment spell or an alchemical attack followed up with a necromantic attack, or the reverse a high art indeed—simple evocation is usually beneath him.

Temerlyth also makes creative use of his "family" (see companions below). Arlyd, his undead son serves the role of spy and thief, especially in situations where a disguised child would draw far less attention. Aliza, his daughter may accompany or reinforce Arlyd and they often play the role of cute or creepy twins, depending on the needs of the scenario. Lorgan Forst, his wife's former lover is often used as messenger, runner and unwilling puppet. Temerlyth rarely makes use of his undead wife, as she is more difficult to control, however she is ever at his side, as an incorporeal reinforcement should things go sour

for the lich. She is also bound to defend his spellbook should it ever fall into mortal hands.

MORALE

As a lich, Temerlyth is quite powerful and he knows it. He's arrogant in the extreme, having survived literally centuries of social and magical combat. Still, he knows his limitations with weapons and armor very well. He won't chance it if that's all he has left. When the spells run out, so does his patience for physical combat. Fear begins to set in once he reaches less than 25% of his hit point total. He'll want to escape for sweet, sadistic revenge another night...

ADVANCEMENT OPTIONS

Temerlyth continues to progress as a Loremaster, adding wizard levels, albeit over the course of decades rather than months or years. His interest in alchemy, which held sway over him in his living youth, has waned—he now favors using a deadly combination of enchantment and necromancy to advance his grim agenda. Due also to his extreme arrogance, he sees himself as near invincible. He is much satisfied with his power level. Any advancement comes secondary to researching and hunting for ways to kill powerful lycanthropes.

QUOTE

"I WOULD BE MOST HONORED TO HAVE YOU TUTOR MY CHILDREN, MILADY. YOU ARE MOST KIND! THOUGH IT MAY BE MY BIAS AS A PROUD FATHER, I DARE SAY THEY'RE ALWAYS HUNGRY FOR A MORSEL OF MENTAL ALACRITY. AT WHAT HOUR, PRAY TELL, SHALL I BRING THEM 'ROUND TO MEET YOU?"

PLOT HOOKS

I. The party is stuck for some essential piece of ancient or obscure information they need to continue on their current quest. They've overheard a story or song at the local taproom

about a powerful elven wizard who just happens to be wandering the wilderness in the area, one that might be willing to help them with the very knowledge they seek for pay or other reward. They may decide to seek out his camp. The storyteller is none other than Lorgan Forst (see companions below), sent to lure folk into the wilderness for some nefarious purpose of the GM's devising.

II. Use this one if a high-level party member has recently contracted lycanthropy. Temerlyth learns about the character's unfortunate state and decides that the PC is his next target—either for death or for transport to Silvermote for some heinous experimentation!

III. The players are covertly given the location of a nest of lycanthropes. When they go to remove the vile beasts, they realize that they've stumbled upon a larger force than they anticipated. Temerlyth calculated this and used the party as bait, hoping to flush out the lycanthropes into his real trap. If the party takes casualties, it is of no concern to him.

LORE

Knowledge: History or Knowledge: Arcana

DC 26: A secretive elven alchemist known only as Temerlyth is an expert at curing the diseased curse of lycanthropy. He knows many spells, medicines and prayers useful in restoring humans and elves alike to their former selves.

DC 31: Temerlyth the Undying is an immortal wizard, hailing from an ancient line of elves rumored as old as dragonkind itself. Some say he is cursed to wander the ruined places of the world until its very end, a living library of things both ancient and obscure.

DC 36: According to secretive elven legend, Temerlyth is a powerful elven lich who wanders the wilderness and lures unsuspecting humans and elves to their doom. He hates mortals and is especially interested in whipping out lycanthropes.

DC 41: Silvermote is Temerlyth the Undying's secret crypt, hidden somewhere in the middle of a decimated forest, overflowing with treasures from a veritable lost age.

COMPANIONS

Temerlyth relies most on his "family" of undead servants. Anaya Loresse is his former wife. She was violently murdered in cold blood when she tried to leave him for a human lover, a ranger named Lorgan Forst. He keeps them around as a source of constant amusement. He tortures them by making them do things they would never have done in life. He also murdered his son and daughter, creepy paternal twins, now wights, who adore their loving father and serve him unquestioningly. They are at best creepy, at worst feral and constantly hungry for human flesh.

None of them may directly harm Temerlyth as they are bound up by a horrid ritual curse. Fortunately, a condition of this dreadful curse is that when Temerlyth is permanently destroyed, so are they. Finally, while Temerlyth uses a bonded object and takes no familiar, he has mastered a version of Familiar Melding unique only to him that works on any member of his family.



ANAYA LORESSE LORAETHYAN

Female Ghost (Former Elf) Aristocrat 8, CR 4
N Medium Undead (Augmented Humanoid, Elf,
Incorporeal)

Init +3; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +18

DEFENSE

AC 20, touch 15, flat-footed 18 (+5 armor, +1 Dex, +3 deflection, +1 dodge)

hp 64 (8d8+24)

Fort +6, **Ref** +6, **Will** +6

Defensive Abilities Channel Resistance +4, Incorporeal, Rejuvenation; **Immune** sleep, critical hits, precision damage, Undead Traits; **Resist** Elven Immunities

OFFENSE

Speed 0 ft., Flight (30 feet, Perfect)

Melee Masterwork Dagger +2 (1d4+1/19-20/x2) and Masterwork Rapier +6/+1 (1d6+3/18-20/x2) and Unarmed Strike +9/+4 (1d3+3/20/x2)

Special Attacks Corrupting Touch 8d6 (DC 17), Frightful Moan (DC 19)

STATISTICS

Str -, **Dex** 16, **Con** -, **Int** 14, **Wis** 8, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 24

Feats Ability Focus: Frightful Moan, Dodge, Elven Weapon Proficiencies, Mobility, Weapon Finesse

Skills Acrobatics -3, Bluff +14, Climb -3, Diplomacy +14, Disguise +16, Escape Artist -1, Fly +13, Handle Animal +10, Intimidate +15, Knowledge (Nobility) +11, Perception +18, Perform (Dance) +12, Perform (Singing) +12, Sense Motive +5, Sleight of Hand -1, Stealth +10, Swim -3

Languages Common, Elven, Sylvan

SQ Circlet of Persuasion, Elven Magic

Combat Gear +1 Chain Shirt, Masterwork Dagger, Masterwork Rapier; **Other Gear** Circlet of Persuasion, Cloak of Resistance +1, Disguise kit (10 uses)

SPECIAL ABILITIES

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Circlet of Persuasion +3 competence bonus to CHA-based checks (skills already included).

Corrupting Touch 8d6 (DC 17) (Su) 8d6 damage from Touch attack.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Elven Immunities +2 save bonus vs. Enchantments.

Elven Immunities - Sleep You are immune to Sleep effects.

Elven Magic +2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Flight (30 feet, Perfect) You can fly!

Frightful Moan (DC 19) (Su) 30' spread panics living creatures for 2d4 rounds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Precision Damage You are immune to Precision Damage

Incorporeal (Ex) You aren't quite here.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mobility +4 to AC against some attacks of opportunity.

Rejuvenation (Su) Ghosts can return after a few days.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

LORGAN FORST

Male Juju Zombie (Former Human) Ranger 2 (CR 2)

NE Medium Undead

Init +8; **Senses** Darkvision (60 feet); Perception +6

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural)

hp 25 (2d10+3)

Fort +3, **Ref** +7, **Will** +1

Defensive Abilities Channel Resistance +4; DR 5/magic or slashing; **Immune** cold, electricity, magic missile, Undead Traits; **Resist** fire 10

OFFENSE

Speed 35 ft.

Melee Masterwork Shortsword +7 (1d6+4/19-20/x2) and Slam (Zombie, Juju) +1 (1d6+2/20/x2) and Unarmed Strike +6 (1d3+4/20/x2)

Ranged Longbow +6 (1d8/20/x3)

STATISTICS

Str 18, **Dex** 19, **Con** -, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 20

Feats Fleet, Improved Initiative, Rapid Shot, Toughness +3, Weapon Finesse

Skills Acrobatics +3, Climb +14, Disable Device +1, Disguise +1, Escape Artist +2, Fly +2, Perception +6, Ride +2, Stealth +7, Survival +6, Swim +2, Use Magic Device +2

Languages Common

SQ Enemies: Magical Beasts (+2 bonus) (Ex), Track +1, Wild Empathy +2 (Ex)

Combat Gear Arrows (20), Chain Shirt, Longbow, Masterwork Shortsword

SPECIAL ABILITIES

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Damage Reduction (5/magic or slashing) You have Damage Reduction against all except Magic or Slashing attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Enemies: Magical Beasts (+2 bonus) (Ex) +2 to rolls vs. Magical Beasts.

Immunity to Cold You are immune to cold damage.



Immunity to Electricity You are immune to electricity damage.

Immunity to Magic Missile You are immune to magic missile.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Track +1 +1 to survival checks to track.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Wild Empathy +2 (Ex) Improve the attitude of an animal, as if using Diplomacy.

ALIZA LORÆETHYAN

Female Wight (Former Young Elf) Sorcerer 2, CR 4

LE Small Undead

Init +3; **Senses** Blindsight (60 feet), Darkvision (60 feet); Perception +11

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +1 size, +2 natural)

hp 39 (4d8+2d6+12)

Fort +3, **Ref** +4, **Will** +8

Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits

OFFENSE

Speed 30 ft.

Melee +1 Ghost Touch Silver Dagger +3 (1d4-1/19-20/x2) and Slam (Wight) -1 (1d3-1/20/x2) and Unarmed Strike +4 (1d2-1/20/x2)

Special Attacks Black Breath, Choking Stench (1/day) (DC 15), Energy Drain (DC 15)

Spell-Like Abilities Grave Touch (1r) (5/day)

Sorcerer Spells Known (CL 2, +4 melee touch, +8 ranged touch):

1 (5/day) Chill Touch (DC 13), Charm Person (DC 13)

0 (at will) Ray of Frost, Bleed (DC 12), Ghost Sound (DC 12), Touch of Fatigue (DC 12), Prestidigitation (DC 12)

STATISTICS

Str 8, **Dex** 16, **Con** -, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +2; **CMD** 15

Feats Blind-Fight, Combat Reflexes (4 AoO/round), Eschew Materials, Skill Focus: Perception

Skills Climb +6, Fly +5, Intimidate +9, Knowledge (Religion) +7, Perception +11, Stealth +22

Languages Common

SQ Create Spawn (Su), Resurrection Vulnerability (Su), Undead

Combat Gear +1 Ghost Touch Silver Dagger

SPECIAL ABILITIES

Black Breath (Mist Wight) (Su) A mist wight can exhale black breath at will as a standard action, creating a 10-foot cube of thick mist that acts as obscuring mist. This tainted air causes living

creatures to become fatigued as long as they remain within the mist and for 1 round thereafter.

Blind-Fight Re-roll misses because of concealment, other benefits.

Blindsight (60 feet) (Ex) Sense things and creatures without seeing them.

Choking Stench (Mist Wight) (1/day) (DC 15) (Sp) Once per day, a mist wight can infuse its breath with the choking stench of the grave, creating an effect identical to a stinking cloud.

Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight until death.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Drain (DC 15) (Ex) Energy Drain (1 level)

Eschew Materials Cast spells without materials, if material cost is <= 1 gp.

Grave Touch (1r) (5/day) (Sp) Melee touch attack leaves target shaken for 1 round or frightened for 1 round.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Undead Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

ARLYD LORÆETHYAN

Male Wight (Former Young Elf) Rogue 2, CR 4
LE Small Undead

Init +3; **Senses** Darkvision (60 feet); Perception +11

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 armor, +3 Dex, +1 size, +2 natural)

hp 39 (6d8+12)

Fort +3, **Ref** +7, **Will** +5

Defensive Abilities Evasion; **DR** 5/bludgeoning; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits

OFFENSE

Speed 30 ft.

Melee +1 Vicious Silver Dagger +5 (1d3-1/19-20/x2) and Slam (Wight) -1 (1d4-1/20/x2) and Unarmed Strike +4 (1d2-1/20/x2)

Special Attacks Dehydrate (DC 15), Energy Drain (DC 15), Sneak Attack +1d6

STATISTICS

Str 8, **Dex** 16, **Con** -, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +2; **CMD** 15

Feats Blind-Fight, Improved Natural Attack: Slam (Wight), Rogue Weapon Proficiencies, Skill Focus: Perception

Skills Acrobatics +7, Climb +3, Disable Device +8, Disguise +9, Escape Artist +7, Fly +4, Intimidate +9, Knowledge (Religion) +7, Perception +11, Ride +2, Sleight of Hand +9, Stealth +21, Swim -2

Languages Common

SQ Create Spawn (Su), Fast Stealth (Ex), Resurrection Vulnerability (Su), Trapfinding +1
Combat Gear +1 Vicious Silver Dagger, Studded Leather.

SPECIAL ABILITIES

Blind-Fight Re-roll misses because of concealment, other benefits.

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight until death.

Damage Reduction (5/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dehydrate (Dust Wight) (DC 15) (Ex) When it hits a foe with its slam attack, the dust wight causes the creature struck to become dehydrated if this victim fails a Fortitude save (same DC as the wight's energy drain attack). A dehydrated foe becomes fatigued (or exhausted if already fatigued).

Energy Drain (DC 15) (Ex) Energy Drain (1 level)

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Fast Stealth (Ex) You may move at full speed while using the Stealth skill without penalty.

Immune to Ability Drain Immune to ability drain.

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Sneak Attack +1d6 +1d6 damage if you flank your target or your target is flat-footed.

Trapfinding +1 +1 to find or disable traps.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

become visible, even after leaving the mist. Creatures caked with the dust are at -40 on Hide checks. The particles cannot be removed except by total emersion in flowing water and continue to sparkle for 1d4+2 rounds after leaving the mist.

NEW SPELL

Silvermist is a rare acquisition attributed to some of Temerlyth's earliest research. As a failed work, it still demonstrates just how formidable his power is over magical and alchemical methods. This spell was either donated or sold to various wizarding schools and guilds by a powerful adventuring company. They supposedly infiltrated his legendary lair while Temerlyth was not at home. Unfortunately, none of them is around to confirm the story...

SILVERMIST

School Conjuration; **Level** Sorcerer 5, Wizard 5

Casting Time 1 standard action

Components S, M (pixie dust collected during the full moon)

Range medium (100 ft. + 10 ft./level)

Area Creatures within 20 ft.-radius spread

Duration 1 round/level

Saving Throw Fortitude half; Spell Resistance yes

A cloud of silvery mist glittering with sparkling blue particles manifests in the area of effect. The mist obscures sight beyond 5 feet, including darkvision and provides concealment (20% miss chance) to creatures within 5 feet and total concealment (50% miss chance) to creatures farther away. The mist also causes 2d6 points of acid damage per round to lycanthropes in the mist. The blue particles also adhere to skin, clothes and gear causing all invisible creatures to

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