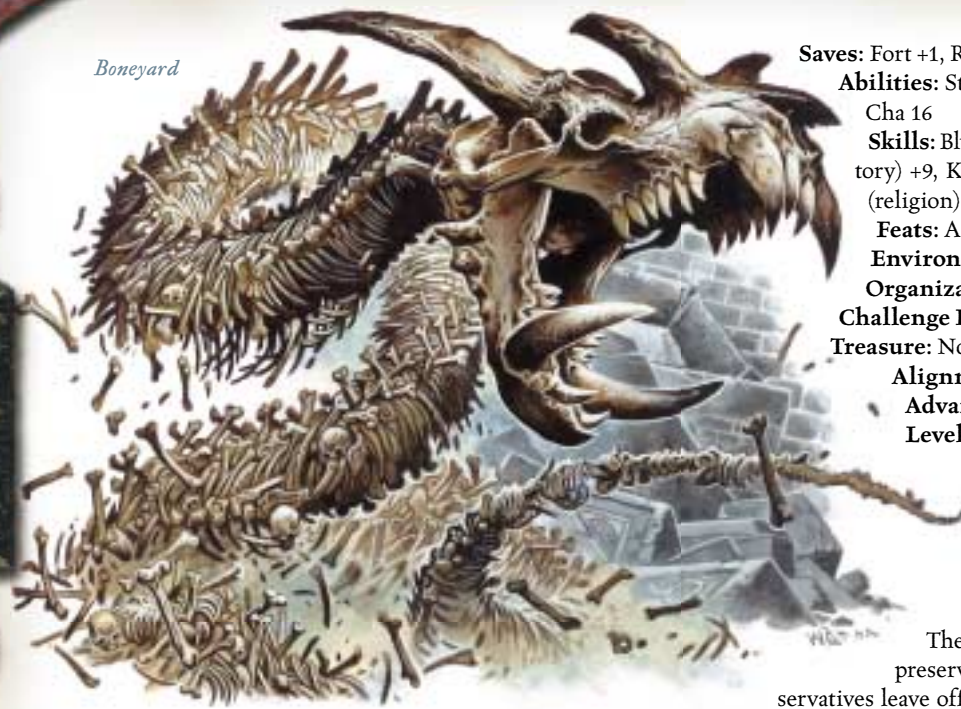


Boneyard



Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3–6 troll skeletons or 2–4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

BRAIN IN A JAR

Tiny Undead

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: Fly 30 ft. (8 squares) (good)

Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

Base Attack/Grapple: —/—

Attack: —

Full Attack: —

Space/Reach: 1 ft./—

Special Attacks: Mind thrust, psionics, rebuke undead 6/day (+5, 2d6+6, 3rd)

Special Qualities: Blindsight 60 ft., darkvision 60 ft., madness, telepathy, undead traits, +4 turn resistance

Saves: Fort +1, Ref +3, Will +6

Abilities: Str —, Dex 14, Con —, Int 16, Wis 12, Cha 16

Skills: Bluff +9, Diplomacy +9, Knowledge (history) +9, Knowledge (psionics) +9, Knowledge (religion) +9, Listen +9, Spot +9

Feats: Alertness, Iron Will

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral evil

Advancement: 4–9 HD (Tiny)

Level Adjustment: —

Something gray and shriveled sloshes within a grimy glass canister—a disembodied brain afloat in alchemical preservatives.

The brain in a jar is a masterpiece of preservation—but where alchemical preservatives leave off, necromancy picks up. An animate brain in a jar is, in truth, an undead creature. Additionally, possibly because it is free of the need to worry about controlling and animating an entire body, a brain in a jar possesses potent mental powers.

Of course, merely removing the brain of a zombie or some other undead creature and storing it in alchemical preservatives is not enough to create an undead brain with psionic ability. The ritual of extraction, the spells of formulation, and the alchemical recipes of preservation are closely guarded secrets held by only a few master necromancers.

The creation of a brain in a jar is difficult and fraught with danger, because once its mental powers are fully developed, this undead creature is adept at controlling the thoughts and minds of other creatures, especially living creatures. It is not unknown for a brain in a jar to take control over the necromancer who created it.

A brain in a jar weighs about 25 pounds, which includes the weight of the glass canister and the preservative fluids.

A brain in a jar can speak telepathically to any creature within 100 feet that has a language.

COMBAT

A brain in a jar prefers control to direct combat, since brains in fragile glass jars can't stand too much jostling. However, when it can't stay completely clear of combat, it seeks to put off aggressors with its mind thrust ability.

Brain in a jar



Mind Thrust (Su): A brain in a jar can spend a standard action to deliver a massive assault on the thought pathways of any one creature, undermining its intellect. This mind thrust deals 2d10 points of damage to any target creature that fails a DC 14 Will save. The save DC is Charisma-based.

Madness (Su): Anyone targeting a brain in a jar with a thought detection, mind control, or any sort of telepathic or psionic ability that makes direct contact with its tortured mind takes 1d4 points of Wisdom damage.

Psionics (Sp): 3/day—*suggestion* (DC 16), *telekinesis* (DC 18); 1/day—*dominate person* (DC 18). Manifest level 10th. The save DCs are Charisma-based.

Rebuke Undead (Su): A brain in a jar can rebuke or command undead as a cleric of the same level as the brain's HD.

CARCASS EATER

Small Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/−5

Attack: Bite +4 melee (1d4−1)

Full Attack: 2 claws +4 melee (1d2−1) and bite −1 melee (1d4−1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood frenzy

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 17, Int 2, Wis 12, Cha 6

Skills: Hide +7, Listen +3, Spot +3

Feats: Track, Weapon Finesse

Environment: Temperate forests

Organization: Solitary, pair, or throng (6−9)

Challenge Rating: 1/2

Advancement: 2 HD (Small)

Level Adjustment: —

This gore-streaked, four-footed animal seems like a cross between a overlarge rat and a wolf, though even that can't explain the extraordinary size of its toothy jaws.

Carcass eaters are most often found digging up fresh graves for food or, where opportunity is less available, hunting the night for prey.

An adult carcass eater is 3 to 4 feet long and weighs 65 to 75 pounds.

COMBAT

Carcass eaters attack with their sharp claws and teeth.

Blood Frenzy (Ex): A carcass eater that deals damage in combat against a living creature scents blood, which causes it to fly into a frenzy the

following round. While in a blood frenzy, a carcass eater gains +4 to Strength, +4 to Constitution, and −2 to Armor Class. Sensing its victim's death, the carcass eater claws and bites until its opponent is brought to negative hit points, at which time the creature immediately gains an additional bite attack against its fallen foe. This attack automatically hits, dealing 1d4+1 points of damage (which takes into account the +4 Strength bonus). A carcass eater cannot end its rage voluntarily.

Skills: A carcass eater has a +4 racial bonus on Hide checks.

CINDERSPAWN

Large Undead (Fire)

Hit Dice: 10d12 (65 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 17 (−1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

Base Attack/Grapple: +5/+10

Attack: Touch +9 melee (2d6 cold plus 1d6 Cha drain)

Full Attack: Touch +9 melee (2d6 cold plus 1d6 Cha drain)

Space/Reach: 10 ft./10 ft.

Special Attacks: Charisma drain

Special Qualities: Darkvision 60 ft., elemental turning vulnerability, frostfire shield, immunity to fire, inescapable craving, undead traits, vulnerability to cold

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 12, Dex 21, Con —, Int 11, Wis 11, Cha 17

Skills: Jump +26, Listen +13, Move Silently +18, Spot +13

Feats: Dodge, Mobility, Spring Attack, Weapon Finesse

Environment: Any

Organization: Solitary, pair, or gang (3−5)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 11−20 HD (Large); 16−30 HD (Huge)

Level Adjustment: +4

This tall, gaunt, coal-black humanoid flickers with a blue-white flame. Its bright yellow eyes gleam with menace.

Cinderspawn are burnt-out undead remnants of creatures of elemental fire. They hate living creatures for their warmth and seek to destroy all such beings.



Carcass eater