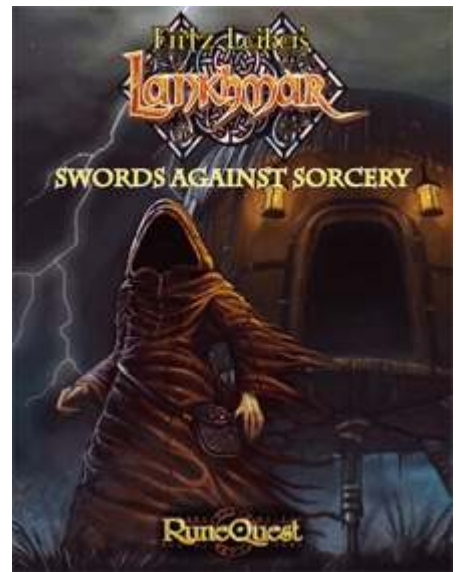


SWORDS AGAINST SORCERY

An Adventure Conversion for

SWORD AND SORCERY **SAGA**

by John "The Gneech" Robey



INTRODUCTION

This is an adaptation of *Swords Against Sorcery*, a scenario for *Runequest/Lankhmar* from Mongoose Publishing, written by Aaron Dembski-Bowden. This product is available from the ENWorld store as a PDF here:

http://enworld.rpgnow.com/product_info.php?products_id=21713

You will need the product to use this booklet. Note that *Swords Against Sorcery* is not open gaming content, and as such I have taken pains to include here only most minimal necessary game-mechanic information, referenced by page number.

This adaptation assumes 1st - 2nd level heroes.

NOTE: This booklet contains spoilers! If you intend to *play* in this adventure, **stop reading now!**

This is version 1.0 of this booklet.

ACT I: THE GODS SLUMBER

A NIGHT ON THE TOWN, P. 3

Arm-Wrestling Matches

These are opposed grapple checks.

Knife-Throwing Contest

The target has an effective Reflex defense of 20.

Gambling on Dice

This is resolved via the standard rules on *SWSE* p. 47.

PAUCUS THE PARDONER, P. 6

Knowledge (Worldly) DC 15 to identify the Gods of Lankhmar.

ENFREEL'S SWORDS, P. 7

These are masterwork shortswords.

TREACHERY IN THE TEMPLE, P. 8

Smashing the Lock

DR 1, 3 hit points, damage threshold 5, Str 8 (break DC 14). DC 20 Stealth check at -2, but no real effect. Cannot be picked due to rusted mechanism.

Climbing the Wall

Climb DC 15. Stealth check at -2, as above.

INSIDE THE TEMPLE, P. 8

Darkness

Darkness gives all targets concealment, as described on *SWSE* p. 156.

Traces of Wheat

This requires a DC 15 Perception check, and a DC 20 Knowledge (Worldly) check to identify family crest.

THE NORTH ROOM, P. 8

Normal Locked Wooden Door

Slightly rotted door DR 3, 20 hit points, damage threshold 10, Str 10 (break DC 15). Slightly rusty lock DR 2, 5 hit points, damage threshold 10, Str 10 (break DC 15), Burglary check DC 28 due to worn and shoddy mechanism.

Slim Notebooks

Craft, Heal, or Knowledge (Arcana) DC 15 to identify the binding. Perception DC 15 to feel the brush of wind.

THE EAST ROOM, P. 9

Tracks in the Dust

Survival DC 20 (trained only) to spot and identify the tracks.

THE WEST ROOM, P. 9

Listening at the Door

Perception DC 25 to hear the crackling sound.

Tracks in the Dust

Survival DC 25 (trained only) to spot and identify the tracks.

The Giant Undead Spider's Tactics

Each round roll 1d6:

1d6	Result
1-2	Normal bite attack
3-4	Bite attack with failed poison attempt (does ½ damage)
5-6	Failed web spray attempt (no damage)

Undead Giant Salt Spider

CL 1

Medium corporeal undead beast 2

Init +4; **Senses** Perception +6, Low-Light Vision

Defenses Ref 14 (flat-footed 11), Fort 10, Will 10
hp 13; **Threshold** 11

DR 5 vs. Slashing or Piercing

Speed 6 squares, **climb** 4 squares

Melee bite +4 (d6+1)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +1

Abilities Str 11/+0, Dex 17/+3, Con –, Int 2/-4, Wis 10/+0, Cha 2/-4

Talents Quickened Undead, Skeletal

Feats Skill Focus (Climb), Skill Training (Climb, Perception, Stealth), Weapon Finesse

Skills Acrobatics +9, Climb +11, Perception +6, Stealth +8

Hunter's ambush: Undead giant salt spiders gain Skill Training (Stealth) as a bonus feat.

Hunter's senses: Undead giant salt spiders gain Skill Training (Perception) as a bonus feat.

Low-light vision: Undead giant salt spiders ignore concealment (but not total concealment) from darkness.

Mindless: Undead giant salt spiders are effectively mindless, giving them immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Movement modes: Undead giant salt spiders gain Skill Training (Climb) and Skill Focus (Climb) as bonus feats.

Natural armor: Undead giant salt spiders get a +1 natural armor bonus to Reflex defense.

Quickened: Undead giant salt spiders gain the "Quickened Undead" talent for free.

BAINRA REVEALED, P. 12-13

Cultists

Use the Thief (Footpad) stat block from *Sc&S Saga*. The cultists are armed only with daggers and carry no coin.

Avatar of Bainra

The avatar of Bainra is effectively a large monstrous hunting spider – just a butt-ugly one!

Large Monstrous Hunting Spider CL 2

Large beast 3

Init +8; **Senses** Perception +6, Low-Light Vision, Web Sense

Defenses Ref 13 (flat-footed 11), Fort 15, Will 10
hp 28; **Threshold** 20

Speed 6 squares, **climb** 4 squares

Melee bite +6 (d8+5) *plus* poison

Fighting Space 2 x 2; **Reach** 1 square

Base Atk +2; **Grp** +11

Abilities Str 19/+4, Dex 15/+2, Con 20/+5, Int 2/-4, Wis 10/+0, Cha 2/-4

Feats Skill Focus (Climb), Skill Training (Climb, Initiative, Jump, Perception, Stealth)

Skills Acrobatics +8, Climb +15, Initiative +8, Jump +10, Perception +6, Stealth +3

Hunter's ambush: Large monstrous hunting spiders gain Skill Training (Stealth) as a bonus feat.

Hunter's leap: Large monstrous hunting spiders gain Skill Training (Jump) as a bonus feat.

Hunter's senses: Large monstrous hunting spiders gain Skill Training (Perception) as a bonus feat.

Low-light vision: Large monstrous hunting spiders ignore concealment (but not total concealment) from darkness.

Mindless: Large monstrous hunting spiders are effectively mindless, giving them immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Movement modes: Large monstrous hunting gain Skill Training (Climb) and Skill Focus (Climb) as bonus feats.

Natural armor: Large monstrous hunting spiders get a +2 natural armor bonus to Reflex defense.

Poison: On any given round, a large monstrous hunting spider may opt to do ½ damage with its bite attack in order to get an immediate second attack at +7 against the target's Fortitude defense. If this attack is successful, the target immediately moves down -1 step on the condition track.

Web: Large monstrous hunting spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. A large monstrous hunting spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

THE TIDE TURNS, P. 14

The Willies

The perception check to notice the “sense of being watched” is DC 15.

A Restless Night

The target character gets a Perception check with a +10 circumstance bonus (because the spider is crawling on them) against the spider's Stealth check of +20. As described in the module text, if the spider makes a successful bite attack, it dies immediately.

Tiny Monstrous Hunting Spider

CL 0

Tiny beast 1

Init +5; **Senses** Perception +5, Low-Light Vision, Web Sense**Defenses** Ref 17 (flat-footed 12), Fort 11, Will 10
hp 5; **Threshold** 11**Speed** 4 squares, **climb** 2 squares**Melee** bite +5 (d3-2) *plus* poison**Fighting Space** ½ square; **Reach** none**Base Atk** +0; **Grp** -12 (-10 size)**Abilities** Str 7/-2, Dex 21/+5, Con 12/+1, Int 2/-4, Wis 10/+0, Cha 2/-4**Feats** Skill Focus (Climb), Skill Training (Climb, Jump, Perception, Stealth), Weapon Finesse**Skills** Acrobatics +10, Climb +8, Jump +3, Perception +5, Stealth +20**Hunter's ambush:** Tiny monstrous hunting spiders gain Skill Training (Stealth) as a bonus feat.**Hunter's leap:** Tiny monstrous hunting spiders gain Skill Training (Jump) as a bonus feat.**Hunter's senses:** Tiny monstrous hunting spiders gain Skill Training (Perception) as a bonus feat.**Low-light vision:** Tiny monstrous hunting spiders ignore concealment (but not total concealment) from darkness.**Mindless:** Tiny monstrous hunting spiders are effectively mindless, giving them immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).**Movement modes:** Tiny monstrous hunting gain Skill Training (Climb) and Skill Focus (Climb) as bonus feats.**Poison:** A tiny monstrous hunting spider that hits with its bite attack immediately gets a second attack at +2 against the target's Fortitude defense. If this attack is successful, the target immediately moves down -1 step on the condition track.**Web:** Tiny monstrous hunting spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. A tiny monstrous hunting spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.**ACT TWO: THE GODS AWAKEN****THE GREAT SALT MARSH****Marsh Leopard Corpse**

Survival check DC 15 to notice the marsh leopard has been dragged across the muddy ground.

Marsh Leopard AttackUse the Leopard stats from *ScS Saga*. All characters may make Perception checks against the Leopard's Stealth check of +10 to avoid surprise. NOTE: This is a challenging encounter for 1st level characters, but is really not much more than a bit of foreshadowing plotwise, so if things are going badly for the heroes, have the leopard flee if taken to ½ its hit points.

If the attack at the corpse does not happen, the characters may make Perception checks against the Leopard's Stealth check of +10 to realize they're being tracked by the leopard in the water.

A Survival check DC 15 will indicate that this is unusually aggressive behavior for the marsh leopards.

Sheelba of the Eyeless Face, P. 16

No stats are needed for Sheelba – the wizard has “plot immunity” to anything the characters might want to pull against him.

Spider Venom, P. 17

If the afflicted character does not apply Sheelba's medicine to the spider wound, in 1d6

hours they will move -1 step down the condition track, and then another -1 step every two hours. If they reach -5 steps, they die in agony.

THE SPIRE AND THE MOUSER, P. 17

You shouldn't need stats for the Gray Mouser, but if the heroes do something crazy like attacking him, use the following writeup, removing the known spells (as Mouser doesn't know any, for all his dabbling):

Thief (Veteran Adventurer) **CL 10**

Medium common man rogue 8/warrior 2

Fate Points 10; Taint 3

Init +12; Senses Perception +9

Defenses Ref 26 (flat-footed 23), Fort 22, Will 20
hp 53; Threshold 22

Speed 6 squares

Melee masterwork shortsword +11 (d8+6) *and*

dagger +11 (d6+8)* *or*

masterwork shortsword +13 (d10+6)

**includes Dual Weapon Mastery feats*

Ranged dagger +13 (d6+8)

Fighting Space 1 square; **Reach** 1 square

Base Atk +8; Grp +9

Arcane Attack +9

Abilities Str 12/+1, Dex 17/+3, Con 10/+0, Int 14/+2, Wis 9/-1, Cha 14/+2

Talents Block, Sneak Attack +2d6, Streetwise, Uncanny Perception, Walk the Line, Weapon Specialization (dagger)

Feats Armor Proficiency (Light), Dodge, Dual Weapon Mastery I-II, Magician, Skill Training (Acrobatics, Initiative, Knowledge: Literacy, Perception), Shield Proficiency, Weapon Proficiency (Simple, Martial), Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +12, Burglary +12, Climb +11, Deception +12, Gather Information +12, Knowledge (Literacy), Knowledge (Worldly) +12, Initiative +12, Perception +9, Persuasion +12, Spellcraft +7 (untrained), Stealth +12

Spells Known Call Outsider, Evil Eye, True Sight

Possessions masterwork shortsword, a dagger, another dagger, two more daggers, lockpicks, clothing and cloak, 3d8 silver coins

THE HOUSE OF DURKUL, P. 18 The Guards

Use the Thug (Brute) from *S&S Saga* for the four guards.

Durkul, P. 19

Use the Merchant (Competent) from *S&S Saga* for Durkul. Use Perception checks vs. Durkul's Deception check of +8 to see through his bluffing.

Lady Helena

Lady Helena

CL 3

Medium high man scholar 3

Fate Points 5; Taint 8

Init +3; Senses Perception +7

Defenses Ref 16 (flat-footed 14), Fort 13, Will 19
hp 25; Threshold 13

Speed 6 squares

Melee dagger +4 (d6+1)

Fighting Space 1 square; Reach 1 square

Base Atk +2; Grp +2

Arcane Attack +5

Abilities Str 10/+0, Dex 13/+2, Con 10/+0, Int 14/+2, Wis 12/+1, Cha 16/+3

Talents Clerical Investment, Decipher Script, Spell Recovery

Feats Magician, Melee Defense, Weapon Finesse, Weapon Proficiency (Simple)

Skills Deception +9, Gather Information +9, Knowledge (Arcana) +8, Knowledge (Bureaucracy) +8, Knowledge (Literacy), Knowledge (Religion) +8, Knowledge (Worldly) +8, Perception +7, Spellcraft +8

Spells Known Dire Transformation (to avatar of Bainra)*, Dread Sending*, Evil Eye*

*at hand

Possessions fine clothes, dagger, holy symbol of Bainra

Magnetic Presence High men may reroll any Persuasion check, but must take the second roll even if it's worse.

If Lady Helena transforms to an avatar of Bainra, use the same Large Monstrous Hunting Spider writeup as before.

ACT III: THE GODS WALK

SECRETS AFTER DARK, P. 22

The Smog

The smog gives all targets concealment, as described on *SWSE* p. 156.

Aster

Use the stats for the Child from *S&S Saga* for Aster.

More Maalite Pawns

Use the Guardsman/Mercenary (Competent) from *S&S Saga* for the members of the Slayers' Brotherhood, but replace the scale armor with scale corselets and armored gauntlets, changing their Ref defense to 15 and their DR to 2/-.

The Golden Lamprey, P. 23

Use the Thug (Brute) from *S&S Saga* for Jerril.

THE CAT CREATURE, P. 25

Scratching Sounds

Perception DC 25 to hear the scratching sounds.

Breaking In

Each section of boarding has DR 7, 30 hit points, threshold 13, Str 13, break DC 17.

The Stairs

Stealth checks going up the second set of stairs suffer a -4 circumstance penalty. Perception DC 20 to hear the scratching and breathing sounds.

Mange-Ridden Marsh Leopard, P. 26

Use the Leopard from *S&S Saga*, except reduce its Con to 9, giving it 10 hit points and a Fort defense of 9. Due to its feral and dominated condition, it also effectively has the Berserk feat, and will fly into a rage (as described in *S&S Saga* under the Rage Talent Tree) for 4 rounds. While

enraged it will have +2 to its attacks and damage rolls; at the end of the rage (if it's still alive by that time), it will move down -1 step on the condition track. The mange-ridden marsh leopard is CL 2 due to its weakened condition.

The Treasure

DC 15 Knowledge (Worldly) check to appraise the monetary value of the leopard amulets.

Black Garrick

Use the Thief (Scoundrel) from *S&S Saga* for Black Garrick. Aside from his clothes, he carries only a dagger.

THE GODS OF LANKHMAR, P. 27

Use the following writeup for the Gods of Lankhmar. Scary, ain't they!

Lich Lord CL 16

Medium corporeal undead common man noble 15

Base Creature common man noble 15

Fate Points 12; **Taint** 14

Init +8; **Senses** Perception +19, Darkvision

Defenses Ref 28 (flat-footed 27), Fort 26, Will 30

hp 112; **Threshold** 26

DR 5 vs. slashing or piercing

Speed 6 squares

Melee claw +11 (d4+7) *or*
staff +11 (d8+7)

Fighting Space 1 square; **Reach** 1 square

Base Atk +11; **Grp** +11

Arcane Attack +11

Abilities Str 11/+0, Dex 12/+1, Con –, Int 15/+2, Wis 14/+2, Cha 18/+4

Talents Attack Mode (claws), Demand Surrender, Fear Aura, Improved Necromancy Resistance, Necromancy Resistance, Presence, Rank, Skeletal, Terror Aura

Feats Crush, Improved Defenses, Linguist, Magician, Pin, Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Spellcraft), Spells at Hand x3, Toughness, Weapon Focus (claws), Weapon Proficiency (Simple, Martial)

Skills Gather Information +16, Knowledge (Arcana) +14, Knowledge (Bureaucracy) +14, Knowledge (Literacy), Knowledge (Religion) +14, Knowledge (Worldly) +14, Perception +19, Persuasion +21, Spellcraft +19

Spells Known all from the spellbook as needed; nine of GM's choice at hand

Possessions tattered robes, quarterstaff

Nonliving: Lich lords are not living creatures and are immune to poison, disease, extreme temperatures (although they may still freeze or melt), mind-affecting or stunning effects, and do not need to breathe.

Necromancy: Lich lords are subject to the powers of necromancy, either via the Sorcerer talent tree, or through spells that specifically mention necromancy.

Rigor Mortis: Lich lords are only able to take 1 standard, 1 move action, or two swift actions in a single turn.

ADVENTURE APPENDIX

KAYVEN, P. 30

Use the Thug (Rowdy) writeup from *S&S Saga* for Kayven, but start him -2 steps down the condition track for being fall-down drunk.

APPENDIX – UNDEAD CREATURES

Undead creatures are either once-living bodies inhabited by spirits (such as zombies or vampires), or the spectral remains of a once-living spirit (such as a ghost). This is handled by effectively creating a new undead “race” and then building them with classes, usually nonheroic or beast in the case of “simple” undead, but more dangerous undead creatures may have levels in the heroic classes. (Dracula, to pick a famous literary example, would probably be an undead Warrior/Noble, possibly with levels of Scholar or Sorcerer.)

UNDEAD CHARACTERISTICS

Ability Scores: Undead have no Con score, and get no bonus to hit points for having a high Constitution. They apply their Str modifier to determine their Fort defense. If not being made from a base creature, undead have 10 points to spend on ability scores, or a default array of 12, 11, 11, 10, 8. Undead may opt to spend one of their 1st level talents on heroic-level ability scores, thus gaining 21 points (or a default array of 15, 14, 13, 12, 10). The Wis and Cha scores of undead created by necromancy may not exceed those of the person who created it. Undead gain ability scores normally according to their class (usually beast or nonheroic, which would give them +1 to a single score every 4 levels).

Defense Scores: Undead gain defense bonuses according to their class (usually none for beast or nonheroic). Fortitude defense is determined by their Str modifier rather than their Con modifier.

Hit Die: Becomes d12. All undead gain 6.5 hit points per level (rounded down), regardless of their class.

Skills: Undead learn skills normally according to their class.

Feats: Undead gain feats normally according to their class.

Talents: Undead may choose to take talents

from the Undead talent tree, or either the Incorporeal or Corporeal Undead talent trees any time they would normally gain talents. Undead with levels in beast or nonheroic gain talents *only* from the lists below on odd-numbered levels.

Nonliving: Undead are not living creatures and are immune to poison, disease, extreme temperatures (although they may still freeze or melt), mind-affecting or stunning effects, and do not need to breathe. Only intelligent undead may take the Magician feat.

Undead moved to -5 levels on the condition track are destroyed, rather than incapacitated, unless they have an ability that changes this. They normally cannot heal damage, but may regenerate, draw “life force” from the living, or otherwise restore themselves in various ways.

Mindless: Some undead are little more than mindless puppets. These gain immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), but have no free will of their own and will instantly follow any simple command (“Carry this!” or “Kill any intruder who does not say the password!”) given to them by someone with Necromancy talent “Command Undead” – including “Return to your grave and be at peace!” If given conflicting orders, the mindless undead will obey, in order of preference: 1) another undead creature of higher level, 2) the commander with the higher Charisma, 3) the commander with the higher Taint, or 4) the winner of an opposed Charisma check. If the undead fulfills its orders (or has none), it will usually try to find its grave during the daylight hours, or shamble around randomly at night. Some undead have imprinted memories of their former lives and will attempt to mindlessly engage in vaguely-similar activities as they did in life. (Farmers will randomly hack at an empty field with a hoe, or carpenters will randomly bang on a board with a hammer, for instance.)

Darkvision: Undead can see perfectly well in total darkness.

Necromancy: Undead are subject to the powers of necromancy, either via the Sorcerer talent tree, or through spells that specifically mention necromancy.

Corporeal/Incorporeal: Undead must be either corporeal or incorporeal; this decision must be made upon creation of the undead and cannot be changed afterward.

Corporeal undead generally start from a base creature (such as a human). They begin stiff and slow, like zombies, only able to take 1 standard, 1 move action, or two swift actions in a single turn. They may alter this with the Quickened Undead talent. Many times, such forms of undead are little more than mindless puppets, losing most of their Int and Cha scores in order to have higher Str or Dex.

Incorporeal undead are intangible and ghostly in appearance, often (but not necessarily) being spectral versions of their former living selves. They lose the ability to touch or otherwise interact with the world except through their undead talents. Their only mode of movement is 10 squares of flight (good maneuverability), but as they are intangible they can fly through walls, floors, ceilings, etc. Incorporeal undead may be damaged by magical weapons, but they still have a 50% miss chance.

UNDEAD TALENT TREES

Undead Talent Tree

Appearance of Life: Although undead, this creature appears to be a normal, living creature. This appearance will fool casual observation, but anyone specifically examining the undead will discover its true nature with a successful Perception check against the undead's Deception. Note that the undead does not have to be aware or willing to take part in the skill contest. Indeed, some ghosts in particular may not even be aware that they are not alive.

Armor: The undead gains a +2 armor bonus to its Reflex defense. This talent may be taken multiple times.

Create Spawn: The undead creature creates lesser versions of itself when it slays a living being through its Life Drain or other unique attacks. These spawn are considered Dominated (as per the spell) with no concentration or Spellcraft checks necessary.

Critical Immunity: The undead creature's anatomy is such that it has no "vital areas" and is immune to critical hits.

Fear Aura: The undead's horrifying appearance enables it to make an arcane attack against all foes within line of sight. Those who are subject to the fear attack flee in terror as if subject to a noble's "Weaken Resolve" talent.

Improved Necromancy Resistance: The undead gets a +10 competence bonus to resist the effects of necromancy talents or spells. This replaces the bonus from Necromancy Resistance.

Prerequisite: Necromancy Resistance.

Life Drain: By making an arcane touch attack, the undead may restore itself +2 levels on the condition track and regaining twice its level in hit points, while knocking its target down -1 level on the condition track and draining it of the same number of hit points (or all of the target's hit points, whichever is lower).

Necromancy Resistance: The undead gets a +5 competence bonus to resist the effects of necromancy talents or spells.

Rejuvenation: Even when "destroyed," the undead reforms after some period of time beyond the current encounter. This can take the form of turning into gaseous or animal form and escaping (such as a vampire), or simply manifesting again (such as a ghost). There must be some defined way to permanently destroy the undead, however.

Prerequisite: Necromancy Resistance.

Terror Aura: As fear aura, except the target doesn't stop fleeing if wounded. *Prerequisite:* Fear Aura.

Corporeal Undead Talent Tree

Attack Mode: Identical to the homunculus talent.

Movement Mode: Identical to the homunculus talent.

Quickened Undead: Rather than being stiff and slow, the undead creature can move as quickly as any living thing, being able to take normal actions on its turn.

Skeletal: The undead is stripped of flesh, giving it DR 5 against slashing or piercing attacks. The DR does not stack with DR from other sources, such as armor. This talent may be taken more than once, giving the undead another +5 DR up to +15 total.

Incorporeal Undead Talent Tree

Invisibility: The undead may make itself invisible at will (but not “naturally invisible”). Any creature with true sight will still see the undead, and know that it is invisible to other beings.

Spell Corporeality: The undead may cast spells that affect the physical world. *Prerequisite:* Magician feat, trained in Spellcraft, Touch Attack.

Touch Attack: Although insubstantial, the undead may make touch-based attacks such as Life Drain.

significantly, they may lose trained skills (but will always have at least one). Generally Knowledge skills will be lost first, followed by technical skills (such as Burglary or Craft), with physical skills (such as Climb or Jump) being the last to go.

Hit Dice: Become d12. Con bonuses are lost.

Feats: These do not change, although if the undead no longer meets the prerequisites of a feat, they cannot use it.

Talents: Beasts or nonheroic characters gain undead talents as listed above. Heroic characters may opt to swap out any talents from heroic classes for undead talents. Strictly speaking, undead do not have a favored class, but characters with heroic classes do not lose their favored class talent (if any) if they become undead.

Natural Attacks or Special Abilities: Physical attacks such as claws do not change, but cannot affect the real world if incorporeal. Attacks with an organic component (such as poison or venom) or any special abilities requiring specialized organs (such as the olfactory receptors requires for the Scent ability) are lost if the undead is skeletal. Bonuses from Natural Armor do not change.

Challenge Level: Generally speaking, the base creature’s previous CL+1.

CREATING UNDEAD FROM A BASE CREATURE

When creating an undead creature from a base creature (for example, making a skeleton warrior out of a “competent mercenary”), the make the following alterations:

Size: Does not change.

Ability Scores: Keep the base creature’s Str, Dex, and Wis. The base creature’s Int and Cha either drop to 3 each in the case of mindless undead, or remain where they were. (If the base creature’s Int or Cha were already lower than 3, such as for making a skeletal horse, they remain at the lower value.) If a creature’s Int drops

SAMPLE UNDEAD CREATURE

Skeleton Warrior CL 3

Medium corporeal undead common man
nonheroic 4

Base Creature Mercenary (Competent)

Fate Points n/a; **Taint** 0

Init +9; **Senses** Perception +3, Darkvision

Defenses Ref 18 (flat-footed 18), Fort 13, Will 9

hp 26; **Threshold** 13

DR 3/- (armor) *or* 5 vs. slashing and piercing

Speed 4 squares

Melee longsword +7 (d10+5) *or*
longspear +6 (d12+8) (Ref defense
becomes 17)

Ranged shortbow +5 (d10+2) (Ref defense
becomes 17)

Fighting Space 1 square; **Reach** 1 square (2 with
longspear)

Base Atk +3; **Grp** +5

Abilities Str 16/+3, Dex 14/+2, Con -, Int 3/-4,
Wis 12/+1, Cha 3/-4

Talents Quickened Undead, Skeletal

Feats Armor Proficiency (Light, Medium), Power
Attack, Shield Proficiency, Weapon Proficiency
(Simple, Martial)

Skills Initiative +9

Possessions Scale armor, small shield, longsword,
longspear, shortbow, clothing, 3d6 silver coins

Nonliving: Undead are not living creatures and are
immune to poison, disease, extreme temperatures
(although they may still freeze or melt), mind-
affecting or stunning effects, and do not need to
breathe. Undead moved to -5 levels on the
condition track are destroyed.

Darkvision: Undead can see perfectly well in total
darkness.

Necromancy: Undead are subject to the powers of
necromancy.