

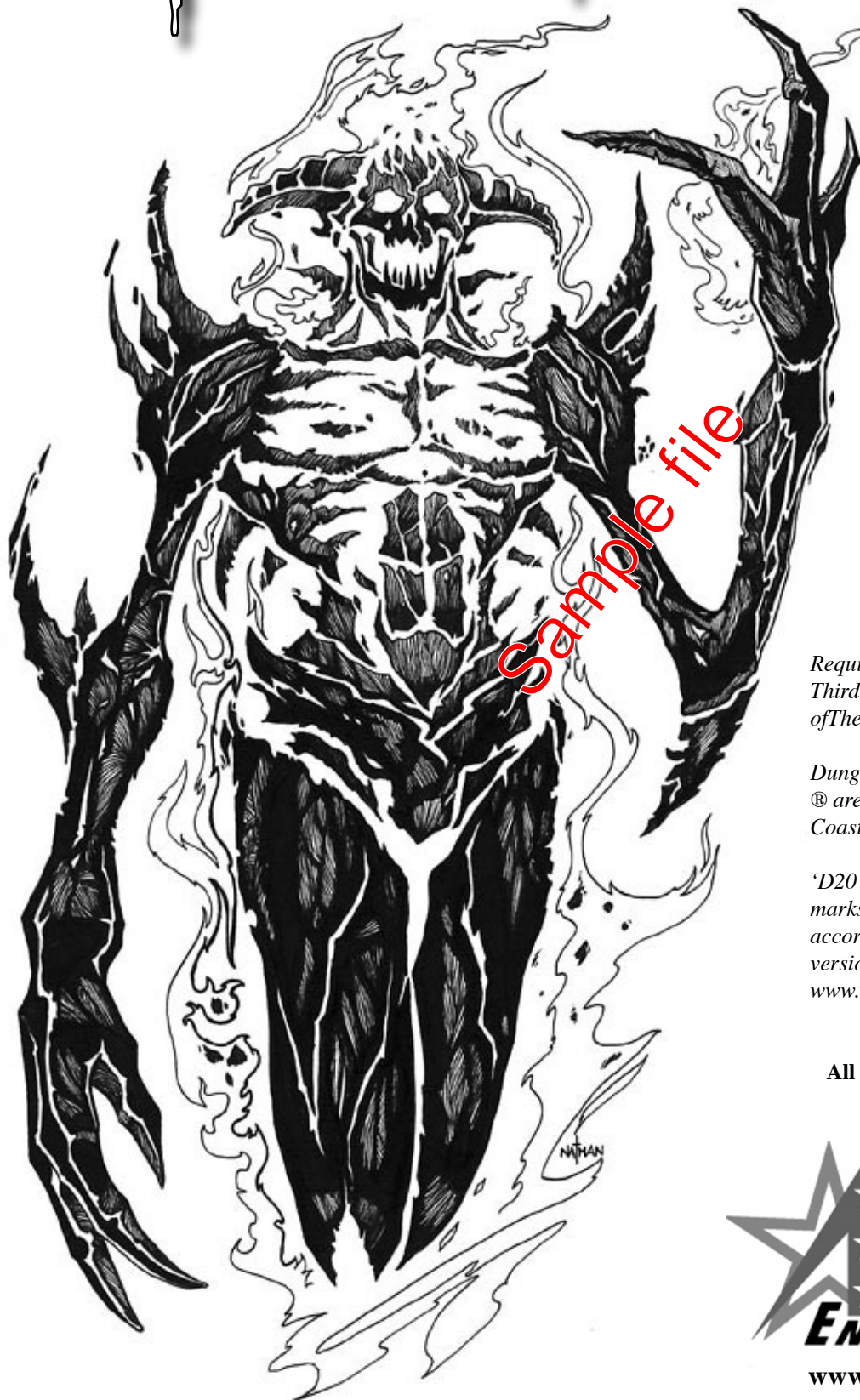
# THE DREAD CODEX

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# INTRODUCTION

This supplement is a toolbox of undead-themed material for the busy GM. Herein you will find monsters, spells, and magic items all relating to the undead.

## Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces.

**Features:** An undead creature has the following features.

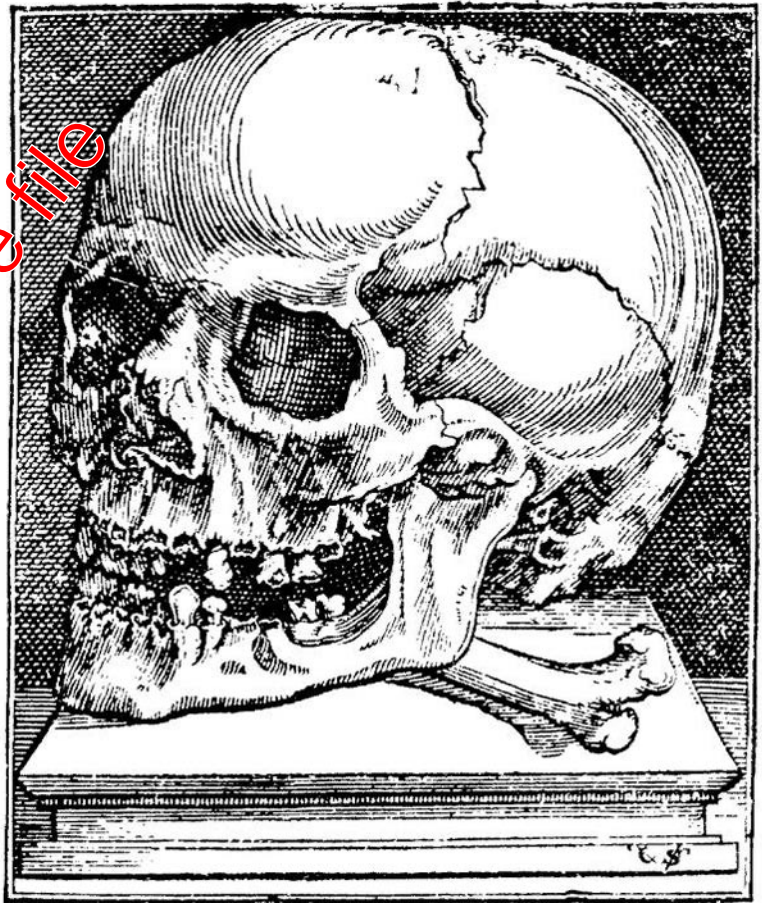
- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

**Traits:** An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

## Monsters

Besides having the usual information and being updated for the revised 3rd edition rules, each monster comes with its own treasure hoard (if applicable) as well as ideas for somehow using it “in your campaign.” Each item in the treasure section is listed with its respective gold piece value. This makes it easier to swap out items for others which more closely fit your adventure or campaign flavor and yet keep a balanced value as a whole. The **In Your Campaign** feature expounds on the monster in new ways, including possible variants and/or adventure ideas and more! Monsters with “(B)” after a listed feat indicates it is a bonus feat.





## Akyanzi

### Small Undead (Fire)

**Hit Dice:** 1d12 (6 hp)

**Initiative:** +3

**Speed:** Fly 30 ft. (good)

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

**Base Attack/Grapple:** +0/-4

**Attack:** Bite +4 melee\* (1d4)

**Full Attack:** Bite +4 melee\* (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Eat enchantment, profane sunder

**Special Qualities:** Darkvision 60 ft., fire subtype, smell steel, undead traits

**Saves:** Fort +0, Ref +3, Will +4

**Abilities:** Str 10, Dex 16, Con —, Int 11, Wis 14, Cha 10

**Skills:** Hide +8, Knowledge (arcana) +3, Listen +5, Search +3, Sense Motive +5, Spot +5

**Feats:** Weapon Finesse, Sunder (B)

**Environment:** Any land or underground

**Organization:** Solitary, cluster (2-5), or pack (5-20)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 2-3 HD (Small); 4-5 HD (Medium)

**Level Adjustment:** —

*A disembodied humanoid head speeds through the air toward you. Its eyes and throat glow with a crimson radiance, highlighting its otherwise featureless coal-black skin. The head dives quickly, sharp teeth bared for combat.*

Akyanzi are the heads of spellcasters who are slain by a fire-enchanted weapon. After slain (and likely beheaded) by victorious warriors, negative energy wells from the spellcasters' anger at being defeated by a non-spellcaster and animates the head only. Oddly enough, it is not the death of the blade wielder that the akyanzi desires, it is the destruction of the weapon, and to a greater extent, all magic weapons. Without weapons, the undead believes, non-spellcasters cannot hope to achieve positions of power in the world. Obviously, the akyanzi have been less than successful in their quest to eliminate all magical weapons, but this does not dissuade them from trying.

Akyanzi lair close to crossroads or even on the tallest buildings of larger communities. They attack blacksmiths on sight and often do the same to sword-bearing caravan guards. They reserve a special enmity for those expert smiths of magical weapon-crafting—dwarves.

### Combat

Akyanzi ignore creatures themselves, going straight for their magical weapons. This often pits them against more powerful foes, since low-level characters do not likely carry such items. Undaunted, the akyanzi attacks until the weapon is disenchanting and then speeds back to its lair.

**Eat Enchantment (Su):** Akyanzi are inherently disruptive to a weapon's magical enchantments. Any time a sword-eater comes into contact with an enchanted weapon, whether

striking or being struck, that weapon's special abilities are suppressed for 1d4 hours. This is an *antimagic* effect, rendering the weapon mundane in all ways (but it is still considered masterwork since that is a nonmagical condition).

**Profane Sunder (Ex):** Akyanzi enjoy the benefits of the Sunder feat. A sword-eater's bite does 1d6 points of damage and ignores hardness. They only attack weapons and shields.

\*Akyanzi have a +8 racial bonus to opposed attack rolls when striking weapons (not included in the stats above).

**Smell Steel (Ex):** Akyanzi automatically detect the presence of any steel objects within 100 feet. They are able to determine the general placement of steel objects, no matter how small, but gain no special means of precisely locating secret hiding places or seeing through disguises. This ability does not detect any other materials.

### Treasure

None—As disembodied undead craniums, akyanzi have no need, much less the ability to carry, treasure.

### In Your Campaign

Since the akyanzi don't deal any fire damage, the fire subtype is just window dressing for their origin story. In reality, you can keep the stats and either drop or change the subtype to better suit your needs as GM. Perhaps akyanzi in your game come from spellcasters slain by drow weapons, or slain by weapons forged in a specific geographic area.

To further feature this monster, there is a new minor artifact for this monster called the *Seven-Headed Sword* (see the New Magic Items section later in this book).

## Barrow Wight (Template)

"Barrow wight" is a template that can be added to any sentient creature with an organic body and a culture with death rituals and has recently died either by a barrow wight's energy drain ability or naturally; if naturally, the creature must be raised as a barrow wight by some magical force (referred to hereafter as the "base creature"). The creature's possession of a soul is a determination for the GM to make, but in most campaigns it includes any dragon, giant, humanoid, or monstrous humanoid. Fey, elementals, and other such creatures depend on the campaign's cosmology; creatures that are a type of spirit are not subject to being raised as a barrow wight. It uses all the creature's statistics and special abilities except as noted below.

**Size and Type:** The base creature's type changes to undead. As base creature

**Hit Dice:** Change to d12, and adjust hit points bonus for ability score modifications.

**Speed:** Same as the base creature but 5 ft. in daylight.

**Armor Class:** The barrow wight has +4 natural armor or the creature's natural armor, whichever is better, though it loses any manufactured armor bonuses.



**Base Attack:** A barrow wight has a base attack bonus equal to one-half its Hit Dice.

**Attack:** The barrow wight retains any natural attacks, and gains 2 natural claw attacks if it doesn't already have them, though it loses any attacks with manufactured weapons. Adjust retained natural attacks for ability score modifications.

**Damage:** Creatures without natural weapons gain 2 claw attacks based on the barrow wight's size category. If the creature already has claws that do more damage, the creature retains these, but adjusted for ability score modifications.

Size	Claw Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

**Special Attacks:** A barrow wight retains all of the special attacks of the base creature. Saves have a DC of  $10 + 1/2$  barrow wight's HD + barrow wight's Cha modifier. It also gains the following:

**Create Spawn (Su):** Any sentient creature with a soul and death rituals slain by a barrow wight's energy drain rises as a barrow wight the next night, as per this template. The new barrow wight is under the command of the barrow wight that created it and remains enslaved until its master's destruction as well as the destruction of every master in the direct line of creation back to the first master barrow wight of that line. Once the creator line of wights is destroyed, the wight spawn has free will. From that point on, every time the barrow wight uses its create spawn ability on a creature with a soul, it gains 1 HD and remains its original size.

**Energy Drain (Su):** Living creatures hit by a barrow wight's claw attack gain one negative level. For each negative level bestowed, the barrow wight gains 5 temporary hit points. A barrow wight can use its energy drain ability once per round.

**Special Qualities:** A ghoul retains all the special qualities of the base creature and receives those special qualities listed below.

**Damage Reduction 10/silver (Ex):** The barrow wight ignores 10 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.

**Fire Vulnerability (Ex):** A barrow wight takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

**Life Sense (Ex):** The barrow wight can sense the presence of any creature subject to its energy drain attack. One round of concentration reveals the presence of life forces within 30 feet of the wight. A second round of concentration reveals the general number and strength (Hit Dice) of the life forces. A third round of concentration reveals the exact position of the life forces.

**Nature Rejection (Ex):** The barrow wight's connection to the Negative Energy Plane is tangible to natural creatures within 200 feet of the wight, and they react accordingly. Animals and fey become agitated in the presence of barrow wights, often exhibiting fear reactions.

**Sunlight Vulnerability (Su):** A barrow wight's connection to the Negative Energy Plane is significantly impaired in sunlight. In sunlight, the wight's abilities are all effectively reduced to 1, its speed is reduced to 5 feet, and the wight can only take partial actions. The wight cannot use its energy drain ability in sunlight and loses its damage reduction but not its natural armor. Time spent in sunlight does not count for recovering for these barrow wights who are spellcasters.

**Turn Resistance (Ex):** A barrow wight has +3 turn resistance.

**Saves:** As base creature, modified by changes to abilities.

**Abilities:** As base creature, though an undead creature has no Constitution score.

**Skills:** Barrow wight class skills when advancing are Climb, Hide, Listen, Move Silently, Search, and Spot. Barrow wights otherwise use the skills of the base creature and also gain a +8 racial bonus on Move Silently checks.

**Feats:** As base creature.

**Environment:** Any land or underground.

**Organization:** Solitary, gang (1 barrow wight and 1-4 spawn), or pack (1 barrow wight and 5-10 spawn).

**Challenge Rating:** As the base creature +2.

**Treasure:** Varies from none to double standard.

**Alignment:** Usually chaotic evil.

**Advancement:** Special; see the create spawn ability.



## SAMPLE BARROW WIGHT

### Annis Hag Barrow Wight

**Large Undead**

**Hit Dice:** 7d12 (45 hp)

**Initiative:** +1

**Speed:** 40 ft.

**AC:** 20 (−1 size, +1 Dex, +10 natural)

**Base Attack/Grapple:** +3/+14

**Attack:** Claw +9 melee (1d6+7)

**Full Attack:** 2 claws +9 melee (1d6+7) and bite +4 melee (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Create spawn, energy drain, improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities

**Special Qualities:** Damage reduction 10/silver, darkvision 60 ft., fire vulnerability, life sense, nature rejection, SR 19, +3 turn resistance, undead traits

**Saves:** Fort +4, Ref +6, Will +6

**Abilities:** Str 25, Dex 12, Con —, Int 13, Wis 13, Cha 10

**Skills:** Bluff +8, Diplomacy +2, Hide +13, Intimidate +2, Listen +10, Spot +10

**Feats:** Alertness, Blind-Fight, Great Fortitude

**Environment:** Any land or underground

**Organization:** Solitary, gang (1 barrow wight and 1-4 spawn), or pack (1 barrow wight and 5-10 spawn)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** As undead creature

**Level Adjustment:** —

*Nearly eight feet tall, this spindly female humanoid has clearly been dead for some time. The crone's desiccated skin is wrapped tightly around the bone and an eerie gray haze plays about its eyes.*

This annis barrow wight, after several centuries, is finally freed of a master. The creature has taken to its old haunt in a cold marsh, spurning the company of other undead, and has established itself once again as a brigand commander. Calling herself Manx, the barrow wight has learned patience over the years as is willing to let months or years pass by before enacting a plan. But as slow as Manx is in plotting actions, she is all-too quick to react to danger or personal insult. Manx throws caution to the wind if a creature is obviously trying to hamper her plans. For example, the leader of the brigands was an obvious and immediate obstacle so she walked into his tent, dragged him from his bed, and slew him in front of the assembled band. Unsurprisingly, Manx's leadership has gone unchallenged ever since.

#### Combat

Though physically powerful, this undead hag does not favor simple assaults but tries to divide and confuse its foes before combat. Using either of its spell-like abilities can provide just enough of a distraction to slay a single enemy quickly before its companions can form a defense. If the annis barrow wight does manage to slay a creature during its surprise attack, it makes certain to throw the corpse's bits at its fellows before striking at them.

**Energy Drain (Su):** Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 13 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

**Improved Grab (Ex):** To use this ability, an annis barrow wight must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rake (Ex):** Attack bonus +9 melee, damage 1d6+7. An annis barrow wight can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis barrow wight that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

**Spell-Like Abilities:** Caster level 8th; 3/day - *disguise self*, *fog cloud*.

**Skills:** Barrow wights have a +8 racial bonus on Move Silently skill checks.

#### Treasure

Standard—Manx has a great deal of treasure but keeps a certain supply reserved for herself. That supply is what this treasure hoard details.

Banded agate (x3) [8 gp each]

Tourmaline (x3) [90 gp each]

Ring of jumping [2,500 gp]

606 gp

#### In Your Campaign

The obvious way to get PCs involved with Manx is to come into conflict with her brigand band. More than anything the former annis desired control of her own life. Being a barrow wight temporarily compromised that freedom but now she is back with a vengeance. Caravans passing anywhere near the wight's marsh must pay tribute or be destroyed. Investigating PCs must not only locate her lair but also fight through her fanatically loyal band of brigands (their loyalty is bought and paid for many times over thanks to the riches Manx has been able to gather).

For higher level campaigns, Manx may decide to make her brigand group more powerful by adding giants beneath her rule. However, the annis barrow wight knows that the local hill giant chieftain will not react well to dealing with an undead creature. So, she sends her trusted lieutenant to broker a deal. Can the PCs stop this political move by the annis' band or will interference incur not only Manx's anger but that of the giants as well?

