



“The Countess” © Alexandre Chaudret, accessed at his ArtStation page [here](#)

[I mentioned [before](#) that I read and enjoyed the Swords and Wizardry module *Castle Xyntillan*, and was going to run it in Pathfinder. That choice was motivated by familiarity—I’ve never run a Swords and Wizardry game, and my players have never played one. But that does mean that the large number of original monsters from the game will have to be converted, or replacements for them found. Oh darn.

These appear as “undead lords” and “undead ladies”, and differ in their S&W stats (which are very short stat-blocks) only in armament and morale. I figured I’d give them a unique ability, which they lack in the original.]

Necrotic Noble

CR ½ NE Undead

This humanoid corpse walks upright as if alive. They are clad in finery, their jewels and baubles a contrast to the decay of their flesh.

When a figure of temporal power, such as a king or hierophant, becomes undead, they may elevate their courtiers and sycophants to a similar, but diminished position without stripping them entirely of their will and intelligence. These are the necrotic nobles, who function much the same as they did in life, only with fewer limitations. No longer must they stop their balls and feasts for bodily functions, and now the flesh of sapient creatures is often on their menus.

Necrotic nobles tend to be as pampered and vain as they were when they were alive. They usually have minor responsibilities to tend to a selection of lesser undead, such as skeletons and zombies. Necrotic nobles typically view these lackeys with as much contempt as they did living servants. Necrotic nobles often dress themselves in finery and frippery. Some prefer to disguise their rotting bodies with wigs and makeup, whereas others embrace their dead status and exaggerate a macabre aesthetic. Despite their pretensions to sophistication, they are as bloodthirsty and cruel as most undead, and do not hesitate to tear into the living if they have the opportunity.

Necrotic Noble CR ½

XP 200

Variant juju zombie human aristocrat 1

NE Medium undead (augmented human)

Init +6; **Senses** darkvision 60 ft., Perception +4

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 9 (1d8+5)

Fort +2, **Ref** +2, **Will** +2

DR 5/magic and slashing; **Immune** cold, electricity, *magic missile*; **Resist** fire 10

Defensive Abilities channel resistance +4

Offense

Speed 30 ft.

Melee 2 claws +2 (1d4+1) or rapier +2 (1d6+1/18-20)

Statistics

Str 12, **Dex** 15, **Con** -, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 13

Feats Deceitful, Improved Initiative (B), Toughness (B), Weapon Finesse

Skills Bluff +8, Climb +9, Disguise +4, Intimidate +6, Perception +4, Perform (dance) +6, Sense Motive +4

Languages Common

SQ dead delegate

Ecology

Environment urban or underground

Organization solitary, pair, party (3-8) or gala (9-24)

Treasure NPC gear (rapier, signet ring, noble's outfit, other treasure)

Special Abilities

Dead Delegate (Su) When another creature creates undead by means of an *animate dead* or similar spell, it may appoint a willing necrotic noble within 30 feet as their controller instead of itself. A necrotic noble may control undead equal to 6 HD per HD of the necrotic noble.