

Lermos Daewolf

Male human oracle 11

LE Medium humanoid

Init +2; **Senses** Perception +0

Languages Common, Infernal

DEFENSE

AC 28, touch 14, flat-footed 26 (+8 armor, +2 deflection, +2 Dex, +2 natural, +4 shield)

hp 101 plus *false life* (11 HD)

Fort +8, **Ref** +7, **Will** +9; +4 vs. death effects, diseases, mind-affecting effects, poison, sleep effects, and stunning

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *conductive club* +11/+6 (1d6+4) or death's touch +10 touch (1d6+5 negative energy plus 3 bleed)

Ranged +1 *conductive club* +11 (1d6+4) or soul siphon +10 touch (1 negative level, cures 11 damage to you)

Special Attacks bleeding wounds 3, death's touch (10/day), raise the dead (2/day), soul siphon (2/day), undead servitude (10/day, Will DC 22 negates), voice of the grave –4 (11 rounds/day)

Oracle Spells Known (CL 11th; Concentration +21)

5th (5/day) – *mass cure light wounds*^B, *raise dead*^M, *slay living*^B, *summon monster V*

4th (7/day) – *blessing of fervor*^{APG}, *cure critical wounds*^B, *fear*^B, *giant vermin*, *inflict critical wounds*, *lesser planar ally*

3rd (8/day) – *animate dead*^B, *bestow curse*, *blindness/deafness*, *blood biography*^{APG}, *contagion*, *cure serious wounds*^B, *dispel magic*, *invisibility purge*

2nd (8/day) – *cure moderate wounds*^B, *death knell*, *desecrate*^M, *false life*^B, *hold person*, *minor image*, *resist energy*, *shatter*, *shield other*^F, *status*

1st (8/day) – *cause fear*^B, *command*, *cure light wounds*^B, *deathwatch*, *detect evil*, *detect good*, *detect undead*, *obscuring mist*, *sanctuary*

0 (at will) – *bleed*, *create water*, *detect magic*, *detect poison*, *ghost sound*, *guidance*, *light*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *spark*^{APG}, *stabilize*

Mystery bones

STATISTICS

Abilities Str 14 (+2), Dex 14 (+2), Con 16 (+3), Int 12 (+1), Wis 10 (+0), Cha 24 (+10); *circlet of persuasion*

Base Atk +8; **CMB** +10; **CMD** 22

Feats Command Undead^B, Craft Wondrous Item, Extra Revelation (4), Greater Spell Focus (necromancy), Spell Focus (necromancy)

Skills Bluff +24, Diplomacy +24, Intimidate +24, Knowledge (religion) +15, Spellcraft +15, Sense Motive +14; **Armor Check Penalty** –1 (+0 with climb and jump)

SQ haunted, near death +4, spirit walk (11 rounds, 1/day)

Combat Gear *animate dead* material components (500gp worth), *wand of cure light wounds* (50 charges), *wand of inflict light wounds* (50 charges); **Other Gear** +1 *conductive club*, +2 *heavy mithral shield*, +2 *mithral agile breastplate*, *amulet of natural armor* +2, *belt of mighty constitution* +2, bloody heavy horse skeleton steed (see below), bloody hill giant skeleton bodyguards (see below), *circlet of persuasion*, *cloak of resistance* +2, *headband of alluring charisma* +6, *ring of mind shielding*, *ring of protection* +2, tender (108gp, 5sp)

Encumbrance light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 22 lb. (excluding tender)



SPECIAL ABILITIES

- Bleeding Wounds (Su)** Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or the death's touch revelation), it begins to bleed, taking 3 points of damage each round. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.
- Death's Touch (Su)** You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- Haunted** Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction.
- Near Death (Su)** You gain a +4 insight bonus on saves against death effects, diseases, mind-affecting effects, poisons, sleep effects, and stunning.
- Raise the Dead (Su)** Twice per day, you can summon a single skeleton, bloody skeleton, zombie, or fast zombie to serve you as a standard action. The undead creature has a number of Hit Dice equal to your oracle level. It remains for a number of rounds equal to your Charisma modifier.
- Soul Siphon (Su)** As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability twice per day.
- Spirit Walk (Su)** Once per day as a standard action, you can become incorporeal and invisible. While in this form, you can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action.
- Undead Servitude (Su)** You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.
- Voice of the Grave (Su)** You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. The dead creature takes a –4 penalty on its Will save to resist this effect.

Bloody Hill Giant Skeleton Bodyguard

NE Large Undead

Init +4; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 27, touch 9, flat-footed 27 (+7 armor, +11 natural, -1 size)

hp 65 (10 HD); **Fast Healing** 5

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft. (6 squares), 40 ft. without armor

Melee +1 *longspear* +14/+9 (2d6+11/×3) or
2 slams +13 (1d8+7) or
2 claws +13 (1d6+7)

Ranged by weapon +6

Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)

STATISTICS

Abilities Str 25 (+7), Dex 10 (+0), Con -, Int -, Wis 10 (+0), Cha 14 (+2)

Base Atk +7; **CMB** +15; **CMD** 25

Feats Improved Initiative^B

Skills Stealth -7; **Armor Check Penalty** -3

SQ deathless

Gear +1 *breastplate*, +1 *longspear*, *hat of disguise*

Encumbrance light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 66 lb.

SPECIAL ABILITIES

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it reanimates 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.



Bloody Heavy Horse Skeleton Steed

NE Large Undead

Init +9; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 armor, +5 Dex, +4 natural, -1 size)

hp 13 (2 HD); **Fast Healing** 1

Fort +2, **Ref** +5, **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 50 ft. (10 squares)

Melee bite +5 (1d4+5) and
2 hooves +5 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 20 (+5), Dex 20 (+5), Con -, Int -, Wis 10 (+0), Cha 14 (+2)

Base Atk +1; **CMB** +7; **CMD** 22 (26 vs. overrun and trip)

Feats Improved Initiative^B

Skills Acrobatics +5 (+13 when jumping), Stealth -1

SQ deathless

Gear +1 *mithral shirt barding*, bit and bridle, *hat of disguise*, military saddle, saddlebags

Encumbrance light 399 lb., medium 798 lb., heavy 1,200 lb.; **Weight Carried** 89 lb.

SPECIAL ABILITIES

Deathless (Su) As above.

