

Thralls of the Flesh

CREATING A Thrall of the Flesh

"Thralls of the Flesh" is an acquired template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It also gains the augmented subtype of the base creature. It uses all the base creature's statistics and special abilities except as noted here.



Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s.

Speed: increase all base speeds by 10 feet due to influx of positive energy
Armor Class: Natural armor bonus changes to a number based on the Thrall of the Flesh's size:

Tiny or smaller	+2
Small	+3
Medium or Large	+4
Huge	+5
Gargantuan	+10
Colossal	+20

Attacks: A Thrall of the Flesh retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A creature with hands gains one claw attack per hand; and one bite attack if it has a mouth, the skeleton can strike with each of its claw attacks at its full attack bonus. A Thrall of the Flesh's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw and bite attack deals damage depending on the Thrall of the Flesh's size. (If the base creature already had claw attacks with its hands and bite attack with a mouth, use the Thralls of the Flesh claw damage or bite damage only if it's better.)

Size, claw bite

Diminutive or Fine	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

Special Attacks: A Thralls of the Flesh retains none of the base creature's special attacks but gains the following special attacks:

Frenzied Attack (Ex): Thralls of the Flesh enter a berserk rage when they spot a potential victim. Their frenzy is identical to a Barbarian's Rage ability of the same level. Thralls can maintain this state for up to 4 rounds. Thralls do not suffer exhaustion after the rage passes, but cannot use this ability again for 1 hour afterwards.

Positive Energy Damage (Su): The positive energy animating the Thralls surges forth when they attack their victims, tearing through their bodies. A successful full attack by a Thrall inflicts additional positive energy damage equal to the creature's claw attack (medium +1d6, large +1d8, etc.) on the target. With living creatures, this 'damage' will actually heal wounds inflicted by the Thralls in combat. However, if the creature in question exceeds its normal Hit Points, they must immediately make a Fortitude save (DC 15 + the amount of damage inflicted that round) or suffer 1d6 Intelligence damage. Creatures reduced to 0 Int by the Thralls die, rising as Thralls within 1d3 rounds. Alternately, the DM may elect to roll on the Random Mutation Table for Region I.

Positive Energy Surge (Su): Instead of making a full attack against a target, the Thralls may unleash a burst of positive energy in a 10' radius, inflicting 4d6 positive energy damage (DC 15 for 1/2 damage). This damage functions the same as the normal positive energy damage of the Thralls' attack, including the random mutations spawned by the influx of positive energy.

Special Qualities: A Thrall of flesh loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A thrall of flesh gains the following special qualities.

Evasion (Ex): The positive energy animating Thralls of the Flesh grants them almost supernatural alacrity. The Evasion ability of thralls is the same as that of a 2nd level Rogue.

Fast Healing (Ex): Thralls of the Flesh recover 2 Hit Points per round unless destroyed.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.
Abilities: A thrall of the flesh's Strength Dexterity increases by +4, it has no Constitution score, its Int changes to 5, and its Wisdom and Charisma changes to 10.

Skills: recalculate the creature's skill points, the creature has spot and listen as class skills.

Feats: reassign all feat choices.

Environment: Any Underground, usually same as base creature.

Organization: Solitary, mob (2-4), pack (5-10)

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice Challenge Rating

½	1
1	2
2–3	3
4–5	4
6–7	5
8–9	6
10–11	7
12–14	8
15–17	9
18–20	10

Treasure: None.

Alignment: Always chaotic neutral.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

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Based on an idea by Jim Hague