

Ghoul of the Scourge

A ghoul is a person transformed into a monster by the undead plague. Others are those raised with the Create Undead spell.

The Ghoul Template Class

Level	CR	Special
1st	+1	Str +2, Int -2, Cha -2, natural armor increase +2, bite, ghoul skills +2, ghoul frenzy, scent
2nd	+1	Str +2, Dex +2, Int -2, Cha -2, 2 claws, paralyzing touch, cannibalize, undeath

Ghoul Template Class Features

Ability Score Changes: Upon the beginning of the transformation, the ghoul becomes stronger, but its mind starts receding into an animalistic state (represented by the Strength increase and Intelligence and Charisma decreases). At 2nd level, the change is complete, granting the ghoul greater strength and speed but total animalistic regression (represented by the Strength and Dexterity increases and the Intelligence and Charisma decreases).

Natural Armor Increase: A ghoul's hide becomes tough, increasing natural armor by +2. If the ghoul did not previously have natural armor, then it gains natural armor +2.

Bite: At 1st level, the ghoul gains a bite attack, if he does not already have one, dealing damage below:

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Ghoul Skills: A ghoul gains a +2 racial bonus to Balance, Climb, Jump, Listen, Move Silently, and Spot checks. This bonus increases to +4 at 2nd level.

Ghoul Frenzy (Ex): Three times per day, a ghoul of the Scourge can fly into a blood frenzy that increases its combat potential significantly. When it does this, it gains phenomenal strength and speed, but it becomes reckless. The ghoul temporarily gains an additional melee attack at $\frac{1}{2}$ its highest melee attack modifier, as well as a +4 bonus to Strength. Yet the ghoul also suffers a -2 penalty to its armor class, as it is no longer using any type of strategy. This effect lasts for 10 rounds.

Scent (Ex): The ghoul can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Paralyzing Touch (Su): At 2nd level, those hit by a ghoul's bite or claw attack must succeed at a DC 14 Fortitude save or be paralyzed for 1d2+2 minutes.

Claw: At 2nd level, the ghoul gains two claw attacks, if he does not already have one, dealing damage below:



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

Cannibalize (Ex): At 2nd level, a ghoul of the Scourge can regain 1 hit point per point of damage inflicted with its bite attack, up to its normal maximum. Furthermore, each time a ghoul of the Scourge devours a victim the same size as itself, it regains all of its hit points and its maximum hit points increase by 1 per Hit Dice/Level. This bonus decreases at a rate of 1 hit point per HD/Level per month. The ghoul does not need to have killed the victim, but must eat the victim within 20 minutes of death. Only humanoids, monstrous humanoids, giants, and magical beasts can empower a ghoul of the Scourge this way.

A DM may choose to limit the character to a certain amount of bodies eaten, to keep in balance with others. A good rule is that a ghoul may devour a number of bodies equal to (its level – six hit dice), allowing it to have hit points alongside other party members.

Undeath: At 2nd level, the ghoul's transformation into an undead monster is complete. Her type changes to "undead (augmented humanoid)," and she gains all the normal benefits and drawbacks that go with that type. She no longer has a Constitution score, so she loses any Constitution bonus or penalty to hit points, saving throws, and skill checks, though she uses her Charisma score for Concentration checks. She also becomes immune to many attacks (including critical hits and sneak attacks), but she is subject to turn or rebuke undead attempts and is immediately destroyed if brought to 0 or fewer hit points. All of her Hit Dice (current and future) increase to d12s. (Rather than rerolling all her Hit

Dice, just add 4 hp for every d4 she previously had, 3 hp for every d6, 2 hp for every d8, and 1 hp for every d10). A ghoul of the Scourge may have no more than 6 Hit Dice (+1 for every size category above medium), though they still may advance in classes normally. Ghouls may temporarily gain additional hit points from devouring the bodies of dead victims (see Cannibalize).

Familiars and animal companions have the normal reaction to the character's death. If such a companion encounters her as a ghoul, it feels uncomfortable around her and refuses to continue its former association with her.

Lich (Independent)

The lich template class has two special requirements. First, the base character must have the Craft Wondrous Item feat so that she can make a phylactery to hold her life force. The would-be lich must craft her phylactery over time, as described below. Second, she must be able to cast spells at a caster level of 11th or higher. It is this power, coupled with the knowledge of the process required, that allows the transformation to occur.

Lich Template Class Features

All of the following are class features of the lich template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted. These changes are cumulative. At first, a would-be lich gains an intellectual understanding of the process necessary to become a lich and picks up a bit more later (represented by the Intelligence increases at 1st and 4th levels). Then she gains the ability to move a bit quicker than the average person (represented by the Dexterity increase at 2nd level). Finally, she gains a surge of confidence as the process is completed (represented by the Charisma increase at 5th level).



The Lich Template Class

Class Level	CR	Special
1st	+0	Int +2, natural armor +1, lich skills +2, damaging touch 1d6+5, paralyzing touch (1d4 rounds), resistances (cold 5, electricity 5, fire 5), lich bonus feat (alertness), dark vision 10', fast healing 1
2nd	+1	Dex +2, Natural armor +2, lich skills +4, damage reduction 5/bludgeoning and magic, damaging touch (1d8+5), fear aura (10-ft. radius), fortification (light), paralyzing touch (1d4 minutes), phylactery (1st stage), resistances (cold 10, electricity 10, fire 10), darkvision 15'
3rd	+2	Natural armor +3, lich skills +6, damage reduction 10/bludgeoning and magic, fear aura (30-ft. radius), fortification (moderate), paralyzing touch (1d4 hours), phylactery (2nd stage), resistances (cold 20, electricity 20, fire 20), darkvision 30', fast healing 2, animate minions (lesser)
4th	+2	Int +2, natural armor +4, lich skills +8, damage reduction 15/bludgeoning and magic, fear aura (60-ft. radius), fortification (heavy), resistances (cold 30, electricity 30, fire 30), paralyzing touch (permanent), phylactery (3rd stage), darkvision 60'
5th	+3	Cha +2, natural armor +5, rebuke living, drain mana, darkvision 80', immunities (cold, electricity, fire, polymorph), animate minions (greater), fast healing 4, turn resistance +4, phylactery (4th stage), undeath

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Natural Armor Replacement: At each level of the lich template class, the character uses either her existing natural armor bonus or the value given in Table SP-12, whichever is greater. A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would become +1 at 1st level, +2 at 2nd level, +3 at 3rd level, +4 at 4th level, and +5 at 5th level.

For example, a jungle troll normally has a +1 natural armor bonus. Thus, a jungle troll wizard 11 who chose to become a lich would gain no benefit from this ability until she attained 3rd level in the template class, since only then does the natural armor bonus granted by the template surpass that granted by her race.

Any item or effect that provides an enhancement bonus to natural armor functions normally for a lich -- that is, its bonus is added to the lich's base natural armor bonus. Thus, an *amulet of natural armor* +2 would give a bugbear wizard 11/lich 1 a total natural armor bonus of +5 (+3 base for bugbear, +2 from the amulet). That same bugbear as a wizard 11/lich 4 would have a natural armor bonus of +7 (+5 from the template class and +2 from the amulet).

Lich Skills: At 1st level, a lich gains a +2 racial bonus on Listen, Search, Sense Motive, and Spot checks. This bonus increases to +4 at 2nd level, to +6 at 3rd level, and to +8 at 4th level.

Lich Bonus Feat: At 1st level, a lich gains Alertness as a bonus feat.

Damaging Touch (Su): At 1st level, a lich's touch deals 1d6+5 points of negative energy damage to any living target. A Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves this damage. A lich who attacks with a natural weapon may deal this damage in addition to the normal damage for that attack. When the lich reaches 2nd level, the damage for her touch increases to 1d8+5 points.

Paralyzing Touch (Su): Any living creature hit by a lich's touch attack must succeed on a Fortitude save (DC 10 + 1/2 lich's HD + lich's Cha modifier) or be paralyzed for 1d4 rounds. A lich who attacks with a natural weapon may deal this damage in addition to the normal damage for that attack.

When the lich reaches 2nd level, the damage for her touch increases to 1d8+5 points.

Paralyzing Touch (Su): Any living creature hit by a lich's touch attack must succeed on a Fortitude save (DC 10 + 1/2 lich's HD + lich's Cha modifier) or be paralyzed for 1d4 rounds. A lich who attacks with a natural weapon may deal this damage in addition to the normal damage for that attack. *Remove paralysis* or any effect that can remove a curse frees the victim, but the effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful DC 20 Spot check or DC 15 Heal check reveals that the victim is still alive.

At 2nd level, the duration of this effect increases to 1d4 minutes. At 3rd level, the duration increases to 1d4 hours. At 4th level, the effect is permanent until removed.

Resistances (Ex): At 1st level, a lich gains resistance to cold 5, electricity 5, and fire 5. Each of these resistances increases to 10 at 2nd level, to 20 at 3rd level, and to 30 at 4th level.

Darkvision (Ex): A lich's eyes become accustomed to seeing in the dark. At 1st level, a lich gains darkvision 10'. This darkvision increases to 15' at 2nd level, 30' at 3rd level, 60' at 4th level, and 80' at 5th level.

Fast Healing (Su): At 1st level, a lich heals 1 point of damage each round, so long as she has at least 1 hit point. This increases to 2 hit points per round at 3rd level, and 4 hit points per round at 5th level.

Damage Reduction (Su): At 2nd level, a lich gains damage reduction 5/bludgeoning and magic. Her natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. Her damage reduction increases to 10/bludgeoning and magic at 3rd level and to 15/bludgeoning and magic at 4th level.

Fear Aura (Su): Beginning at 2nd level, a lich is shrouded in a dreadful aura of death and evil. Any creature in a 10-foot radius that looks at her must make a Will save if it is within 10 feet of her and has fewer than 5 HD. Failure means the creature is affected as though by a *fear* spell (caster level equals lich's character level). A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. The lich can negate the effect of her aura by concealing all of her withered flesh and hiding her glowing eyes, usually by means of clothing that covers her entire body coupled with some sort of deep cowed cloak or visored

helmet.

The radius of this effect expands to 30 feet at 3rd level and to 60 feet at 4th level.

Fortification (Ex): When a lich attains 2nd level, her internal organs begin to shut down as she continues her metamorphosis into an undead creature and starts to transfer her life energy into her phylactery. Thus, she is treated as if she had the light fortification armor property (25% chance for any critical hit or sneak attack against her to become a normal attack). If she has any version of the fortification special ability from another source (such as a spell or magic item), use the better value. At 3rd level, she is treated as if she had moderate fortification (50% chance for any critical hit or sneak attack against her to become a normal attack). At 4th level, she is treated as if she has heavy fortification (immune to critical hits or sneak attacks).

Phylactery: To complete her transformation to a lich, the character must create a phylactery using the Craft Wondrous Item feat. The phylactery is crafted in three stages, and the lich transfers a bit more of her life force to it at each stage. It does not, however, grant her any of the normal benefits of a phylactery until it is fully completed.

Paying the cost of each stage of its construction is a prerequisite for the corresponding level in the lich template class. Thus, to take the 2nd level in this class, the lich must invest 30,000 gp and 1,200 XP in her phylactery. She must spend the same amount again to take the 3rd level, once again to take the 4th level, and one last time at 5th level (for a total investment of 120,000 gp and 4,800 XP). She can complete the phylactery early if she wishes, though doing so does not grant her any additional abilities until she takes the appropriate levels in the template class.

For the purpose of determining item saving throws, the phylactery has a caster level equal to that of the lich at the time she completed the most recent stage of work. For example, if a human wizard 11/lich 1 crafts the first stage of her phylactery, it is caster level 11th. She gains three more wizard levels before finishing the second stage of construction, giving it caster level 14th. At that point, she takes the 2nd level of the template class. She then takes one more

level of wizard and completes the phylactery, which is thereafter caster level 15th.

The most common physical form for a phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is a Tiny object with 40 hit points, hardness 20, and a break DC of 40. Other kinds of phylacteries can also exist, such as rings, amulets, or similar items.

Once the phylactery has been completed, the lich can avoid permanent destruction as long as her phylactery survives. If she dies or is destroyed, she reappears 1d10 days after her old body's death. She gains her new physical form by grafting her undead spirit to a humanoid corpse, mindless undead, or some weak-minded creature within a few miles of her phylactery. The new body has all the abilities and powers of her old one, though any items she used to carry are lost (probably taken by those who slew her old body). Likewise, any spells or effects bound to her old body with *permanency* do not spontaneously appear on her new one. Most liches who recover from death spend a year or more tracking down their items and learning more about their attackers, and it is not unusual for a lich to wait decades before exacting her revenge.

If the phylactery is destroyed while the lich is still active in a body, her undead life force automatically joins that body. She takes no penalties of any kind for that joining, but without a phylactery, she cannot recover if her body is subsequently destroyed. She may create a new phylactery to replace a lost one if she has the time and resources to do so.

Animate Minions (Su): At 3rd level, the lich can control a number of undead creatures in HD equal to its casting level. If the lich exceeds this amount, any excess undead become uncontrolled, but may not attack or impede the lich or its minions.

At 5th level, the lich may control 5 HD worth of undead creatures per casting level.

Turn Resistance (Ex): At 5th level, a lich gains +4 turn resistance. She is treated as an undead with 4 more Hit Dice than she actually has for the purpose of turn, rebuke, command, or bolster attempts.

Immunities (Ex): A 5th-level lich is immune to cold, electricity, fire, and polymorph, though she can still use *polymorph* effects on herself.

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Rebuke Living (Su): At 5th level, the lich may channel negative energy to rebuke (awe) creatures of non-evil alignment. The lich makes the equivalent of a turn check. Living creatures of the appropriate level are rebuked and must cower as if in awe (attack rolls against that creature are at +2 bonus). This effect lasts 10 rounds.

Drain Mana (Su): At 5th level, a lich can drain spell levels or spell slots from a target as per the mana burn spell a number of times per day equal to its Wisdom bonus (see Chapter Four: Magic in the Warcraft RPG).

Undeath: Upon reaching 5th level, the lich becomes fully undead. Her type changes to undead, and she gains all the normal benefits and drawbacks that go with that type. She no longer has a Constitution score, so she loses any Constitution bonus or penalty to hit points, saving throws, and skills. She also becomes immune to many attacks (including critical hits and sneak attacks, rendering her fortification ability redundant), but she is subject to turn and rebuke attempts and is immediately destroyed if brought to 0 or fewer hit points (though her phylactery prevents "permanent" destruction). All of her Hit Dice (current and future) increase to d12s. (Rather than rerolling all her Hit Dice, just add 4 hit points for every d4 she previously had, 3 hp for every d6, 2 hp for every d8, and 1 hp for every d10.) In addition, her alignment immediately changes to evil if it was not already.

A lich priest becomes an acolyte of equal level to her priest levels. Likewise, a lich healer who could previously spontaneously cast cure spells can now do so with inflict spells, and now has Evil Touch instead of Healing Touch.

Upon gaining the undead template, a lich sorcerer or wizard is shunned by her familiar unless it is a bat or rat, but she can acquire a bat or rat familiar to replace her previous one in the usual way. Furthermore, she loses all ranks in Handle Animal and Ride when dealing with normal animals, as well as the Wild Empathy class feature, since animals instinctively hate the undead.