

# ΑΝΚΗΟΛΙΑΝ ΎΠΔΕΑΔ

## LARGE ΎΠΔΕΑΔ



Ankholian undead are the result of imbuing standard undead with the properties of a fireshadow. All ankholian undead can be spotted by the eerie green glow of their bones that manages to shine even through flesh, casting a slight pale-green illumination all about the creature. In addition to the light provided by the glowing green bones, the undead creature is sheathed in an aura of heat so great that it burns anything that come in contact with it. Those who fight ankholian undead often prepare against fire, and are in for a surprise when the monster unleashes its breath weapon that—despite a resemblance to green flame—deals cold damage.

Texts found in the libraries of the Towers of High Sorcery at Wayreth say that the ankholian undead first arose early on during the Age of Might when a wizard named Ankholus attempted to create a fireshadow. These texts state that Ankholus, though powerful, had a limited understanding of planar entities and assumed that the fireshadow was an undead creature that could be easily recreated. The fate of Ankholus was never made clear, though the texts speculate that he, too, succumbed to an ankholian form of undeath as a lich.

Ankholian undead speak any languages used by their standard undead counterparts.

### SAMPLE ΑΝΚΗΟΛΙΑΝ ΎΠΔΕΑΔ

*The creature is a shambling, half-rotten corpse of something that has the body of a large bear but the eyes and beak of an owl. A strange green glow radiates*

BESTIARY OF ΚΡΥΠΤ

*from beneath its fur and exposed bones.*

Here is an example of an ankholian undead that uses an owlbear zombie as the base creature.

#### COMBAT

Ankholian owlbear zombies attack mindlessly, combining the use of their breath weapon with other attacks at random. The Reflex save against this ankholian owlbear's contaminate undead has a DC of 12.

**Breath Weapon (Su):** 30-ft. cone, damage 6d8 cold, Reflex DC 12 half. Usable once per minute.

**Single Actions Only (Ex):** Ankholian owlbear zombies have poor reflexes and can perform only a single move action or attack action each round. An ankholian owlbear zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

#### CREATING ΑΝΚΗΟΛΙΑΝ ΎΠΔΕΑΔ

"Ankholian undead" is an acquired template that can be added to any corporeal undead creature (referred to hereafter as the base creature).

An ankholian undead uses all the base creature's statistics and special abilities as noted.

**Size and Type:** Size and type remain unchanged.

**Armor Class:** The base creature's natural armor bonus improves by +2.

**Special Attacks:** An ankholian undead retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the ankholian undead's HD + ankholian undead's Cha modifier unless otherwise noted.

~**Breath Weapon (Su):** Ankholian undead gain the ability to breathe a 30-ft. cone of green flame that deals 6d8 points of cold damage. Creatures take half damage on a successful Reflex save. This ability is usable once every minute.

~**Contaminate Undead (Su):** The breath weapon and heat aura of an ankholian undead also affects other undead in a unique way. When damaged by an ankholian undead's breath weapon or heat, corporeal undead creatures must succeed at a Reflex save or gain the ankholian undead template.

~**Create Spawn (Su):** Any living creature slain by an ankholian undead becomes an ankholian undead zombie in 1d4 rounds. Spawn are under the command of the ankholian undead that created them and remain enslaved until its death, unless the creator itself is a mindless creature.

~**Heat (Ex):** An ankholian undead's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the

creature succeeds on a natural attack. Creatures attacking an ankhlian undead unarmed or with natural weapons take this same fire damage each time one of their attack hits.

**Special Qualities:** An ankhlian undead retains all the special qualities of the base creature and gains immunity to cold and fire.

ΑΠΚΗΛΙΑΝ OWLBEAR ZOMBIE, LARGE UNDEAD

Hit Dice	10d12+3 (68 hp)
Initiative	+0
Speed	30 ft. (6 squares; can't run)
Armor Class	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple	+5/+17
Attack	Bite +12 melee (1d8+8 plus 1d8 fire) or slam +12 melee (1d8+8 plus 1d8 fire)
Full Attack	Bite +12 melee (1d8+8 plus 1d8 fire) or slam +12 melee (1d8+8 plus 1d8 fire)
Space/Reach	10 ft. /5 ft.
Special Attacks	Breath weapon, contaminate undead, create spawn, heat
Special Qualities	Damage reduction 5/slash-ing, darkvision 60-ft., immunity to cold and fire, single actions only, undead traits
Saves	Fort +3, Ref +3, Will +7

**Abilities:** Increase from the base creature as follows: Str +4, Cha +4

**Challenge Rating:** Same as the base creature +2 (minimum 3).

**Alignment:** Any evil

**Level Adjustment:** Same as the base creature +3.

Abilities	Str 27, Dex 10, Con -, Int -, Wis 10, Cha 5
Skills	-
Feats	Toughness
Environment	Any
Organization	Any
Challenge Rating	5
Treasure	None
Alignment	Always neutral evil
Advancement	None
Level Adjustment	-





# BESTIARY OF KRYNN

BY CAM BANKS & ANDRÉ LA ROCHE

## ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.  
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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