WRAITH, DESERT

Medium-Size Undead
Hit Dice: 6d12 (39 hp)
Initiative: +2 (Dex)
Speed: 20 ft (40 ft in jackal form)
AC: 18 (+2 Dex, +6 natural)
Attacks: Touch +5 melee; or bite +5 melee (in jackal form)
Damage: Touch 1d4+2 and energy drain; bite 1d6+2
Face/Reach: 5 ft by 5 ft/ 5 ft
Special Attacks: Energy drain, create spawn
Special Qualities: Undead, damage reduction 10/+1, SR 17, alternate form, +1 turn resistance, darkvision 60 ft, sunlight vulnerability
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 14, Dex 14, Con ---, Int 7, Wis 13, Cha 13
Skills: Hide +12, Listen +10, Move Silently +15, Spot +10
Feats: Blind-Fight

Climate/Terrain: Temperate and warm desert
Organization: Solitary or pack (1-3)
Activity Cycle: Night
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-18 HD (Medium-Size)

The desert wraith is a desiccated corpse, animated through a small portion of the malevolent spirit of the skriaxit that killed it. These creatures are called wraiths, but other than being energy draining undead, they have little in common with the creatures commonly known as wraiths. They can appear in a humanoid form, or in the form of a jackal.

Desert wraiths, like most undead, seek to kill any living creatures they meet. These undead are totally evil, and exist only to feed on the life energy of the living. They lair in barrows in the sand that they dig themselves. They spend the daylight hours under the sand, and often wait there to spring out when prey approaches.

COMBAT

Despite its low intelligence, the desert wraith is very cunning and likes to use traps to catch prey unawares. They prefer to charge at opponents in jackal form, then switch to humanoid form to attack. Exposure to sunlight destroys a desert wraith instantly and utterly.

Energy Drain (Su): Living creatures hit by a desert wraith’s touch attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a desert wraith’s energy drain attack becomes a zombie within 48 hours, even if raised from the dead, though this can be prevented if the body is washed in holy water.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Alternate Form (Su): A desert wraith can assume the shape of a jackal as a standard action. It remains in this form until it chooses to resume its humanoid form. A change in form cannot be dispelled, nor does the desert wraith revert to its natural form when killed. A true seeing spell, however reveals its natural form if it is in jackal form.

Sunlight Vulnerability (Ex): Exposing a desert wraith to direct sunlight (not light from a daylight spell or the like) instantly slays it if it cannot escape.