PSEUDO-UNDEAD (template)

Pseudo-undead are humanoids that have evolved to appear physically similar to undead creatures. To all of the normal five senses, these beings appear to be the undead creature they resemble. They behave in the same manner as undead, and are moderately dangerous to those unprepared. These beings are not actually undead, do not have the powers of undead, and do not associate with true undead. They are never met in the day, as despite the fact that sunlight does not harm them, they find it intolerable all the same.

These humanoids benefit from a deception that makes other beings frightened of them, for powers that they do not have. They are also safe from clerical turning, as well as any magic designed to work against undead, and they have no connection to the Negative Energy plane. They are often found working among evil humans and humanoids, where they interbreed and add to the general menace of groups of evil characters such as bandits.

CREATING A PSEUDO-UNDEAD

"Pseudo-undead" is a template that can be added to any undead creature with an Intelligence score of 4 or more (referred to hereafter as the "base creature"). The creature's type changes to "humanoid." It uses all the base creature's statistics except as noted here. All supernatural powers are lost, and some extraordinary powers are lost as well.

The most common types of pseudo-undead are pseudo-ghouls, ghasts, wights, wraiths, specters, and vampires. Note that due to body construction, some types of undead are not well suited to be used as pseudo-undead. Undead types with a greatly decomposed or rotten appearance (lich, mohrg) or a very alien form (allip, bodak, devourer, nightshade) may not be very suitable as pseudo-undead creatures.

Hit Dice: Decrease to d8. The creature gains bonus hit points from its Constitution score.
Speed: Same as the base creature. If the base creature could fly, its flight speed is lost, and the creature appears to be flying when it walks.
AC: Same as the base creature. If the base creature was incorporeal, its deflection bonus is doubled and transferred to natural armor.
Attacks: Same as the base creature. If the base creature had an incorporeal touch, this becomes a slam attack that causes the same amount of damage. Pseudo-undead may use weapons, but usually do not, to maintain their deception of being undead.

Damage: Same as the base creature.
Special Attacks: All supernatural attacks and some extraordinary attacks are lost (including paralysis, create spawn, energy drain or ability drain).
Pseudovampires have the blood drain ability, but the Constitution damage is temporary instead of permanent. Psuedoghasts retain their stench attack.

Special Qualities: All supernatural qualities and some extraordinary qualities are lost (including spell resistance, damage reduction, turn resistance, unnatural aura, and the undead and incorporeal type modifiers). The creature retains darkvision at 60 feet.
Abilities: Same as the base creature. The creature gains a Constitution score, which is 10 + the base creature's HD. If the base creature was incorporeal, it gains a Strength score, which is 10 + 1/2 the base creature's HD.
Skills: A pseudo-undead has 6 skill points, plus its Intelligence modifier, plus 1 skill point per extra Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. The creature retains any racial bonus to skills that the base creature had.
Feats: Pseudo-undead have one feat for every four levels or the base creature's total of feats, whichever is greater. The creature retains any bonus feats that the base creature had.
Climate/Terrain: Any land and underground
Organization: Same as the base creature.
Challenge Rating: 1/2 of the base creature, rounding down.
Treasure: Standard
Alignment: Always neutral evil
Advancement: Same as the base creature, or by character class.

SAMPLE PSEUDO-UNDEAD

This example uses a standard wight as the base creature.

PSEUDO-UNDEAD WIGHT
Medium-Size Humanoid
Hit Dice: 4d8+8 (26 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 15 (+1 Dex, +4 natural)
Attacks: Slam +4 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Darkvision 60 ft
Saves: Fort +3, Ref +5, Will +2
Abilities:
Str 12, Dex 12, Con 14, Int 11, Wis 13, Cha 15
Skills:
Hide +4, Listen +4, Move Silently +9, Spot +4
Feats: Alertness, Blind-Fight
Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or pack (6-11)
Activity Cycle: Any
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium-size) or by character class

Pseudo-undead wights appear identical to actual wights, having the same sort of twisted, wild appearance.

COMBAT
Pseudo-undead wights hammer with their fists, using their appearance to frighten opponents into backing down, for fear of energy drain.

Skills: Pseudo-undead wights receive a +8 racial bonus to Move Silently checks.