

Monster Focus

Gravelings



A Minotaur Games Supplement
By Jason Bulmahn



Monster Focus: Gravelings

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Necromancy is a dangerous art to master. Such black magic tampers with the forces of life and death and the resulting creations are usually lethal. While many are reckless in their pursuit of power, those that start off cautiously often create gravelings. These tiny undead creatures are little more than a collection of dead flesh held together by simple stitches, and animated with the most rudimentary of skills.

This supplement presents all of the rules you need to add gravelings to your game, including tools for player characters, who want to create a graveling of their own, as well as new rules for Game Masters, such as magic items, monster statistics, and adventure hooks.

SKILLS

Characters attempting to gather information about gravelings must make a Knowledge (religion) skill check.

DC Information

- 5 This creature is a graveling, a lesser form of undead.
- 10 Due to the weak magic that binds them, gravelings can sometimes avoid the effects of holy power.
- 15 A gravelings bite gives shivers to the living which can cause an unsteady hand and weaken resolve.

FEATS

The following feats can be taken by necromancers to give them a graveling familiar.

Graveling Familiar

Your familiar is a wretched undead thing called a graveling.

Prerequisite: Arcane bond class feature.

Benefit: You can select a graveling as a familiar. A graveling's special ability that it grants to its master is a +2 bonus on Fortitude saving throws. In addition, you may add *animate graveling* to your spellbook (at no cost) or list of spells known (if you cast spontaneously). If your graveling familiar is destroyed, you can create a new one using *animate graveling* and designate it as you familiar. This does not take the usual 8 hours and you do not need to wait one week. Your familiar does not count against the total number of Hit Dice of undead you can control. Your graveling familiar is immune to Command Undead, *control undead*, and other similar effects.

Graveling Master

You are served by a swarm of gravelings.

Prerequisite: Arcane bond class feature, Graveling Familiar, Spell Focus (necromancy).

Benefit: You can have a number of graveling familiars equal to 1/2 your caster level in the class that grants you the arcane bond class feature. As long as you have more than one graveling familiar, you are treated as 1/2 your class level for any abilities possessed by your graveling familiars (except for Hit Dice, hit points, attacks, saving throws, and skills). The ability to share spells and deliver touch spells only applies to one of your familiars, decided each time you cast such a spell. If any of these familiars are destroyed, you can replace it as you could any graveling familiar.

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Alchemical Items	Cost	Weight	Craft DC
Graveling Wing	100 gp	—	16
Rot Snack	15 gp	1/2 lb.	15

ALCHEMICAL ITEMS

Those seeking to create undead have a few alchemical items they can use to enhance their creations, giving them wings or healing them with a tasty rotting snack.

This section also presents a new type of item made through alchemy that can enhance spells if used as a spell component. These alchemical components are always consumed when casting the spell that they enhance and no more than one such component can be used in the casting of a single spell. The DC to craft an alchemical component is equal to 15 + the level of the spell that the component modifies (this DC is included in the table). While alchemical components are crafted using parts from various creatures, their cost comes from other rare ingredients and reagents.

Graveling Wing: This alchemical component is made from the shriveled black wings of a dead bat. If used in the creation of a graveling with *animate graveling*, the creature gains a fly speed of 10 feet with a maneuverability of clumsy. This causes the graveling to lose its channel evasion ability and its base land speed is reduced to 20 feet. A graveling with wings can still be taken as a familiar.

Rot Snack: Made from choice bits of rotting flesh and necromantic unguents, these tiny morsels help heal the wounds of an undead creature. Consuming a rot snack is a standard action that heals an undead creature of 1 point of damage. Rot snacks cannot heal more than three points of damage per hour. If a living creature eats a rot snack, it must make a DC 11 Fortitude saving throw or be sickened for 10 minutes.



SPELLS

The ability to animate flesh is one of the first skills that a necromancer learns to master. The following spells allow a necromancer to animate gravelings to do their bidding.

Animate Graveling

School necromancy [evil]; **Level** antipaladin 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (an onyx gemstone worth 25 gp per graveling created)

Range touch

Target one or more lumps of flesh touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like *animate dead*, but it causes one or more lumps of flesh and bone to animate as a graveling under your control. You can animate one graveling per casting of this spell, plus one additional graveling for every two caster levels you possess, maximum 5. These gravelings count against the total number of undead you can control, as per *animate dead*.

Graveling Brood

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 3

Casting Time 1 round

Components V, S, F/DF (dried eyeball)

Range medium (100 ft. + 10 ft./level)

Target one summoned creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell summons a 2d4 gravelings, which crawl up out of the ground upon completion of the spell at a point you designate. The gravelings understand common and serve you without question, even if it would mean their destruction. They must be given orders as a group; individual gravelings cannot be given commands. These gravelings do not count against your total number of undead you can control.

MAGIC ITEMS

Along with gravelings, young necromancers often craft the following magic items to aid them in their work.

Calling Collar

Aura faint divination; **CL** 3rd

Slot neck; **Price** 400 gp; **Weight** 1/2 lb.

This collar is sized to fit around the neck of a Tiny creature, such as a familiar. When placed around a creature's neck, the owner can remove a leather tag from the collar. As a standard action, the owner can focus on the tag to send a telepathic summons to the creature wearing the collar along with a simple image of the location of the summons. The creature is under no compulsion to go to the location, but if it is friendly to the owner, it attempts to travel to the location immediately. This does not impart any knowledge of the route to be traveled, the creature must be familiar with the area to travel to the destination.

Construction Craft Wondrous Item, *message*; **Cost** 200 gp

Amulet of Undead Passage

Aura faint abjuration; **CL** 5th

Slot neck; **Price** 1,000 gp; **Weight** 1/2 lb.

This simple bone amulet has a mirrored piece of glass at its center. When created, the amulet is keyed to up to 5 unintelligent

undead creatures under the crafter's control. Those creatures cannot see anyone wearing this amulet, as per *hide from undead*. If the wearer attacks any of the undead keyed to this amulet, the mirrored glass cracks and the amulet is destroyed.

Construction Craft Wondrous Item, *hide from undead*; **Cost** 500 gp

NEW CREATURE: GRAVELING

This section presents the graveling, a new type of lesser undead.

Graveling

Made from dead flesh stretched over an odd assortment of bones, this small twisted thing moves with surprising speed. It rushes forward with a snapping maw of mismatched teeth.

GRAVELING

CR 1/3

XP 135

NE Tiny undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 5 (1d8+1)

Fort +1, **Ref** +1, **Will** +2

Defensive Abilities channel evasion; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +3 (1d3–1 plus shivers)

Special Attacks shivers

STATISTICS

Str 6, **Dex** 13, **Con** —, **Int** 2, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** –1; **CMD** 7

Feats Weapon Finesse

Skills Stealth +13

ECOLOGY

Environment any land

Organization solitary, brood (2d4 gravelings)

Treasure none

SPECIAL ABILITIES

Channel Evasion (Ex) Whenever a graveling succeeds at a saving throw to reduce the damage from channel positive energy, it takes no damage instead of half damage. This does not apply to spells, such as cure spells, that deal damage to undead.

Shivers (Su) Living creatures bit by a graveling must make a DC 11 Will saving throw. Those that fail take a –1 penalty on ranged attack rolls and Will saving throws for 1 minute. The DC of this ability is Charisma-based.

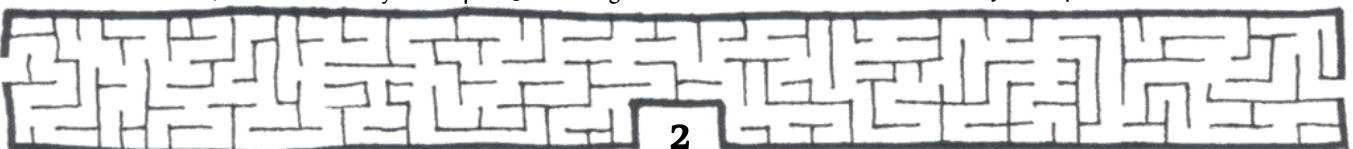
Created by fledgling necromancers, these undead things can often be found skulking about their lair performing menial tasks. A graveling stands about 1 foot tall and weighs 10 pounds.

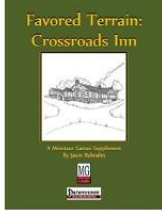
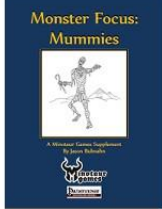
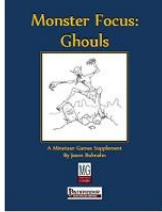
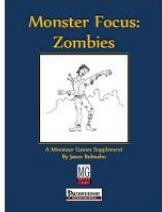
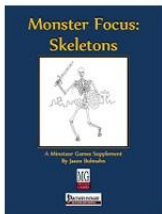
ADVENTURE IDEAS

The ideas can be used to introduce gravelings to your game.

Fresh Start: The young apprentice of a local mage has begun experimenting with the necromantic arts, despite the fact that his master has strictly forbidden it. After creating too many gravelings, a few of the undead are uncontrolled and are skulking about town, attacking folk indiscriminately.

Missing Link: After destroying a necromancer, the PCs discover that they are missing the key to his vault. The key was around the neck of his now uncontrolled graveling familiar, which has fled the lair and now hides in a nearby swamp or sewer.





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