Remnant

Medium Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 80 ft. (perfect)

Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +6 melee (1d8 plus 1d6 Intelligence drain)

Full Attack: Incorporeal touch +6 melee (1d8 plus 1d6 Intelligence drain)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Intelligence drain, create spawn

Special Qualities: Darkvision 60 ft., incorporeal traits, +4 turn resistance, spell resistance 25, sunlight powerlessness, undead traits

Saves: Fort +2, Ref +4, Will +8

Abilities: Str –, Dex 16, Con –, Int 10, Wis 14, Cha 18

Skills: Hide +10, Knowledge (arcana) +10, Listen +12, Spellcraft +12, Spot +12

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: No coins or goods, 100% magic items

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Medium)

Level Adjustment: —

This wraith-like creature looks like a tangle of torn black wizard robes and shreds of cloth that has taken on a vaguely humanoid shape. It is hooded, and has a ghostly, glowing skull in place of a face. Light shines out of its body through holes in the robes and curls about it in faint threads. It has no hands, only torn gloves, and, despite the lights coming from within, it seems to float in dark shadows.

Remnants are the spectral remains of powerful wizards and sorcerers who died as a result of a surge in magic or whose magic consumed them. They lurk in the places in which they died, tormented by the loss of their spells and driven to hatred of those who can still use the magic.

A remnant looks like a shadowy version of its former self, often with visible bones that glow with magical energies. Streamers of colored light and residual power create the effect of an afterimage of the remnant's once-great magic. A cold, chilling atmosphere of death flows in the creature's wake, dulling the effects of spells and disturbing animals.

A remnant is humant height and weightless.

Combat

Remnants are extremely dangerous to spellcasters who rely on Intelligence. In close combat, the remnant's mind-sapping touch can quickly cause its foes to become confused and disoriented. Remnants immediately attack wizards and sorcerers before any other opponent.

Intelligence Drain (Su): Living creatures hit by a remnant's incorporeal touch attack must succeed on a DC 18 Will save or take 1d6 points of Intelligence drain. The save DC is Charisma-based. On each such successful attack, the remnant gains 5 temporary hit points.

Create Spawn (Su): Any arcane spellcaster slain by a remnant becomes a remnant in 1d4 rounds. His body is consumed by a rush of magical forces and his spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant's death. The spawn do not possess any of the abilities they had in life.

Sunlight Powerlessness (Ex): Remnants are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A remnant caught in sunlight cannot attack and can only take a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a remnant at a distance of 30 feet. They do not willingly approach that the remnant and panic if forced to do so. The animals remain panicked for as long as they are within the specified range.

