

## ENTOMBED VASUTHANT

### Huge Undead

**Hit Dice:** 22d12+88 (231 hp)

**Initiative:** +4

**Speed:** Fly 30 ft. (perfect) (6 squares)

**Armor Class:** 16 (+8 natural, -2 size), touch 8, flat-footed 16

**Base Attack/Grapple/Bullrush:** +11/+33/+22

**Attack:** Slam +22 melee (2d6+10)

**Full Attack:** Slam +22 melee (2d6+10) and up to 4 enervating crushes (2d6+10 plus 1d4 Str)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Enervating crush, improved grab, reality distortion

**Special Qualities:** +2 turn resistance, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness

**Saves:** Fort +7, Ref +7, Will +14

**Abilities:** Str 30, Dex 10, Con --, Int 1, Wis 8, Cha 19

**Skills:** Hide -1\*, Listen +10, Spot +10

**Feats:** Awesome Blow, Flyby Attack, Improved Bullrush, Improved Initiative, Improved Grapple<sup>B</sup>, Power Attack

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 23 - 25 HD (Huge), 26 - 34 HD (Gargantuan), 35 - 48 HD (Colossal)

**Level Adjustment:** +5

An entombed vasuthant is a nearly mindless, ravaging ball of shadow and Trapped for years on end where they have no access to life force, their for sustenance degrades their intelligence to the point where they will attack comes within the area in which they are entombed. Entombed vasuthant speak no languages.



hunger.  
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### Combat

Entombed vasuthant's employ little strategy at the beginning of combat, seeking to grapple their foes as soon as possible and drain their life force. As they recover their intelligence, however, entombed vasuthant gain more craft and guile, seeking to trap its foes to provide it with a continuing source of life.



### Enervating Crush (Su):

See the *Monster Manual III*, page 182 for details on this attack.

**Improved Grab (Ex):** See the *Monster Manual III*, page 182 for details on this attack.

**Reality Distortion (Ex):** See the *Monster Manual III*, page 182 for details on this attack.

**Immunity to Light (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Trap Light (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Unholy Toughness (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Recover Sanity (Su):** When an entombed vasuthant drains energy, it also gains a +4 enhancement bonus to its Intelligence and Wisdom for 24 hours.

**Frenzy (Ex):** An entombed vasuthant that senses a source of sustenance in the area of its tomb sense flies into a feeding frenzy on its next turn, travelling to the location of the sustenance as fast as it can. It gains a +4 to Strength, +4 to Dexterity, and a 20 foot bonus to its speed that lasts until it manages to feed and one additional round per point of Charisma bonus.

**Tomb Sense (Su):** While it is within the tomb, graveyard, or other resting place in which it is trapped, an entombed vasuthant automatically knows the precise location of all living intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

**Skills:** Entombed Vasuthants have a +2 racial bonus on Listen and Spot checks. \*They have a Hide bonus of +4 when in shadowy light and a -4 penalty when in areas of bright illumination.

### Creating an Entombed Undead

“Entombed undead” is an acquired template that can be added to any undead with an inescapable craving or diet dependence that has been trapped in a tomb or other location for years on end without the focus of its hunger (hereafter referred to as the base creature). An entombed undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

**Special Attacks:** An entombed undead retains all the special attacks of the base creature and gains those listed below:

*Recover Sanity (Su):* When an entombed undead feeds its hunger, it also gains a +4 enhancement bonus to its Intelligence and Wisdom for 24 hours. For undead that feed by draining energy, this generally means that this bonus is gained within the first round of combat. For a creature like a ghoul, that feeds on flesh or blood, they must spend at least one full round doing nothing but eating to recover sanity.

*Frenzy (Ex):* An entombed undead that senses a source of sustenance in the area of its tomb sense flies into a feeding frenzy on its next turn, travelling to the location of the sustenance as fast as it can. It gains a +4 to Strength, +4 to Dexterity, and a 20 foot bonus to its speed that lasts until it manages to feed and one additional round per point of Charisma bonus.

**Special Qualities:** An entombed undead retains all the special qualities of the base creature and gains the ones described below:

*Tomb Sense (Su):* While it is within the tomb, graveyard, or other resting place in which it is trapped, an entombed undead automatically knows the precise location of all intruders within that tomb so long as they constitute a source of food for it. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

**Abilities:** An entombed undead’s ability scores are modified as follows: Int -4 (minimum 1), Wis -4 (minimum 1).

**Climate/Terrain:** As base creature. An entombed is always trapped in an area that restricts access to the focus of its hunger. If it ever escapes this area, it loses the entombed template.