

Clattergeist

Clattergeist Large Undead

Hit Dice: 10d12 (65 hp)

(see below)

Initiative: +0

Speed: 30 ft.

AC: Special - see below

Attacks: Slam +12 melee or incorporeal touch +5 melee or hurled rock +5 ranged

Damage: Slam 1d12+10 or incorporeal touch corruption 1d4 or hurled rock 1d4+10

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rock burst, crush armor

Special Qualities: Fear aura, telekinesis, undead, partially incorporeal, SR 20/5 (see below), damage reduction 15/+2, allergen, +5 turn resistance

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 25, Dex 10, Con -, Int 12, Wis 10, Cha 14

Skills: Hide +13, Listen +14, Move Silently +13, Spot +14

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 9

Treasure: 100% coins and metal

Alignment: Lawful Evil

Advancement: -

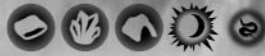
COMBAT

Clattergeists fight using both physical and incorporeal attacks.

Armor Class (Su): Clattergeist are supernatural, ethereal creatures that use telekinesis to build a body of rubble. Their physical bodies will take "damage" from mundane attacks, but this does not harm the clattergeist itself.

The clattergeist's physical body is AC 17 (+6 natural, +1 deflection) with no damage reduction. Its incorporeal body is AC 11 (+1 deflection) with damage reduction 15/+2. Maintain separate hp total for the physical body and incorporeal body. The physical body's hp start equal to the clattergeist's hp.

Attacks deal damage to both hp totals, but due to the body's lack of damage resistance, its hp will drop more quickly. As these physical hp drop, the clattergeist will start to fall apart. When they reach zero, the physical body will be entirely destroyed - but the clattergeist will still be there, as a manifested ghost-like creature, which was faintly visible under the rocks and becomes more and more obvious as the rocks fall away.



Clattergeist

The Rubble of Revenge

When I agreed to provide aid to the Longplunge Mine in the town of Binders Cross, I had no idea the legend behind the mystery-plagued Swallower's shaft. We have already laid plans to enter the shaft in the morning, but while enjoying a fine mug of ale in the Broken Pick Tavern, an ancient old miner came to us and related a disturbing tale of murder and oaths of vengeance. I hope that the tale I was told is merely a local legend, for if his story proves to be true I fear we may run into far more than we bargained for.

-From the Journal of Bessimus Camfor

The legend that the old gaffer related to me told the tale of a colossal fiend of a man named Durge Heldraver who worked the mine ages ago. He stood well over six feet, was filled with massive cords of muscle, and had a voracious appetite for cruelty. He ran the town in all but name, keeping the other workers in line through fear and violence. One day, while working a huge copper vein in the now-infamous Swallower's Shaft, a cave-in occurred, trapping several miners, one of which was the monstrous Heldraver. During the cave-in, Heldraver was grievously wounded by a two-foot-long timber that had entered his abdomen and erupted from his back. Some of the more insidious members of the surviving crew decided to take advantage of the situation, and deal with the despot mine boss once and for all. Of the seven men that went at him with picks and hammers only two survived, finally dealing the murderous ruffian the fatal blow. As Heldraver bled out in the darkness, he uttered a final curse staring murderously into the eyes of his assassins, stating that even after death, his soul would return and wreak a bloody vengeance. When rescue finally came, they said nothing of the foul business that took place in the darkness. It was believed that Durge simply perished in the cave-in with the other men, and that was enough of an explanation for the town that lived in fear of him. About twenty years after that incident, the shaft was cleared, stabilized, and reopened. Shortly after that, miners that worked the shaft began to disappear. One of the two miners that survived that fabled cave-in was the first to go missing; the other was the old man who related the chilling tale of Heldraver in the Broken Pick. The old gaffer insisted that the spirit of Durge Heldraver lay in wait in that mine, hungering for vengeance, ready to extinguish the souls of those unfortunate enough to be sent into his clutches.

The next day, I ventured down into the shaft with my companions Ridok and Tharisse, expecting maybe to find some opportunistic vorago, or a colony of berial, but the tale of Durge Heldraver hung over me like a thick fog. We stepped cautiously down the winding tunnels of the shaft, and emerged into a staging area carved from the mountain. The moment we entered, our ears were assailed by a plethora of clicking, whirring, and creaking, and a tangible malevolence filled the room, so much so that I felt I would choke on it. As the dim light of our lantern shed towards the source of the noise, the sight that greeted us chilled me to the bone. Standing among a pile of mutilated corpses, a hulking figure lumbered awkwardly over them and further into our light. As the amalgamation of bones, picks, timbers and pieces of mine equipment came into view Tharisse gasped and Ridok uttered a low curse. We were all overcome with a crippling sense of dread and the ensuing battle was one of expeditious retreat, as Tharisse's spells did little, with only Ridok's axe seeming to have any effect on the creature. Later we returned with a priest and a couple of hardy mercenaries and laid the monster to rest, but I still get chills when I think of my first encounter with the clattergeist.

Despite my prayers that this was merely an isolated occurrence, I have since learned otherwise. According to the lore those of powerful will and great malice that die violently in the mines of men and dwarves can gather to them new bodies of bones and debris. The tales of such creatures, both recent and ancient, abound. These violent spirits, thankfully, are bound by some force to specific areas, whether it be a series of tunnels, a room, or even a whole mine. They are unable to leave the bounds of their 'territory' and their powers end at these invisible borders.

The clattergeist, as I mentioned before, is limited to a certain territory, but the boundary may not be apparent, or in a highly-traveled area. A particularly crafty one can kill indiscriminately for ages without revealing its existence. This makes it imperative to dispatch them whenever possible. The rub of it, unfortunately, is that they are not by any means easy to destroy. Normal weapons seem to have no effect; only those of strong enchantment do any meaningful damage. The spells of wizards and sorcerers in turn also do little to the raging spirit besides aggravate it. The magic called upon by priests, on the other hand, seems to do them tremendous harm, and they will attack any holy person they encounter with desperate savagery, as if they understand this.

The clattergeist forms for itself appendages made of tools and sharp stone, preferring picks, mattocks, and stone saws, which it uses to slash and stab at those attacking it. They are also capable of causing small bits of metal and stone to erupt from their body at high speeds, rending and tearing at all unfortunate enough to be in range. When fighting them it also important to keep in mind that one should never let them run off. If they can get away and find any old tools, machinery, or rubble, they can heal themselves, and return refreshed and hell-bent on killing. We learned this the hard way at the Longplunge, when the tattered monster that we expected roared at us as if nothing had ever happened to it.



Attacks: As long as the clattergeist's physical form remains intact, it may attack with a slam. Once its physical form is gone, it attacks with an incorporeal touch.

Rock Burst (Su): As a last resort, the clattergeist can explode its physical body, bursting outward on all directions. This inflicts 2d20 damage to all creatures within a 20 ft. radius (Ref save for half, DC 18).

Crush Armor (Su): The clattergeist can use its telekinesis to crush metal and stone objects. Once per round, as its attack, it can focus its power on one suit of armor and crush it. This works against non-magical metal armor. There is no save. Crushed metal armor causes 2d10 points of damage to the person wearing it before crumpling and falling from their body.

Fear Aura (Su): As the lich (DC 17).

Telekinesis (Su): At will, as the spell *telekinesis*, cast by a 10th level wizard, but when used by the clattergeist, it can only affect stone and metal. The clattergeist may use *telekinesis* to hurl rocks with a range increment of 30 feet. Hurled rocks inflict 1d4+10 damage.

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

Partially Incorporeal: Can be harmed only by other incorporeal creatures, +2 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Its body of rubble prevents the clattergeist from passing through solid objects and it does not move silently.

Spell Resistance (Ex): A clattergeist has SR 20 against arcane spells but the SR drops to 5 against spells cast by divine spellcasters.

Allergen (Ex): Each clattergeist has a different allergen. Weapons made of a particular substance, different for each clattergeist, ignore its damage resistance and inflict double damage on a successful hit. Possible allergens include diamond, mithril, gold, iron, or granite.

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