

Disciple of Pain

Medium Undead

HD: 2d12 (13 hp)
Initiative: +0
Speed: 30 ft.
AC: 10, touch 10, flat-footed 10
Base Attack/Grapple: +1/+5
Attack: Claw +6 melee (1d6+4 and Strength damage)(Crit 19-20/x2)
Full Attack: 2 claws +6 melee (1d6+4 and Strength damage) (Crit 19-20/x2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frightful presence, Strength damage
Special Qualities: Undead traits, DR special (reverse damage)/silver or holy water, +2 turn resistance
Saves: Fort +0, Ref +0, Will +4
Abilities: Str 18, Dex 11, Con --, Int 10, Wis 13, Cha 15
Skills: Climb +9, Intimidate +6, Listen +8, Spot +8
Feats: Alertness^B, Improved Critical, Weapon focus (claws)^B



Range: Across Ados
Habitat: Dungeons, abandoned temples, or places of worship to Dreen
Organization: Solitary (EL 4), gang (2-8) (EL 6-10), pack (8-15) (EL 10-12)
Challenge Rating: 4
Treasure: Standard

Alignment: Always chaotic evil
Advancement: 3-5 HD (Medium-size)
Level Adjustment: --

Special Attacks:

Frightful Presence (Ex): A disciple of pains' very presence strikes fear into its opponents. When the disciple attacks and begins chanting its prayers to Dreen, all opponents within 30 feet of the disciple must make a successful Will save (DC 13) or become frightened (see Chapter 8: Glossary in the Core Rulebook II). A disciple can only frighten creatures with fewer Hit Dice than it has. The save DC is Charisma-based.

Strength drain (Su): A successful melee attack by a disciple of pain deals 1 point of temporary Strength damage for each successful attack. A creature reduced to 0 Strength by a disciple becomes a disciple of pain in 1d4 rounds. There is no save allowed to avoid the Strength damage.

Special Qualities:

Damage Resistance: Reverse Damage (Su): Dreen, in granting the final wish of the first disciple of pain, gave His disciples the ability to feel the pain of attacks directed at them, but the damage itself is redirected at the disciples' opponent allowing them to feel the glory of Dreen along with the disciple. Damage from all physical and mental attacks (including magic, alchemy, psionics, nonlethal, and elemental attacks) causes a feeling of pain in the disciple, but the actual damage is reflected back on the opponent. The disciple ignores all physical damage (including magic, alchemy, psionics, nonlethal, and elemental attacks), and the amount of damage dealt to the disciple is instead dealt to its opponent (this damage ignores armor and natural or magical damage resistances). Only certain types of weapons can harm a disciple of pain. Holy water deals normal damage to a disciple, as well as silvered weapons. *For example:* Gharn attacks a disciple with a +1 battleaxe, dealing 8 points of damage. The disciple seems to reel from the strike but continues its assault as Gharn feels the pain from his own blow and takes 8 points of damage. Meanwhile, Fallon attacks another disciple with a silvered dagger and deals 5 points of damage. This disciple rejoices in real pain as it takes the full damage from the silver weapon.

Skills: The disciple of pain receives a +4 racial bonus to Intimidate skill checks.

Sample Treasure:

Solitary (EL 4): 3,600 sp, Alchemist's Fire (4 flasks).

Pack (EL 11): 1,600 gp, wand of levitation (37 charges).

The disciples of pain are feared throughout Ados for their relentless attacks and their ability to take massive amounts of damage.

The first disciple of pain was a devoted cleric of Dreen who, upon his death, was raised by Dreen as an eternal disciple to spread fear and pain through the world. New disciples were formed, many willingly and some not, and now they can be found throughout the land. Most disciples haunt ancient Dreen temples or places of worship, waiting for victims to be 'converted' until they have a large enough group to spread across the land.

A disciple of pain is often mistaken for a zombie at first. They move with a slight shuffling when not attacking and their bodies have a rotting appearance from a distance. Upon closer inspection an observer will notice that the bodies are relatively intact but are covered in scars, tattoos, body piercing, and flayed skin. Their skin is a pale white color and the hands have been skinned, their fingers elongated into sharp talons. A disciple of pain usually wears the clothing they wore at death, now torn and ragged. They constantly mumble prayers and praises to Dreen, usually a variant on "Praise to the God of Pain, praise Dreen." When attacking they will let out a long wail and chant, "Dreen brings pain, pain brings life, join with the pain!" one of the lines of prayer in Dreen services.

Combat:

Disciples of pain are feared in combat. They quickly move to attack any creatures that approach them, hoping to make a new disciple. Their frightful presence and relentless attacks make them dangerous opponents. A disciple of pain attacks with its two clawed hands and will focus its attacks on the first creature it sees, ignoring all other attacks directed at it.

Example Encounter

Night of Pain (EL4)

The Setting:

A lonely road runs alongside long abandoned fields to the left, and along the right, lies a dark forest of trees overgrown with brambles and deadwood. The closest village or town is still many leagues away and as the sun sets behind growing storm clouds the only shelter appears to be a stone building surrounded by crumbling

stone fences. A tree has grown up from the inside corner of the building; its limbs pushing through the roof. Through decrepit, the old building is inviting enough and offers shelter and a place to rest away from the road and the rain starting to fall.

It is obvious that travelers often use this place to rest on their journeys. Firewood has been stacked in a dry corner of the building. Weeds grow up through the collected wood and that, and the dandelions growing in the crude fire pit, suggest that the building is not used often. Tracks of small animals can be found in the dirt floor of the building, as well as very old tracks of humanoids. Some of the tracks appear to have been wiped out by a dragged object.

A disciple of pain torments travelers in the area and frequents the building. The dragged object is the track made by the disciple of pains dragged foot. It has been nearly a week since the disciple of pain was last in the building. A successful Survival skill check (**DC 15**) can be made by a character with the Track feat to identify this particular track.

As the PC's settle in for the night, possibly starting a fire to keep the chill and damp of the rain away, a person will come shuffling out of the woods and head toward the building.

Any PC actively on watch will quickly notice the person. Other PC's, or if no PC is on watch, can make Spot skill checks (**DC 10**), to notice the person approach.

The person appears to be an old man, dressed in a ragged cloak and dragging his left foot through the mud as he walks toward the building. The old man appears to be mumbling something to itself, though the falling rain makes it difficult to hear clearly what he is saying.

A PC can make a successful Listen skill check (**DC 25**) to hear the mumbling voice. Even then all that can be heard is a repeated refrain of "praise, praise, praise" and "pain".

If the PCs reveal themselves to the old man, or are otherwise noticed by him as he approaches the building, he will stop his mumbling and in a loud, hoarse voice, cry out "Praise to the God of Pain, all praise the great Dreen, bringer of pain." The now revealed disciple of pain will then attack the first PC he sees.

Disciple of Pain (CR 4): Medium undead; HD 2d12, hp 14, Init: +0, Spd: 30 ft., AC: 10, touch 10, flat-footed 10, Base Attack/Grapple: +1/+5, Attack: Claw +6 melee (1d6+4 and Strength damage, crit 19-20/x2), Full Attack: 2 claws +6 melee (1d6+4 and Strength damage, crit 19-20/x2), SA: Frightful Presence (DC 13), Strength damage, SQ: Undead traits, DR special (reverse damage)/silver or holy, +2 Turn Resistance, Fort +0, Ref +0, Will +4, Str 18, Dex 11, Con --, Int 10, Wis 13, Cha 15; Skills: Climb +9, Intimidate +6, Listen +8, Spot +8; Feats: Alertness^B, Improved Critical, Weapon focus (claws)^B.

The disciple has been fairly successful in attacking travelers and usually drags the bodies back to its den, a small cave on the far side of the road just inside the woods. A small treasure can be found here. A successful Search skill check (**DC 20**) or a Survival skill check (**DC 5**) made by a character with the Track feat, will allow the PCs to find the den. In the litter of the den are 3,900 sp, a slightly rusted suit of medium size full plate armor (112 Armor Points), 2 masterwork bastard swords, and a medium size chain shirt (38 Armor Points).

Concluding the Adventure:

The adventure will either end with the death of the disciple of pain or of the party. The disciple of pain will not cease its attack unless successfully turned, then it will flee from the building as quickly as possible back to its den.

Adventure Hooks:

1. On a long journey a group of priests invite the PCs to stay the night in their temple to rest. The priests claim to be followers of Rekna, the Protector and offer their hospitality and protection to the PCs. They offer no outward signs of their true faith, Dreenists. During the night the priests will release a disciple of pain on the PCs in the hope of creating their own gang of disciples of pain. **(EL 4)**

2. The PCs are resting at a local inn/tavern when the door bursts open. A well dressed man, obviously a local noble or man of importance in the community, enters the room and yells out, "She's been taken! My daughter has been kidnapped!" Excitement fills the air and the noble, seeing the PCs as his best hope, approaches them and begs the PCs to aid him in freeing his daughter. The noble is flustered and excited but will offer what knowledge he knows as well as a note left by the kidnapper, a group of Dreenists. The note describes in quite graphic detail the torture and pain they will inflict upon the noble's daughter before they "release her to a life of eternal pain in the service of Dreen". The PCs must find the kidnappers and stop them from torturing the girl and sacrificing her to a gang of disciples of pain. **(EL 7)**

3. In a village ruled by an obviously evil baron they PCs are falsely accused of a crime against the baron, or possibly the PCs have information the baron thinks is vital to his own plans. In any event, the PCs are arrested by the baron and placed in his dungeon. Will the PCs be able to escape the dungeon and defeat the baron, especially when the baron's torturer is a disciple of pain? **(EL 4)**