

# Focus on Freeport #8: An Unwelcome Guest

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This month a new evil makes its first appearance in Freeport: the plague wraith. Even one of these creatures can endanger an entire city. Let the living beware!

## Plague Wraith

### Medium-Size Undead (Incorporeal)

**Hit Dice:** 6d12 (39 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft. fly 60 ft. (good)

**AC:** 16 (+3 Dex, +3 deflection)

**Attacks:** Incorporeal touch +6 melee

**Damage:** Incorporeal touch 1d4

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

**Special Attacks:** Disease

**Special Qualities:** Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness, sense disease, remove disease vulnerability

**Saves:** Fort +2, Ref +5, Will +7

**Abilities:** Str -, Dex 16, Con -, Int 15, Wis 14, Cha 16

**Skills:** Hide +12, Intimidate +12, Intuit Direction +8, Listen +13, Search +11, Spot +13

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-5)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement Range:** 7-11 HD (Medium-size)

Plague Wraiths are incorporeal creatures born of evil, darkness, and disease. They despise all living creatures of good health, as well as the daylight that gives mortals strength.

Although composed of darkness and disease, plague wraiths are more or less humanoid in shape. Like normal wraiths, they are utterly featureless except for the glowing pinpoints of their eyes and wisps of dark green vapor that surrounds their form. In most cases, plague wraiths reflect the shapes they once had in life, appearing to wear armor or possess weapons. This does not affect their AC or combat abilities.

## Combat

Close combat with a plague wraith is quite perilous. While the plague wraith is unlikely to kill foes outright, its attacks spread a fatal disease that can only be cured by magic.

**Disease Touch (Su):** Living creatures hit by a plague wraith's incorporeal touch attack must succeed at a Fortitude save (DC 15) or contract the disease *Wraith Plague* (see below). Once a plague wraith has successfully infected a target, it looks for a new foe to attack.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of a plague wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked until they move more than 30 ft. away from the plague wraith.

**Sense Disease (Su):** A Plague Wraith can sense disease in any humanoid, and will not attack those already suffering from any kind of illness. Sense disease is a free action for the plague wraith.

**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.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Daylight Powerlessness (Ex):** Plague Wraiths are powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Vulnerability (Ex):** A plague wraith is vulnerable to the *remove disease* spell. A caster must hit the plague wraith with a touch attack. If the plague wraith fails its save, it is destroyed. Note that the plague wraith's normal immunity to effects that require Fortitude saves does not apply.

## Wraith Plague

**Infection:** Injury

**DC:** 16

**Incubation:** 1 day

**Damage:** 1d6 Con\*

\*Successful saves do not allow the character to recover. Only magical healing can save the character.

Those infected by the *Wraith Plague* get the chills and their skin gains a deathly pallor. *Wraith Plague* kills any living creature whose Constitution drops to zero. Humanoids must endure an even worse fate. 1d4 days after they die, they are reborn as plague wraiths.

## Adventure Hook: Epidemic in Freeport!

A plague wraith arrives in Freeport, and starts to infect the populace. Can the characters prevent the epidemic from spreading?

The outbreak starts within the Old City, and soon spreads throughout the populace of Freeport until the epidemic literally engulfs the Temple District.

Characters can't help but getting caught up in the hysteria. They quickly discover rumors of a "ghostly figure" haunting the Old City. A dangerous battle ensues, and if the characters are successful, they'll think the job is over, right?

Wrong. The outbreak may have started within the Old City, but the *original* plague wraith is staking out Scurvytown. If the characters don't track the plague back to its source soon, Scurvytown erupts in plague wraiths.

## New Spell: Detect Disease

### Divination

**Level:** Clr 0, Drd 0, Pal 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Target or Area:** One creature, one object, or a 5-ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** None

You determine whether or not a creature, object, or area is diseased or is a carrier of a disease. You can determine the exact type of disease with a successful Heal check (DC 20).

**Note:** The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt block it.



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