

Barrow Touched Halfling

Prime Attributes: Charisma. 13+ (5% xp bonus)

Hit Dice: 1d6

Maximum Level: 8

Armour: Ring mail or lighter, no shield

Weapons: Any appropriate to size

When new halfling communities spring up, or old settlements expand, new tunnels are dug and hills excavated. Most often, these constructions go without incident and the furry-toed little people live in relative tranquillity.

Other times, a halfling burrows too far, too deep, and discover places that were better left undisturbed. Sometimes centuried cairns and barrows are mistaken for simple hills and those who dig past stacked rock and sterile earth encounter the long-lost souls of the angry dead.

Most excavators die from fright, others are slain by mad souls locked for eternity beneath the cold, unyielding earth. A few, of whom none could be called lucky, survive their encounters and manage to crawl back to their cosy burrows or river-side homes.

Haunted by terrifying nightmares and constant whispers of the dead, seldom do these unfavoured few remain in their communities. Most flee their homes, but only those with the strongest will can endure and control their link to a long-dead soul.

Level	Experience	Hit Dice	Saving Throw	1	2	3	4	5	6	7	8	9
1	0	1	15	1	—	—	—	—	—	—	—	—
2	2,200	2	14	1	—	—	—	—	—	—	—	—
3	4,400	3	13	2	—	—	—	—	—	—	—	—
4	8,800	4	12	2	—	—	—	—	—	—	—	—
5	17,600	5	11	2	1	—	—	—	—	—	—	—
6	35,200	6	10	2	1	—	—	—	—	—	—	—
7	70,400	7	9	3	2	—	—	—	—	—	—	—
8	132,000	8	8	3	2	—	—	—	—	—	—	—

Abilities

Combat: Barrow Touched may use any armour up to Ring mail and can wield any weapons appropriate to their small size. As halflings they gain +1 to hit with missile weapons. Barrow Touched fight as clerics of the same level.

Save Bonus: Barrow Touched also receive +2 save against any attack/ability from and Undead source.

Level Drain Immunity: Barrow Touched halflings are immune to the level drain effects of any undead foe, though level drain from other sources will still affect them.

Spell Casting: Barrow Touched halflings can manipulate the link to their undead 'soul mate' to create spell-like effects. Being neither priest nor traditional magic-user, Barrow Touched forgo the use of spell books or holy symbols. However, their spell progression is equivalent to a magic user of ½ the Barrow Touched's level.

1st Level Barrow Touched Spells

1	Chill of the Grave
2	Corpse Coercion
3	Decay Flesh*
4	Detect Magic
5	Light*
6	Foul Compass
7	Protection from Undead*
8	Read Languages
9	Remove Fear*
10	Rotten Miasma
11	Ventriloquism

2nd Level Barrow Touched Spells

1	Blighted Hide
2	Controlling Will
3	Continual Light*
4	Detect Invisible
5	Foetid Vigilant
6	Flesh Ripper's Frenzy
7	Invisibility
8	Knock
9	Locate Object
10	Malevolent Regurgitation
11	Minor Warding
12	Wizard Lock

DESCRIPTION OF NEW SPELLS

Blighted Hide Range: self

Barrow Touched 2 Duration: 1 turn / level

Caster manifests a rotting, dead-flesh armour, giving the caster a +4 bonus to AC. This conjured flesh does not affect spell casting.

Chill of the Grave Range: 10'

Barrow Touched 1 Duration: 2 rounds

This spell does 1d4 points of damage to one creature within range. The target must save or suffer -1 to hit and damage for 1d6 rounds.

Controlling Will Range: 30'

Barrow Touched 1 Duration: special

The Barrow Touched may influence an intelligent undead creature as per **charm person**. The caster can influence 2 HD per level, instead of 4 HD total. Otherwise it acts identically, including duration.

If the target is unintelligent, the Barrow Touched gains complete control (with no save). The duration is permanent.

Corpse Coercion Range: touch

Barrow Touched 1 Duration: 1 hour / level

The Barrow Touched temporarily animates skeletons or zombies (max hit dice equal to caster level).

Decaying Touch Range: touch

Barrow Touched 1 Duration: instantaneous

Causes dealing 1d6+1 points of damage to target. The spell requires an attack roll, but a miss does not dispell the effect.

Used upon undead creatures, they are healed 1d6+1.

Foetid Vigilant Range: touch

Barrow Touched 2 Duration: 1 hour / level

Summons a skull to serve the Barrow Touched. The floating, flame-wrapped skull can fetch small objects, deliver messages, and perform other such tasks. When not occupied, the skull will hover by its caster, providing light equivalent to a torch. A Barrow Touched may have only have one active skull at a time.

The familiar has hit points equal to $\frac{1}{2}$ the Barrow Touched's total, is AC: 14 and can bite for 1d3 damage and has the same attack chance as its creator. The skull can be charged with 'touch' ranged. When within 5' of its creator, the skull reduces the Borrow Touched's chance of being surprised by 1.

Flesh Ripper's Frenzy Range: touch

Barrow Touched 2 Duration: 1 round / level

Grants recipient x2 claw attacks doing 1d4/1d4 damage. Victims must save or be paralyzed for 2d8 turns. Elves are not affected by the paralysis.

Foul Compass Range: 360'

Barrow Touched 1 Duration: 1 round / level

Allows the Barrow Touched to sense the closest corpse suitable for re-animation (etc). Specific individuals can be located if the caster knew them in life.

Malevolent Regurgitation Range: 10'

Barrow Touched 2 Duration: 1 round / level

The Barrow Touched vomits live flesh-eating maggots, affecting all within a 10' area next to and chosen by the caster. Victims must save or be sickened for 2d6 rounds (causing a penalty of -2 to hit penalty). The carnivorous maggots eat into the flesh for 1d4 points of damage plus 1d4 damage/round equal to the caster level.

Victims can brush off the maggots, but this takes 1 full round and negates any shield or dexterity bonus to AC. Damage is still taken for the round in which the maggots are cleared off.

Minor Warding Range: touch

Barrow Touched 2 Duration: special

The Barrow Touched cloaks an object (upto 10 cubic feet) with an invisible necrotic aura. The first living creature to touch the ward takes 3d6 damage (with no save). The object is unharmed by this spell.

Non-living creatures such as undead or golems will not set off a minor ward. The caster is free to handle the object at will. Maximum duration is 1 hour per caster level.

Protection from Undead*

Barrow Touched 1 Range: touch Duration: 1 turn / level

This spell works almost identically to the **protection from evil**. It wards the target at a distance of 1 foot. The barrier moves with the subject and grants 3 major benefits:

- 1) The subject receives +2 bonus to AC and saves vs undead attacks/abilities.
- 2) The ward blocks any mind control/possession attempts (magic jar/charm etc).
- 3) The spell prevents bodily contact by summoned creatures (whether undead or not). Natural weapon attacks of such entities fail and the creatures recoils if such attacks require touching the warded creature. The protection ends if the warded creature attacks or tries to move the barrier into the blocked creature.

Reversed, this spell becomes **protection from living**, affecting the living as if they were undead.

Rotten Miasma Range: self

Barrow Touched 1 Duration: 1 turn / level

The Barrow Touched exudes the stench of decay. All creatures within 10 feet must Save to avoid being sickened for 2d6 rounds (-2 to attack rolls). For every four levels the caster has, a penalty of -1 on the save is applied to those affected (at 4th the save is at -1, at 8th level at -2). A **neutralize poison** spell negates the effect.