

## Huthocha

Huthocha is a template that can be applied to any humanoid creature, provided it can perform the proper rituals. The creature's type becomes "undead." It uses all of the creature's original statistics and special abilities excepted as noted here.

**Hit Dice:** Increase to d12

**Speed:** Same as the original

**AC:** +4 natural, or original AC, whichever is better.

**Special Attacks:** Magic

**Special Qualities:** Magic, damage reduction, turn resistance, immunities, adroliths, adrolith swarm

**Saves:** Same as original

**Abilities:** A huthocha gains +4 to Intelligence and Wisdom. It also gains +2 to Charisma. Being Undead it has no Constitution score.

**Climate/Terrain:** Subterranean

**Organization:** Solitary

**Challenge Rating:** Same as original creature +2

**Treasure:** double standard; triple items

**Alignment:** Usually lawful good

**Advancement:** By character class

### COMBAT

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

**Immunities:** Huthochas are immune to cold, electricity, and polymorph attacks.

**Damage Reduction:** Huthochas have DR 25/+1. Add +2 to all damage from weapons with enchantments of +3 or better.

**Turn Resistance:** Huthochas have +5 turn resistance

**Magic:** All huthochas are spellcasters of at least 8th level. Any spellcasting class is appropriate. A huthocha can cast any spell it could cast when it was alive.

**Adrolith Swarm (Su):** The huthocha can command its adroliths to form a swarming cluster around his body, giving him a +2 AC bonus for each adrolith in the swarm. The swarm can be maintained without concentration.

# Huthocha

## The Sage Eternal

*I had initially resisted the repeated petitions of the Wanderer's Guild to join their organization, out of my fear that they would wish me to cloister myself away in some far corner of their chapterhouse. My fears of becoming some bureau-enclaved ink-waster were soon proved to be unfounded, when I finally agreed to attend a banquet in honor of their loremaster. I found myself surrounded by all types of field scholars, teamsters, magicians, scribes, and a multitude of other professionals, with only a few of the more pretentious, moneyed book snobs I had feared I would run into. I met many fascinating individuals but none were more so than the guest of honor. Upon seeing him emerge from a small side room to speak to the assembled guests, I immediately recognized him as a huthocha, something I had only acquainted myself with once before. Afterwards I rushed up to shake his hand, and speak to this welcome reminder of home. We immediately fell deep into conversation. Several of the other guests became indignant as I inconsiderately monopolized his time. I had made the acquaintance of Crosimo the Senectuous, and, with his encouragement, I eagerly enrolled in the ranks of the Wanderers Guild.*

*-From the Journal of Bessimus Camfor*

Normally, those that have journeyed, or have been force marched, to the paths of undeath make my skin crawl worse than watching a pall-grim at meal. In my days, I have run into more than my share of ghouls, mine dwimmers, ghost lanterns, and blightskins, I have run afoul of a lich or two, and I have lost a few good comrades to the predations of various clattergeists. In short, I have learned to hate the undead. Now, having just made that statement, there are at least two exceptions to this canon, the oraclewight, and the huthocha. The former has provided unexpected warnings to me and mine on several occasions, and the latter I count among my closest friends.

The huthocha are few in number, and are composed of those individuals that have chosen an existence of undeath so that they might continue to acquire, and share, knowledge in all its forms. In ancient days the huthocha were strictly deep gnomes, who had discovered the art of becoming an immortal library, rivaling even the wisest of the erethrin. It is a long, hard task, involving the acquisition of vast quantities of rare ingredients, the completion of several lengthy, and detailed rituals, and a series of trials, all specific to the individual, to test ones worthiness for huthochadom. Nowadays, though the process remains unchanged, the huthocha have spread among the dwarven societies (where they are obsessed with keeping their lore as meticulous and tidy as possible), and I have heard tell of a few humans that have successfully become one of the ever-living loremasters.

Most of the huthocha, regardless of race, have similar personalities, always careful with the words they choose, and only speaking when asked a question, or they feel they can truly add to a conversation. They are patient without end, and they weigh every decision carefully, whether it involves the quickest way to get across town, or how to deal with a band of thieves after their trove of rare books and artifacts. Their attention to details can be maddening to those of us who do not have eternity to dwell on our choices, but once the mind of a huthocha is made up, it stays made, come hells or high water. I would speculate that their similarity in personalities stems from the fact that there are certain traits that would motivate one to seek this particular state of unlife. Birds of a feather, as they say.

All huthocha are accomplished magi of some sort or another, as some skill with the mystic arts is required to orchestrate all of the events to attain their goal. They retain these abilities, and continue to grow in their knowledge and skill, making them downright fearsome when it comes to put their magics to use. In addition to their artifice of magic, the huthocha are constantly surrounded by six stone tablets (acquired by various quests in the transforming process) that endow them with other extraordinary abilities that help to make them into the living libraries that they are. These tablets are called adroliths and each embodies one of the six aspects of the mind and spirit of the huthocha, thus granting them mental abilities above and beyond mere mortals. For instance, all huthocha remember, in exact detail, everything they have



ever read, with this knowledge being stored in its particular adrolith. Additionally, they are able to comprehend all languages, written or spoken, able to detect truth or falsehood whether written or spoken, have indomitable wills, and are able to pick up on even the most minute of details without fail. All of this is attributed to the adroliths that float about them constantly.

Although the huthocha are kindly, and are not impressed by the merits of violence, that is not to say they are considered milksops of any sort. The same dweomers that render their state of undeath, render them formidable to deal with when their ire is up. As I stated previously, they are all capable magicians in their own rights, when the steel is out and flying.

Common weapons of everyday make are useless against them, often shattering on contact, or becoming otherwise damaged and unusable. In addition, the adroliths will fly frantically about the head of the individual and serve to parry blows that escape the huthochas notice. Sadly though, they do share an acute susceptibility to weapons of even the smallest enchantment, suffering great hurt from them. It is also possible to destroy the adroliths with charmed weapons, doing great harm to the huthocha, from which recovery is a long, long road.

**Adroliths:** These magical stones are encribed with mystic runes and symbols describing the life and beliefs of the huthocha. They hover around the huthocha at his subconscious command. Adroliths have these attributes:

**HD:** 100 hit points

**Speed:** fly 40 ft.

**AC:** 20

**Special Qualities:** Magic, immunities

**Saves:** Same as huthocha

### COMBAT

Each huthocha has six adroliths, each with a different dweomer that it confers to the huthocha. If an adrolith is destroyed the huthocha loses the relevant ability and must labor for one year to create it anew. If all six adroliths are destroyed the huthocha will die.

**Immunities (Su):** Adroliths take no damage from non-magical weapons, cold, electricity, poison, or polymorph attacks.

**Magic:** Each adrolith confers a magic ability to the huthocha.

**Perfect Memory:** The huthocha remembers everything that it has ever read or experienced. If this adrolith is destroyed the huthocha loses its memory for one year.

**Comprehend Languages:** The huthocha can understand and speak any language. If this stone is destroyed the huthocha loses its powers of speech and literacy for one year.

**Force of Will:** The huthocha's voice has the power of a *suggestion* spell as cast by a 15th level wizard. If this stone is destroyed the huthocha's Charisma score is halved for one year.

**Observation:** The huthocha gains +10 to Spot and Search rolls. If this stone is destroyed the huthocha is blinded for one year.

**Truthsight:** The huthocha can detect spoken or written lies. If this stone is destroyed the huthocha loses its ability to tell the truth for one year.

**Diplomacy:** The huthocha can cast *charm person* at will as a 15th level wizard. If this stone is destroyed people will shun and despise the huthocha for one year.