

The source of this file follows:

“Beyond the Grave: The legends and lore of the wight, wraith, and mummy”

By Tom Moldvay — Dragon #198 (October 1993)

New layout by Steve Stewart.

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Undead, Wraith, Wraith-king

DRAGON #198

CLIMATE/TERRAIN:	Any, often subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary, may have following
ACTIVITY CYCLE:	Night
DIET:	Carnivore (living beings)
INTELLIGENCE:	Genius (17)
TREASURE:	50% H
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	12/36 if riding
HIT DICE:	15+27 (95 hp)
THACO:	-1
NO. OF ATTACKS:	2/1 by weapon type, or 1 by touch
DAMAGE/ATTACK:	1d8+10
CRIT. HIT/FUMBLE:	110%(40%)/5%
SPECIAL ATTACKS:	Energy-drain gaze, wraith control, spell casting, magical items
SPECIAL DEFENSES:	Immunity to some spells and weapons
MAGIC RESISTANCE:	20%
SIZE:	M (6'-7')
MORALE:	Champion (15-16)
XP VALUE:	32,000

Wraith-kings were once powerful individuals who so feared death that they made unholy bargains with an evil deity. Each individual believed he was gaining immortality, but was instead turned into an undead monster. The body of a wraith-king has faded away completely. Inside the form of its armor, one can see only two hateful red, burning eyes.

Combat: A wraith-king fights much as it did in life. It wears *plate armor* +3 and wields a *sword* +4 (any type). It is considered to have exceptional attribute statistics (Str 18/00, Dex 18, Con 17, Int 17, Wis 15, Cha 17 (to undead only) Ego 15, Obs 16, San n/a. These magical items and attribute scores are already



calculated into the wraith-king's statistics.

A wraith-king can drain life levels by gaze alone at the rate of one level per round for any one victim within clear view in a 30' range (the victim must save vs. death each round to avoid this effect). Any victim completely drained of life levels becomes a full-strength wraith under the control of the wraith-king.

A wraith-king can cast either a *permanent illusion* or *programmed illusion* once per round, without limit. It can also cast a *mass charm* spell once per day. All spells are cast at the 15th level of ability. A wraith-king is so powerful that any individual of a level lower than the wraith-king must make a saving throw vs. spells or flee in panic from *fear*.

The following spells or attack forms have no effect on a wraith-king: *charm*, *sleep*, *enfeeblement*, *polymorph*, cold, electricity, *insanity*, and death magic. A wraith-king can be harmed only by magical weapons with at least a +2 bonus, and even these weapons do only half damage.

A wraith-king is even more powerful than a lich. A cleric of level 9-13 has a chance to turn a wraith-king

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on a roll of 19 or better. A cleric of level 14 + has a chance to turn a wraith-king on a roll of 16 or better. Because a wraith-king's undead power comes directly from a deity, a *raise dead* or *resurrection* spell will not affect a wraith-king.

Habitat/Society: A wraith-king lives in an eternal state of anger and hatred. Having been tricked by an evil deity, the wraith-king hates the living and seeks, whenever possible, to convert them to undead to increase the wraith-king's following. Even when not guarding its hoarded treasure, a wraith-king seeks out the living to punish them for the anguish it feels. It especially delights in using illusions to trick and tempt the living.

A wraith-king is, however, cautious. It considers itself immortal and, hateful as undead state is, it nonetheless cherishes unlife. It will flee if an attack appears to be going against it. When encountered in its tomb/lair, a wraith-king has control of 4-24 wraiths. When not encountered in its tomb, a wraith-king is likely to be riding a nightmare (see the *Monstrous Compendium*).

Note: Because wraith-kings are so powerful and so rare, it is suggested that a DM use them sparingly. A wraith-king became dead as the act of an evil deity, so a good or neutral deity often aids a cleric confronting a wraith-king. Such aid may take the form of a special magical item that protects the cleric or the entire party