

# Hollow One (template)

The Hollow Ones are mortal beings whose connection to the world around them has been removed through use of the “Harrow” spell. Hollow Ones are uncaring, unfeeling, emotionless beings who’s life is below even those of the beasts. They can speak, eat, walk, and go through the motion of life, but they are no longer “alive”. Hollow One’s will recognize those they knew before being Harrowed, but will have no feeling or emotions for them. Mother’s will attack children; husbands will kill and rape wives and daughters, etc. Cannibalism is something routinely practiced by Hollow Ones.

While they sometimes travel in packs, there is no loyalty between pack members, nor will they even work together. Many times pack members will fight between themselves for a scrap of food or trousers taken from a victim. When viewed with the “See Spirit” shaman special class ability, Hollow Ones appear as blank, soulless creatures. Hollows Ones however are not undead, and therefore cannot be turned or controlled.

A Hollow One appears much as they did in life. As they do not wash or groom themselves, their clothing and appearance is usually indicative of this.

A Hollow One speaks any languages they knew in life.



**Hit Dice:** Increase to d10

**Speed:** Same as the character

**AC:** Hollow Ones gain an AC bonus of +3 due to their ability to shrug off glancing blows and the pain associated with it.

**Special Attacks:** A Hollow One retains all the character's special attacks and also gains those listed below.

- *Fear Aura (Ex.):* Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by *fear* as cast by a sorcerer of the Hollow One’s level.
- *Enrage:* Hollow One’s become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability “Rage”

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and works as if the character was a Barbarian of the same level as the Hollow One.

**Saves:** Same as the character.

**Abilities:** A Hollow One gains a +2 to Strength and a -2 to Intelligence and a -4 to Charisma.

**Special Qualities:** Hollow One's cannot be stunned and will continue to fight until killed, If brought to  $\frac{1}{4}$  of hit points, Hollow One's become "Enraged".

**Skills:** Same as the character.

**Feats:** Same as the character.

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

**Organization:** Solitary, gang (1d6)

**Challenge Rating:** Same as the character +2

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** By character class