

This man's gray, papery skin is stretched tight over his skull and thin, graceful hands. His clothes are very fine, rich despite a powdering of bone-white dust here, or a long-ago bloodstain there. He smiles gently, as if welcoming you to share a warm drink at his hearth, but with a chilling, deliberate grace he removes from his coat an oversized syringe and worn bone saw.

Unliving caretakers are members of a secretive sect of perverse scientists, most of which are undead. The membership is lich-like in its pursuit of knowledge, especially when it comes to creating life, or a semblance thereof, from unliving matter (golems of all kinds). Refined and gentlemanly, unliving caretakers perform their grisly pursuits with grace and a politeness bordering on regret, even as they carve pieces from their newest subjects.

UNLIVING CARETAKER

Medium natural humanoid (undead)

LEVEL 15 CONTROLLER (LEADER)

XP 1200

Initiative +11 **Senses** Perception +10; darkvision


HP; 145 **Bloodied** 72

AC: 28; **Fortitude** 30, **Reflex** 31, **Will** 30

Speed 6

 **Bone Saw and Syringe** (standard; at-will)

+19 vs. Will; 2d8+3 damage, and the target is dazed (save ends); flesh-based constructs are instead healed for 20 points of damage.

 **Trowel and Bucket of Clay** (standard; at-will)



+19 vs. Reflex; 1d10+3 damage and target is slowed (save ends); clay-based constructs are instead healed for 20 points of damage.

 **Clawhammer and Chisel** (standard; at-will)



+20 vs. AC; 3d6+3 damage and ongoing 5 bleeding damage (until healed); stone-based constructs are instead healed for 20 points of damage.

 **Mallet and Punch** (standard; at-will)

+19 vs. Fortitude; 2d8+3 damage and the target is pushed 1 square; iron-based constructs are instead healed for 20 points of damage..

 **After You** (special; recharge )

Ranged 10; One construct ally within range makes an immediate minor, move, or standard action in place of a minor, move, or standard action taken by the unliving caretaker.

 **Patch Job** (standard; recharge )

A single construct that was previously reduced to 0 hit points or less is restored and acts immediately, but any damage caused to it destroys it forever (as if the restored golem was a minion).

Quickdraw

The unliving caretaker is so familiar with his tools that he can stow his current combination and pull out a new combination as a minor action.

Alignment Evil **Languages** Abyssal, Common

Str 16 (+10) **Dex** 19 (+11) **Wis** 16 (+10)

Con 17 (+10) **Int** 17 (+10) **Cha** 18 (+11)



UNLIVING CARETAKER TACTICS

Unliving caretakers are never encountered without several of their creations nearby, and often open an encounter with pleasantries, asking where adventurers are from, and how they found the trip. They usually suggest that enemies acquiesce to their research peacefully, and are mildly annoyed when adventurers lack the grace to accept.

They start a battle just behind the front lines, using their After You ability to maneuver their creations into flanking positions or to form an unbroken front line, while causing as many lasting conditions among their enemies as they can with their tools. Unliving caretakers are canny enough to pair their tool combinations with appropriate enemies, hoping to have better success striking a heavily-armored enemy with their Trowel and Bucket of Clay attack, for example, which targets the Reflex defense. They heal allied golems as often as necessary, and use their Patch Job abilities as their golems fall.

UNLIVING CARETAKER LORE

A character knows the following information with a successful Religion check.

DC 20: Unliving caretakers are exceedingly rare, which is a good thing since they delight in perverse experimentation, and enjoy nothing more than bringing a mockery of life to unliving materials. Despite their grisly work, they hate filth and rudeness, and are polite in all respects. They can often be treated with even while being firm in vision.

DC 25: When set next to their creations, unliving caretakers often appear frail, but in combat they should always be dealt with first. Not only do their weapons—the tools of their experimentation—inflict lasting wounds, but they can heal damage to their creations in the blink of an eye, even seeming to raise them back to fighting form once they've been destroyed, if only temporarily.

DC 30: These undead gentlemen are members of a secretive cult that works feverishly to unlock the secrets of creating greater constructs. Their members are few, and it is a sure thing that anyone crossing them should fear swift revenge.

ENCOUNTER GROUPS

Unliving caretakers are natural leaders, often forming armies around themselves, and only serving higher-ranking members of their dark order. They will occasionally cooperate with others if it serves their ends. They have a strong rivalry with liches, finding their magical pursuits somewhat tedious, but harbor a fondness for the vampire elite, who they see as worthy and refined enough to partner with.

Level 12 Encounter (XP 3,500)

- ✦ 1 unliving caretaker (level 15 controller)
- ✦ 1 vampire lord (level 11 elite lurker)
- ✦ 2 vampire spawn bloodhunters (level 10 minion)
- ✦ 1 vampire spawn fleshripper (level 5 minion)
- ✦ 1 burning heart golem (level 9 elite brute)

Level 15 Encounter (XP 6,000)

- ✦ 2 burning heart golems (level 9 elite brute)
- ✦ 1 unliving caretaker* (level 15 controller)
- ✦ 2 flesh golems (level 12 elite brute)
- ✦ 3 clay scouts (level 2 lurker)

continued...

Level 18 Encounter (XP 10,200)

- ✦ 2 unliving caretakers (level 15 controller) 2400
- ✦ 1 stone golem (level 17 elite soldier) 3200
- ✦ 1 flesh golem (level 12 elite brute) 1400
- ✦ 1 burning heart golem (level 9 elite brute) 800
- ✦ 1 rakshasa noble (level 19 controller)