

UNDEAD



Mindless and Malignant

Pseudo Undead

Pseudo undead are creatures (or better said entities) that resemble undead, and often share characteristics and behavior. However, they are not undead in any way. Some of them reproduce like living creatures, some come and go into existence by circumstance, other are more like a disease, and affect their surroundings like the Shadow, and some other might be spontaneous creations (often spurned by magic).

These creatures have absolutely no link with the Plane Limbo to which souls go after death. These creatures are more linked to the Prime and Ethereal Plane than any other plane, and thus are found solely on these two Planes.

Phantom, Lesser' (*Pseudo-Phantomas terrestris*)

Animated	Phantom, Lesser*
Type	Monster
Climate/Terrain	Any near Quicksand
Frequency	Rare
Organization	Solitary or Group
Activity Cycle	Any, darkness or Fog Preferred
Diet	Carnivore
AL	CN
NA	1d3(1d4)
Size	L; Variable
ST	10
IN	10
WI	11
DX	9
CO	12
CH	14
Languages	1d3 local
Spellcaster Limits;	0
AC	9
AV	0
HD	6**
HP	6d8
MV	120'(40')
FL	240'(80')
MF	5B
THACO	14
Attacks	1Blow
Damage	1d4
Special Attacks;	Illusions
Special Defenses;	50% non magical weapons Invisibility
Immune to;	Cold any missiles Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	4
Save as;	F6
ML	6
XP	725
TT	C
Body Weight	10 cn



Phantoms are magical beings. They appear to be solid, but their bodies are made of mist which they can form into any shape of human-size or smaller. They use this ability to lure creatures to their doom by leading them into dangerous areas. They can perfectly mimic the appearance of any creature they have seen, and can thus appear as a fellow adventurer, a limping dog, or whatever it (the DM) considers appropriate.

Phantoms can fly, and because they are made of mist, they can walk on water or quicksand as if it were solid ground.

Combat

A favorite tactic is to adopt an innocuous appearance and call for aid. Any character who tries to aid the phantom will discover that the seemingly solid ground is actually quicksand.

Magical attacks upon a phantom will do full damage, while other attacks will do only half damage.

Phantoms can become invisible at will, and can cast the following spells once per day: confusion, hallucinatory terrain, and phantasmal force, but the area affected is doubled as is the spell range. The illusions are audible, visible and tactile, and smell repressive (this means bog and swamp scents are pushed away as if the swamp is further away). The illusion will also cover and hide real effects, like boots that become waterfilled and clogged clothing.

Habitat/society;

These creatures are very cowardly and if their deception is discovered they will become invisible and attempt to flee. If forced to fight they will attack causing 1d4 damage with each blow.

Ecology;

These fog (apparently air based creatures) live upon life energy, but since they have no actual means to subtract that from unwilling creatures they have adopted this life style. As they continuously leak elemental matter from the Plane of air due to their created or biological link to that Plane, the area around a Lesser Phantom is always foggy, dispels actual wind in an active area of 100' per current hit point of the creature.

When the liquid blueish ethereal-like extremely slippery essence of the creature is collected (find out yourself how-it behave somewhat like a raw egg—keeping its mass together, and therefore is almost impossible to collect), it can be used in the preparation of fog creating spells and items.

Main Predator; nil (Ethereal predators), main prey life essence of recently died humanoids.

Phantom* (Pseudo-phantomas Phantomas)

Pseudo Undead	Phantom*
Type	Monster
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Very Rare
Activity Cycle	Solitary
Diet	Any
AL	nil
NA	N
Size	1
ST	varies; mostly M; 5'-6'
IN	10
WI	9
DX	6
CO	11
CH	13
Languages	7
Spellcaster Limits;	13 local
AC	0
AV	nil, can't be hit
HD	0
HP	0
MV	90'(30')
THACO	na
Attacks	0
Damage	na
Special Attacks;	Sensory illusion
Special Attacks;	Fear
Special Defenses;	nil
Immune to;	All physical attacks
Extra Vulnerable to;	Most Magical attacks
	Sometimes Dispel Evil
	Remove Curse Cleric 12+
AM	0
Horror Rating	5
Save as;	na
ML	12
XP	0
TT	0
Body Weight	0



Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images, like a three-dimensional motion picture image filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead.

A phantom often records the death of the character or the images of what was foremost in the character's mind when he or she died. Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they can not be turned as undead. The clerical spell exorcism will dispel a phantom.

Phantoms are images left behind by particularly strong death traumas. A phantom is like a three-dimensional movie image filmed at the time of death, in the place where it died.

The standard phantom may appear as almost anything. It often appears as the character who experienced the trauma—a transparent image re-enacting the death scene. Alternatively, it could represent whatever was foremost in the victim's mind at the time of death; an attacker, or some goal left unachieved. Phantoms are experienced in faded colors, by all senses.

Combat:

It is difficult to fight phantoms, since they are merely images and have no power to directly cause harm. They cannot themselves be harmed. Swinging weapons or casting spells into the area of the image does not interfere with the projection, and they cannot be reasoned with. A phantom is not intelligent and does not exist for any real reason; tracking down its killer or completing its quest will not get rid of a phantom.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they can not be turned as undead. Only a priest spell remove curse, cast at 12th level, can dispel a phantom. They can only be hit by magical weapons.

Although a phantom cannot directly do any actual harm, it is the very essence of magic and calls up a superstitious awe in anyone who sees one. The magic is such that the phantom affects both the mind and the senses of the observer. Creatures without minds (such as undead) are immune to the effects of phantoms, as are those rare beings who are somehow unable to experience them (since the phantom is present to all senses, blindness is not normally protection against one).

Characters witnessing a phantom must roll a successful saving throw vs. death magic, with a -2 penalty, or immediately panic and run away as per the effects of a fear spell. Particularly vivid phantoms (DM!!) may require those who fail their saving throw to make a system shock roll, with a +10 bonus to the roll. Failure results in death for the unfortunate victim. Such a character can be raised normally, however.

There are other difficulties with the fear effect; the cause of the phantom's death might still be around. Even after centuries, traps and undead monsters can be just as effective and deadly, and running away in panic is usually not the best defense. Of course, a phantom may provide characters with important information, either forewarning careful characters of an upcoming danger, or finding a lost and treasured object.

Habitat/Society

There is a slight chance that a character's death may engender a phantom. This chance should be minuscule to nonexistent for 0-level or very low-level characters, or for those who were expecting to die—those dying of natural causes or in war. However, characters of 4th level or above, dying suddenly or by surprise might have a 1-2% chance of generating phantoms. If those characters were on an important mission or were subject to geas or quest spells, this chance might rise to 5-6 percent. The percentage chance for generating a phantom should never be higher than the level of the character at the time of death. (Characters killed by energy-draining undead rarely produce phantoms.) It is up to the DM to decide what the precise image presents. A character who is murdered and generates a phantom may also return as a revenant.

There are nonstandard types of phantoms that affect only one of the senses. Often, these

are purely visual images, but they can also manifest themselves as sounds (explosions, moaning, or quiet whispering) or smells. Most of these phantoms require saving throws, but the effects of failure may differ. A gloomy whispering of danger might produce despair (as per the symbol spells) effects. A foul stench might induce the retching effects of a ghast. Suffocating pressure, temperature extremes, the sounds of a swarm of bats, might all carry different consequences of failing the saving throw.

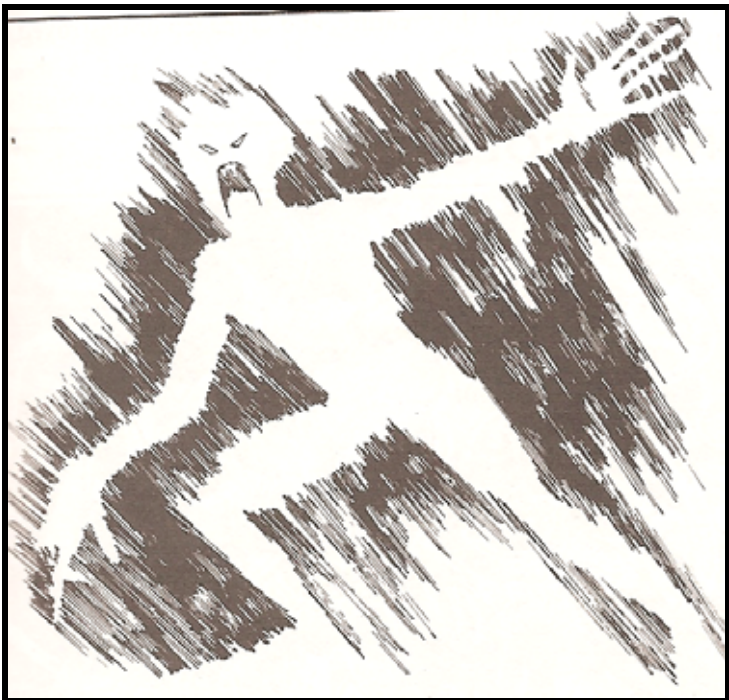
Of greater concern, however that is there are some phantoms that are actually evil, created when powerful evil creatures from other planes are "slain" (forced to return to their home planes) in the Prime material plane. These phantoms appear at the will of the evil creature 35% of the time, and can seriously misinform or endanger any character it meets. These phantoms can be detected with a detect evil spell; dispel evil can neutralize the phantom for a number of turns equal to the caster's level.





Banshee, Lesser* (*Pseudo spiritus*)

Pseudo Undead	Lesser Banshee*
Type	Monster
Climate/Terrain	Ruins/Settled
Frequency	Very Rare
Organization	Solitary (family bound)
Activity Cycle	Any (dark preferred)
Diet	nil
AL	N
NA	1
Size	varies; mostly M; 6'-8'long'
ST	12
IN	8
WI	18
DX	10
CO	9
CH	7
Languages	nil
Spellcaster Limits;	0
AC	3
AV	0
HD	5*
HP	5d8
MV	150'/50'
THACO	15
Attacks	0
Damage	na
Special Attacks;	Wail 1d4/r
Special Defenses;	nil
Immune to;	Hold, Sleep, Charm
Extra Vulnerable to;	nil
AM	0
Horror Rating	2
Save as;	F5
ML	12
XP	300
TT	C
Body Weight	0



Banshees are pale, ghostlike figures. Their shape is roughly humanoid, but taller and thinner than most humans. They have glowing red eyes and a large dark mouth. Banshees are frequently described as dressed in white or grey, often having long, pale hair which they brush with a silver comb. This comb detail is also related to the centuries-old traditional romantic Irish story that, if you ever see a comb lying on the ground in Ireland, you must never pick it up, or the banshees, having placed it there to lure unsuspecting humans, will spirit such gullible humans away. Other stories

portray banshees as dressed in green, red, or black with a grey cloak.

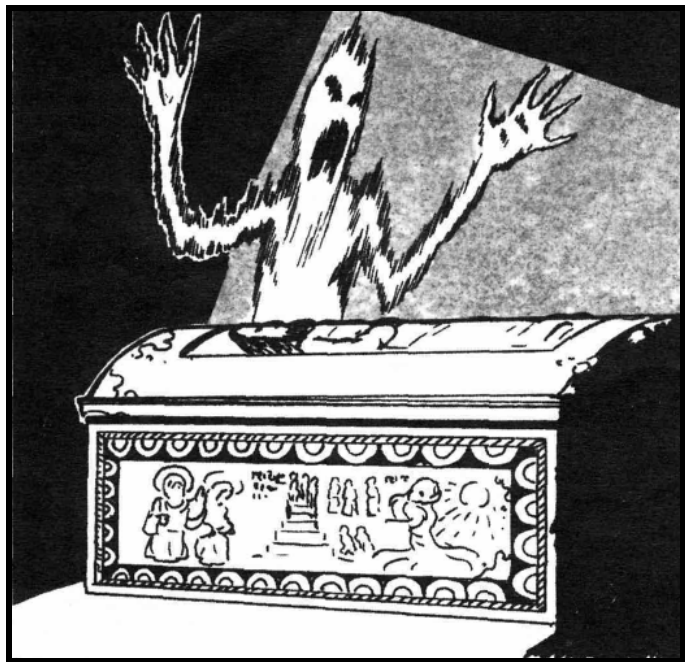
The banshee can appear in a variety of guises. Most often she appears as an ugly, frightening hag or a translucent figure, but she can also appear as a stunningly beautiful woman of any age that suits her. The banshee may also appear in a variety of other forms, such as that of a hooded crow, stoat, hare and weasel— animals associated with witchcraft.

Banshees are not undead, but supernatural creatures that haunt certain families, usually as a warning to the family that one of its members is about to die. They may also mourn for a person after his or her death. Thus they may be found guarding graves, catacombs, and tombs. Sometimes they take the form of a deceased person from the family they are associated with, and so they are often mistaken for ghosts. However, this does not mean that the lesser Banshee is the ghost of any person whose form it assumes, nor does it mean that that person does not rest peacefully or bars him or her from finding eternal rest in Limbo. Needless to say the lesser banshee can because great confusion.

Combat

Disturbed banshees attack with a special wail (like normal banshees). All those within 30 feet of the wailing banshee take 1d4 points of damage each round automatically. Doors or walls will block this sound. A banshee will attack any living creature it sees. It will continue to wail until it is destroyed or until the intruders have run away.

Banshees can only be harmed by magic or magical weapons. They are immune to sleep charm and hold spells like undead, but can be affected by many spells not affecting undead. They are NOT undead and are as thus immune to Holy Water, Holy weapons, Protection from Evil and similar.



Habitat/Ecology

There is no saying or proof about the reason these creatures are attuned to specific families, nor their origin. These creatures do not reproduce, but seem to be spawned spontaneously. It is also possible that these creatures are related to Fairies, but then with Undead attributes. Rumors speculate that the soul of a person traveled through Limbo ending up in a Fairy realm to reincarnate there, as a Lesser Banshee.

Some sages say that these creatures can only exist in families with originated from a family member who was a witch in earlier times and casted a sort of enchantment as protection on the family. However, these creatures neither do nor seem to be created, nor undead. It is therefore assumed that these creatures are summoned from some unknown plane to do their task. As these creatures are unaffected by time, they could be attuned to their families for several generations.

Once defeated, they never return. They do not communicate, their appearance being warning enough.

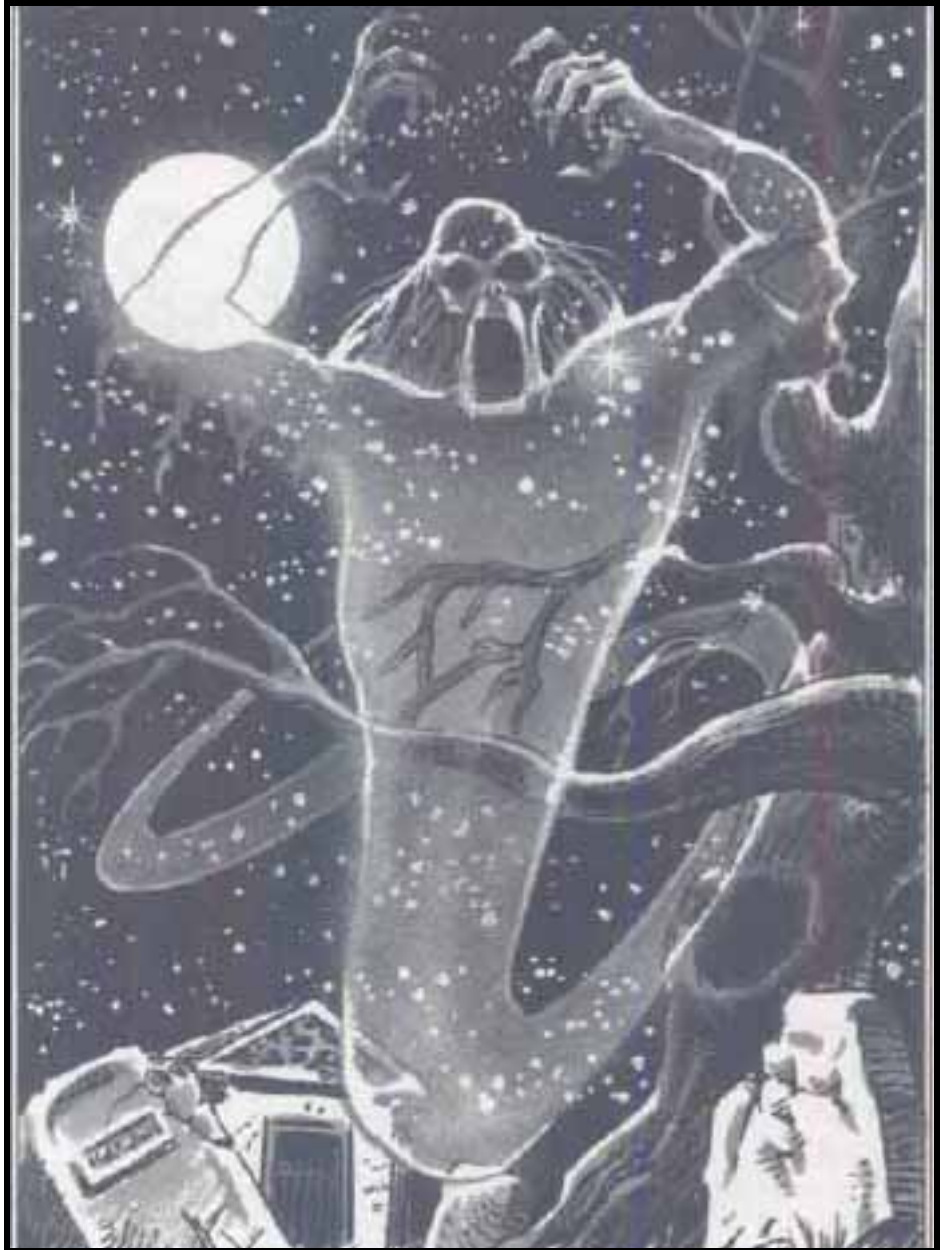
Traditionally, when a person died a woman would sing a lament at the funeral. These women are referred to as "keeners" and the best keeners would be in high demand. Legend has it that for great Families the lament would be sung by a fairy woman; having foresight, she would sing it when a family member died,

even if the person had died far away and news of their death had not yet come, so that the wailing of the banshee was the first warning the household had of the death.

Also, the banshee might appear before the death and warn the family by wailing. When several banshees appeared at once, it indicated the death of someone great or holy. The tales sometimes recounted that the woman, though called a fairy, was a ghost, often of a specific murdered woman, or a mother who died in childbirth.

The Ua Briain banshee was thought to be named Aibell and was the ruler of 25 other banshees who would always be at her attendance. It is thought that from this myth comes the idea that the wailing of numerous banshees signifies the death of a great person.

Some Lesser Banshees are referred to as the *bean chaointe* (keening woman) whose wail can be so piercing that it shatters glass. In the Isle of Dawn, her keening is experienced as a "low, pleasant singing", in Heldann in the north, as "the sound of two boards being struck together"; and in Darokin and Alfheim, as "a thin, screeching sound somewhere between the wail of a woman and the moan of an owl".



Shadow* (*Umbracorporus umbra-infectus*)

Pseudo Undead	Shadow*	Greater Shadow*
Type	Monster	
Climate/Terrain	Enchanted Ruins, Subterranean	
Frequency	Rare	
Organization	Roving Bands	
Activity Cycle	Night or Darkness	
Diet	Corporeal Strength	
AL	CN	
NA	1d8 (1d12)	
Size	varies; mostly M; 5'-6'	
ST	10	10
IN	7	12
WI	6	7
DX	11	13
CO	13	15
CH	7	7
Languages	unknown, 0sofar	
Spellcaster Limits;	0	
AC	nil, can't be hit	
AV	0	
HD	2+2*	5+5**
HP	2d8+2	5d10+5
MV	90' (30')	120' (40')
THACO	17	14
Attacks	1 Touch	
Damage	1d4	1d8
Special Attacks;	Drain Strength Surprise	
Special Defenses; Immune to;	nil	Create Darkness Charm, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear, Darkness, Light
Extra Vulnerable to;	0	
AM	0	5%
Horror Rating	4	4
Save as;	F2	F5
ML	12	11
XP	35	575
TT	F	
Body Weight	10cn	



Shadows are non-corporeal (ghostlike) intelligent creatures. There are two versions of Shadows the normal and Greater Shadow. The first are the former victims fully drained by any Shadow, the latter is the original creature. In effect there is not much difference between the two creatures, and they are still seen as one singular species, even when the victims transformed into Shadows are of different racial origins. Some sages list the Greater Shadow as *Umbracorporus umbra-infectus Rex*, as a reflection of being the original creature.

They look like real shadows and can alter their shape slightly. Shadows are hard to see and are 90% undetectable in all but the brightest of surroundings (continual light or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen. They usually gain surprise (1 to 5 on 1d6).

Combat:

They can only be harmed by magical weapons. If a shadow scores a hit, it will drain 1 point of Strength from their victims with their chilling touch. In addition to doing normal damage. This weakness will last for 8 turns. Greater Shadows drain strength permanently, however, and this is the main difference between normal and Greater Shadows.

Strength is drained from magical sources having their effect on the victim first (such as a potion of Strength or a Belt of Giant Strength) as these are purer to the creature (restoring double hit point). Thereafter, or if none such item is active, they will feed upon the living victim. Due to this hunger these creatures will mostly try to attack the strongest character first (look at Strength, not Level), but may attack any easier prey when available to them. Any creature whose Strength is reduced to zero becomes a shadow immediately. Shadows are not affected by **Sleep** or **Charm** spells, but they are **not Undead** and cannot be Turned by clerics. The DM should not use shadows unless the party has at least one magical weapon.

As Shadows have the ability to drain the life force of their victims, with their chilling touch, they use it for their own benefit, either as a cure (1 point of Strength cures up to 8 hp instantly) or as a food source.

If a human or demihuman opponent is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well within 1 Turn. The newly formed shadow is then compelled to join the roving band and pursue a life of evil. Other living creatures (thus non-humanoid) simply collapse from fatigue (if taken to zero Strength) or fall unconscious (if taken to zero hit points), where they are left to die or are hounded again upon waking.

Shadows are immune to *sleep*, *charm*, and *hold* spells and are unaffected by cold-based attacks.

Habitat/Society:

Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. Contrary to popular belief, shadows do not hoard treasure. Instead, the furious creatures throw all of the treasure they find away, in the same location (often at the bottom of a well or deep pit), where it is out of sight of the band. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.





Ecology:

Nobody knows where they came from or how they came into existence. Some sages speculate that they are refugees from another realm, Plane or even dimension, trying to survive their awful affliction. Others say they are warped reflections of some citizens of ancient Blackmoor who somehow have survived the blast of destruction that tilted the world and caused the Rain of Fire in 3000 BC, and were somehow radically altered with it.

According to some other knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. Whatever their origin, they did not appear on mystara prior the Great Rain of Fire.

The curse affects only humans and demihumans, so it would seem that it affects the soul or spirit.

When victims no longer can resist, either through loss of consciousness (hit points) or physical prowess (Strength points), the curse is activated and the majority of the character's essence is shifted to Limbo. Only a shadow of their former self remains on the Prime Plane, and the transformation always renders the victim both terribly insane and undeniably evil.

Attempts to remove the curse from captured shadows have all failed, thus providing more clues into the nature of the disorder. A limited wish spell proves only partially successful as the victim returns for an hour but remains insane for the duration. It has been recently speculated that a full wish, followed by a heal spell, might be capable of restoring a shadow to his former state, but again it must be emphasized that this is only a theory.

Fortunately, shadows rarely leave their lairs, and a bold party wishing to rescue a lost fighter or wizard should have plenty of time to venture forth and recover their friend, provided that no one else explores the lair and slays the unfortunate character while the shadows are absent.

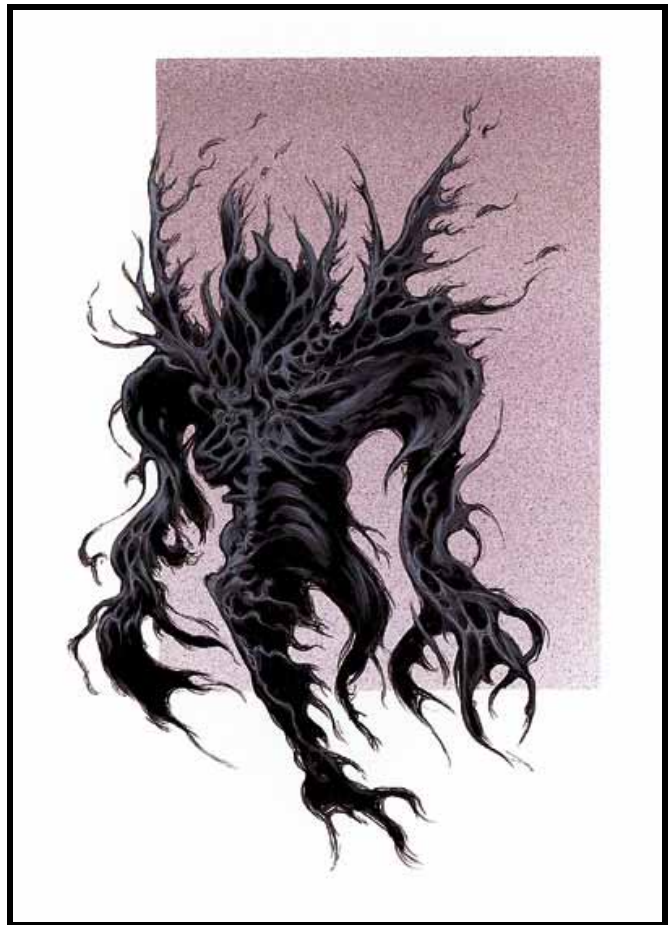
The original body of a victim is destroyed when changed to a shadow whether by the curse itself or by unprotected exposure to Limbo. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Limbo forms.

When a Shadow is slain in whatever manner it falls apart in quickly evaporating ethereal goo. When this goo is devoured it will restore some of the Strength this Shadow had drained from any victim. Check for initiative for the moment the goo comes into existence (the same moment the Shadow was slain). Then add one initiative segment for each strength point the specific shadow drained to the half of the shadow's own strength (round up).

Each initiative segment one strength is evaporated from the goo. A character gobbling up the disgusting black goo, will be able to restore as many strength as it can consume before it evaporates, but never more than its own body lost, and never faster than 2 + PC's constitution adjustment (never less than 1) in 1 round = 6 segments.

Only thus will Strength drained from a spell or item be able to restore a living creature, and not restore the spell or item in question. The goo cannot be stored in any way, but temporal stasis, or setting it outside of time, will prevent it from evaporating. It will further always evaporate unless consumed.

The goo of a greater Shadow is not as reactive to the environment and will be existent for 1d3 initiative segments more, and may be stored in a pure clear crystal bottle that may never be exposed to light other than a small candle or soft light magic (any other will instantly destroy the goo, in an explosive way—literally blasting the crystal bottle in all directions 10' for 1d8 dm (sv DR for ½).



Bhut* (*Corporus morphis-nocturni*)

Pseudo Undead	Bhut*										
Rank	Lesser Bhut			Bhut				Greater Bhut			
Type	Humanoid										
Climate/Terrain	Pseudo Undead										
Frequency	Any Settled on Brun especially Hule										
Organization	Very Rare (Hule Uncommon)										
Activity Cycle	Clan										
Diet	special; Day; Human shape, Night; Bhut										
AL	Carnivore (Human, Demihuman)										
NA	CN, CE, LE										
Size	2-8(2-8)										
ST	M; 5'-6'										
IN	10										
WI	8+1d6										
DX	7+1d6										
CO	9										
CH	10										
Languages	5 (as human 3d6)										
Spellcaster Limits;	Bhut+HN adj.x local MU9, Shaman/Wokani7										
AC	9	8	7	6	5	4	3	2	1	1	1
AV	1(ByArmor)										
Level	-5	-4	-3	-2	-1	NM	1	2	3	4	5-20
XP Needed	█	█	█	█	█	█	█	█	█	█	█
HD	2*	3*	4+†	5+†*	6+†*	7+2**	8+2***	9+2***	9+3****	9+4****	9+1Lvl****
HP	2d8	3d8	4d8	5d8	6d8+1	7d8+2	8d8+2	9d8+2	9d8+3	9d8+4	+1 lvl
MV	120'(40')										
THACO	18	17	16	15	14	13	12	11	10	9	8
Attacks	2 claws										
Damage	1	1d2	1d3	1d4	1d4	1d6	1d6	1d8	1d8	1d8	1d8
Attacks	1bite										
Damage	1d2	1d3	1d4	1d4	1d6	1d6	1d8	1d8	1d10	1d10	1d10
Special Attacks;	Confuse Alignment										
	Move Silent										
	Semi Paralysis										
	Numbing Bite										
	SP 1										
	Full Paralysis										
	SP 2										
Special Defenses;	Nocturnal Shapechange										
Immune to;	Full Shapechange										
	Charm, Hold, Illusion, Discord, Death Magic, Insanity, Feeblemind, Cold, Fear										
	Enchantments										
	Poison/Gas										
Extra Vulnerable to;	Holy Water (see below), Holy places (B lighted), Blessed Weapons (instant kill)										
Turning as Holy Water	None										
AM	2d4										
Horror Rating	0										
Save as;	2 in Bhut Form (human form 0)										
ML	3	4	6	7	9	10	12	14	14	14	As lvl Fighter x15
XP	7	8	9	9	9	10	12	14	10	10	10
With * level 1 spells	25	50	200	575	950	1250	2300	3000	3700	3700	3700
With ** level 2 spells							2850	3700	4400	4400	4400
With *** level 3 spells								4400	5100	5100	5100
With **** level 4 spells									5800	5800	5800
TT	6500										
Body Weight	A										
	125-150 LBS										



The Bhut are not a numerous race, and travel and hunt in small bands, not conspicuous enough to let the suspicions bypass their magical protections. They are endowed with great physical abilities, and often with a keen intellect as well, but are short lived, as if their bright life energies burned too fast, for the undead part of their being took over in time. Anyway, a common Bhut rarely lives over 60 or 70 years.

Greater Bhut are much more powerful, but their numbers are even more limited. They are slightly longer lived—still less so than a common human, but their reproduction rate is even lower. However, once in a while a son of one of these "noble" families will be a "scion" of the clan patron immortal. These especially blessed individual have the potential to become clan leaders, and have superior intelligence and wisdom, in addition to a much longer life, slightly over the human norm.

Bhuts are similar in many ways to lycanthropes and undead. They are extremely cunning and often use deception and trickery to obtain their meals. During the day, Bhuts (bah HOOTS) look like normal humans. At night, their skin grows scaly, their hair becomes wild, their fingers become

claws, and their teeth turn into fangs! While in this form they hunt humans and demi-humans for food. Would-be scholars sometimes classify Bhuts as undead or lycanthropes. However, Bhuts cannot be turned, and they cannot pass on their shape-changing condition as werebeasts do. Bhuts speak Common and their own language.



Combat

They make no noise when moving (except at day intentionally). Further, they radiate a powerful aura that prevents Alignment based divination spells like Detect Evil spells from working on them. Know Alignment and similar spells are distorted by the aura and indicates a lawful good alignment, above average piety, and low Hit Dice (as HD/2).

Bhut character class, starting at 2HD and going up to Normal Monster, then up to Level 20. XP progression is half that of a fighter of level equal to the Bhut HD).

A Bhut saves as a fighter of level equal to one and a half the Bhut's HD, round down.

A Bhut attacks with its claws and bite. The wound inflicted by its bite is freezing to the touch. Besides suffering normal damage, any creature bitten must make a saving throw vs. paralysis or be Semi-paralysis, or numbed, or fully paralyzed.

Semi-Paralysis (Lasts: 1 round, +5 initiative, -1 to hit)

Numbed creatures always lose initiative (initiative -6, and their attack rolls have a -2 penalty. The numbness lasts 1d4 rounds)

Full Paralysis Lasting 1 round per level Bhut.

Bhuts have all the immunities of undead creatures (sleep, charm, hold, poison, and gases). Also, like undead, they make no noise when moving. These immunities they acquire at different levels. (see table) However, they cannot be turned. Bhuts cannot be hit by non-magical weapons, but a single hit from a blessed weapon will kill one instantly.

Very rarely, Bhut Spellcasters are encountered. A Bhut of at least 8+2 HD can become a Shaman or Witch Doctor (As per Humanoid spellcasters) to a maximum of 4th level.

All other Bhut receive one extra hit point per level, and THAC0 increases by 2.

Greater Bhut's receive special abilities as per this table depending on their immortal. They even change shape at day as they have Full Shapechange control.



Special Abilities:

	Mavasa	Maravidya	Jammudaru
1	Charm 2/day	Animate Undead Animals 2/day	Spoil Food & Water 2/day
			Shatter 2/day
2	Charm Monster at will	Control Undead as priest of level 3	Cause Disease w / touch (debilitating)

Habitat/Society:

Though Bhuts cannot be turned, they do enjoy most of the immunities of undead creatures (sleep, charm, hold, poison, and gases) at some level in their life. They cannot be harmed by nonmagical weapons, but a single hit from a blessed weapon kills one instantly.

Bhuts prefer to live near human settlements, preying on those living there. Often they will work together. Normally they will assume some innocent cover (monks, traveling gypsies, a family on the edge of town, etc.) to prevent suspicion. They interact with human society—at least enough to appear "normal", but only during the daylight hours. Clans are the social organization of Bhuts. A clan may have an innocuous cover for human society, while in fact it is the Bhuts' cooperative means of getting food. Each clan is ruled by an elder, male or female. The elder makes important decisions for the group, including how to divide food and treasure. Fear and loyalty keep others in line. The elder is usually the patriarch or matriarch; all other clan members are related to the elder by blood or marriage. The elder also decides when the clan should move to a new place. Timing is important. After all, only so many disappearances can occur before someone investigates. The Bhut's anti-detection aura provides a modicum of protection against magical inquiries, but sooner or later circumstantial evidence will place the Bhut clan at risk. The elder also determines the identity the clan will assume in its next home.

Ecology

An individual Bhut away from its lair has a 40% chance of carrying 1d4 gems, in addition to the treasure noted.

A Bhut clan likes to prey upon victims who are alone and vulnerable—especially a lone traveler or a wandering drunk. Such deaths are least likely to arouse suspicion among the locals. Rarely do people inquire about the fate of a strange traveler (who may, after all, have moved on), and it is often assumed that the town drunk has found a sad and lonely demise (perhaps dying in a ditch somewhere).

Bhuts can reproduce like normal mammals within the clan. However, females also can (but extremely rarely do) breed with human males (usually with the aid of some deception). The offspring are always Bhuts.

Humans are the staple of Bhuts' diet. Perhaps for this reason, they consider Demihumans, whose societies are harder to infiltrate, especially tasty.

Legends say that Bhuts came into being long ago, when an angry immortal cursed a town that had defiled its temple, with blasphemy, cannibalism and incestuous affairs. The town was destroyed, and the scattered blasphemers became Bhuts. Their chilling bite is the eternal reminder of the immortal's cold rage. Such a supernatural origin would explain the Bhuts' magical powers. The place of origin is assumed somewhere in the area of Hule on the continent of Brun, even if these creatures have spread far, most can be found near Hule. The immortal assumed responsible for this act was Bozdogan (Loki).

Bhut Pantheon

The Bhut have a complex religion with a large pantheon, led by three of the most powerful Entropics; Loki, Demogorgon, and Hel.

Bhajyagwani, the Veiled One, is a female aspect of **Loki** (also known as Lokar, Farbautides, or Bozdogan), and is patroness of the Daytime Masquerade, the human form which the Bhut assume during the day, to mix in their chosen prey's society and lure their victims to their death. Bhajyagawani's form is that of a young, slim, fair-skinned woman.

Dhamurgani, Queen of the Night, goddess of pure destruction, oversees every aspect of fighting and combat. She is the patroness of the Nightly Hunt, and feeds the Bhut with human flesh. Dhamurgani is known as Demogorgon in the eastern lands and as Goron in the west. Dhamurgani is represented as a feral reptilian humanoid, or as a beautiful green skinned woman.

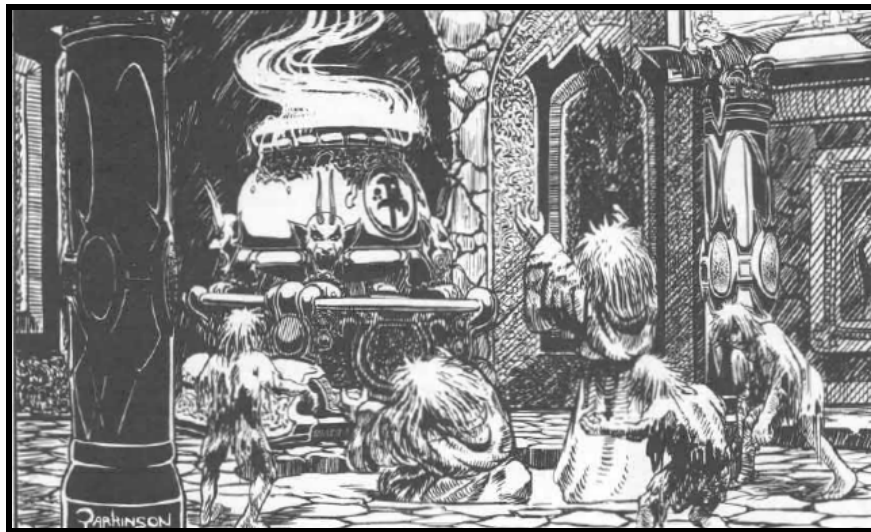
Kali, aka Hel, the Black One, rules the Future and holds the Fate of each Bhut in her hands. She is portrayed as a dusky-skinned woman with several hands, with one half of her body replaced by a pure black shade. She is considered by the Bhut the patroness of Undeath.

According to Bhut myths, the three goddesses generated three children, **Mavasa**, **Jammudaru**, and **Maravidya**. Of the three children **Mavasa, the Herald of Corruption**, was the son of Bhajyagwani, and provided the Bhut with their ability to pass undetected among the normal humans. He is known as **Masauwu** to the other nations. The Bhut portray him as a normal human, with one hand lying across his chest and the other hidden behind his back.

Jammudaru, the Herald of Destruction, was generated as a shapeless mass by Dhamurgani, Queen of the Night. He later took the form of an horrible Ogre to spread destruction in Sind. He gave the Bhut their resilience and fighting prowess. He is not widely known outside Sind, but he is revered by certain ogre tribes in the Broken Lands and even farther. Jammudaru is rarely represented by the Bhut through statues. When they do so, they portray him as a muscular, angry ogre. Otherwise, they see Jammudaru's image in the lava or in various ooze monsters, which are sacred to Jammudaru's followers.

Maravidya, the Herald of Undeath, was the last of the second generation gods. The Dead One is the son of Kali, and was born already undead. He gave the Bhut their undead-like special abilities, and a promise of eternal unlife. Maravidya is also known as **Marwdyn**, though he is not very popular in eastern Brun. Maravidya is represented as a semi-mummified, decayed body, sometimes with a noose hanging from his neck.

Each of these Children generated in turn one of the progenitors of the Bhut by mating with Chandri, the Mother of All Creatures. This gave birth to different breeds of Bhut, with different focus and abilities: the Children of Jammudaru are the most vengeful and proactive, while Sons of Mavasa are subtle and reactive, and Children of Maravidya have much in common with the Undead. In a campaign, Children of Jammudaru might be the first met, while the reclusive Children of Maravidya are more likely to be encountered only later.



Bhut Clans

There are three clans of Bhut, each claiming descent from one of the original Bhut, fathered by Maravidya, Jammudaru, and Masava. Each clan uses special naming rules, and gives a special title to its elders. Additionally, powerful Bhut of the different clans develop different abilities, each focusing on their chief patron's portfolio.

Jammudarava, Children of Jammudaru

Title of clan chief: Kshayanatha (Master of Destruction)

Progenitor: Hara, the Destroyer, son of Jammudaru, is said to have been a terrific fighting machine, with unparalleled shapechanging abilities--as far as Bhut shapechanging goes, anyway.

Clan specialty: Destruction. Children of Jammudaru are the most direct and warlike of the Bhut. They revel in bloodshed and battle, and like to employ their physical power to overcome their foes. Their clan poses usually as bands of travelling mercenaries. Children of Jammudaru kill and eat almost any sentient being, except ogres, who are taboo for them. Gypsies are another special enemy of the Children of Jammudaru, since they are said to have helped in the destruction of their ancestor Hara.

Maravideva, Children of Maravidya

Title of clan chief: Anantanatha (Master of Eternity)

Progenitor: Ananta (The Eternal One), son of Maravidya, was, or perhaps is, the first of the Children of Maravidya. He is supposed to have reached full undeath at some point in the past. His descendants believe he is still hiding somewhere, gathering the corpses of their dead relatives and bringing them to eternal unlife.

Clan specialty: Necromancy. Children of Maravidya are the philosophers of the Bhut race. They prefer to employ undead minions in battle, and are rarely seen as travelling bands. The clans will pose as monk cloisters or philosophy schools, rather than as bands of gypsies.



Mavasaputra, Children of Mavasa

Title of clan chief: Çantinatha (Master of Peace, but also Master of Death)

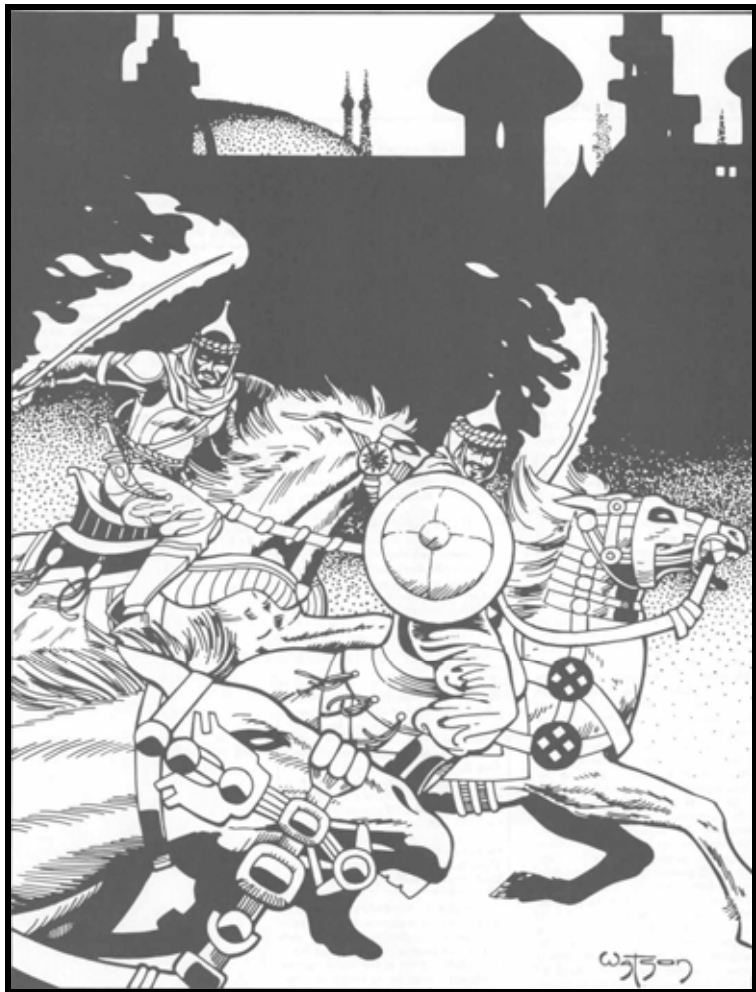
Progenitor: Mayavati, daughter of Mavasa, was the first of this clan. She was a powerful magician, and had a key role in the advancement of the Shapechangers in Sindhi society. She disappeared from the shapechangers' society far before the purges brought

on by the Maga Aditi, and never resurfaced. An important legend in the Bhut folklore tells that Mayavati was sent to the chief of the Rakshasa, Danal (Danel Tigerstripes). She seduced the immortal and brought him under the control of Bhajyagwani.

Clan specialty: Deception, Illusions. These Bhut are usually found in small traveling bands, mimicking the gypsies. However, there is a centuries-long feud between the monsters and the true gypsies, who hunt down the impostors when they detect their presence. Members of this clan enjoy a special bond with Rakshasa (+3 bonus to reactions), and any travelling band is 10% likely to host one of these evil spirits.

Ghostly Horde (*Semi-Phantomas pugnatus* or *Envisionatus formidilosus*)

Fear	Ghostly Horde
Type	Living Fear
Climate/Terrain	Any battlefield
Frequency	Very Rare
Organization	Troop
Activity Cycle	any
Diet	none
AL	none
NA	special
Size	M; 6'-7'
ST	15
IN	none
WI	none
DX	none
CO	none
CH	9
Languages	none
Spellcaster Limits;	none
AC	4
AV	By Armor (2 to 6)
HD	3
HP	3d8
MV	120'(40')
THAC0	8
Attacks	1d2 weapons
Damage	by weapon
Special Attacks;	Fear aura Weapon mastery mastery
Special Defenses;	Ethereal 1st round
Immune to;	Any Magic/Power
Extra Vulnerable to;	0
Turning as	no effect
Holy Water	no effect
Horror Rating	4
AM	0
Save as;	F3
ML	12
XP	0
TT	0
Body Weight	0



Ghostly Hordes consist of the psychological remnants of an army that met a sudden or catastrophic defeat, usually by magic. The horde is created by the losers' overwhelming desire to complete their task, whatever that might have been. The horde is however, no undead, and actually more a form of conjured fear in the mind of the victim.

It is however often accompanied or is accompanying a resident Vision. Although the two resemble each other very much, they are two complete different "creatures". A Vision is Undead, a Ghostly Horde not. The souls of the person, who lost the battle, could easily be Raised, Traveled to Limbo or even beyond, or even having been reincarnated.

The horde is an illusion created by the character's panicked mind. For those whose fear allows them to see it, the Ghostly Horde takes the form of the soldiers (or other) that lost the battle. No matter how long ago or how recently the battle took place, the soldiers appear as they did on the day of their violent deaths, they make no sound whatsoever. The soldiers of the horde can be infantry or cavalry. Although such armies normally appear as they did in life, occasional reports surface regarding Ghostly Hordes whose soldiers bear the seemingly still-fresh wounds that caused their deaths.

Combat

Since the members of a Ghostly Horde have no true consciousness or intelligence, it is the mind of their victims that give the horde its substance and power. Each character who enters at the edge of a battlefield (any battle field will do—it is rare for a battlefield not to have at least one Ghostly Horde) must roll a saving throw vs. wands. If the save succeeds, the horde fades away before mounting their attack. If the save fails, however, the character sees the horde preparing to charge and must roll a second save (penalized by 2). The second failed save indicates that the character has succumbed to fear, and the horde attacks. The fear can be seen from the character. A Remove Fear cast or active will remove the need to make a saving throw.

Although the horde may number hundreds or thousands, each panicked character will only be attacked by one single soldier. (DM; Prepare!! The DM must check for the Weapon mastery the Ghostly Horde character has. Mostly this is basic, but as seen in this table it can also be any other.)

Weapon Mastery Chance		1d100
Unskilled	UN	0-15%
Basic	BS	16-75%
Skilled	SK	76-90%
Expert	EX	91-98%
Master	MS	99%

A character struck by a ghostly soldier suffers normal non-magical weapon damage must make a Saving Throw vs. Death Ray adjusted by the sustained damage; success means the character sustains normal damage; failure means that the character falls unconscious, "slain" by the soldier. A "slain" character revives in 1d4 turns; to find that only half the damage the soldier inflicted is real. The remaining damage does not appear in the form of cuts (as a real weapon would inflict) but rather as a series of raised welts on the character's body. A character attacks a ghostly warrior as if he were a real opponent. A character who "slays" the soldier will not see the horde again on that battlefield.





Habitat/Society;

The Ghostly Horde can exist only on deserted battlefields or in the city or town in which the army met its defeat, usually by magic. Some theorize that Ghostly Hordes can form only when the soldiers of the losing army all felt particularly dedicated to the cause for which they gave their life—their spirits yet to struggle to complete this task and vanquish their long-departed foe. Sages say the apparitions within a Ghostly Horde can go to eternal rest only if the cause for which they once fought finally succeeds. It is only the Vision within these hordes that will be able to find eternal rest, when dispersed to Limbo.

It is interesting to note that every person who enters a Ghostly Horde's field of battle may well see something completely different. Some see nothing, feeling nothing more than a general unease, while their closest companion may see himself in mortal combat with a member of the ghostly company. The wild slashing weapon welts and the sudden, stumbling faint as the character is "slain" often seem extremely confusing to companions who have not seen the horde for themselves.

Ecology

The battlefields, deserted towns, and empty cities that houses the "spirits" of a Ghostly Horde often remain devoid of insects and small animal life. This phenomenon is particularly noticeable at dawn and dusk, not a single cricket calls out to another, and no mosquito hums by as a prelude to a sting. Scholars interested in discovering the secrets of lost civilizations sometimes search out the battlefields housing Ghostly Hordes. Often a period of diligent digging and searching reveals ancient armor, weapons, treasury maps, and other items of interest. After searching for $4+1d4$ days, characters have a 50% chance of success. The value of such items varies widely with the particular horde and the interests of the searchers. The DM must specifically create this treasure, often with at least 2 adventuring leads attached to it. The victims of a Horde included in the Ghostly Horde are never Spellcasters of any form, neither mage, Shaman, Wicca, Item, or else. No Ghostly horde uses or knows any magic, although the items recovered can hold these. Special combat abilities are possible however (like Smash, Delay, Disarm, etc.).

The Ghostly Hordes of the Legendary city Tuma (Thyatis/Karameikos—see Crone of Chaos) are the best known, and greatly feared.

Undead

The undead are creatures that were once alive but now owe their existence to powerful supernatural or magical forces upon their spirits or bodies. Most undead can be repelled by clerics or certain objects, such as holy symbols. Undead are not affected by special attacks that affect only living creatures (such as poison) or by spells that affect the mind (sleep, charm, hold, discord, insanity, feblemind, etc.). Undead created by magical spells are "enchanted" monsters.

Undead are abominations that should not normally exist, except that sometimes intense emotions or evil magic interfere with the order in the Prime Plane. Some undead maintain links with Limbo. Sentient undead with physical forms (Ghouls, Wights, Mummies, Liches) often require Souls to be called back to the Prime Plane and be bound to their corpses. Souls that make it past a gate to eternal rest can't be called back for the purpose of creating undead. Sentient undead whose Souls are capable of traveling Limbo retain their ability to control other undead Souls in Limbo, just like on the Prime Plane.

Undead without physical forms (Wraiths, Spectres, Haunts, Spirits, etc.) are perversions of their original Souls. This happens in the cases of great sorrow or ultimate Evil (this can be done by magic from the nefarious Necromancers). Some Souls trapped in Limbo for a very long Time turn into these beings and return to the Prime (again by evil Necromantic magic) Plane any years after their actual Deaths.

Most undead have a goal that will allow them to earn eternal rest, sometimes good (Ghosts), sometimes evil (Spectres). Others hope to break the curse that created them (Mummies). Most evil undead are content spreading evil and sorrow around them (Wraith, Nightshades) in revenge for their fate. Others have become insane in their quest for power and knowledge (Liches), or in their painful, unbearable hunger for living flesh or blood (Ghouls, Wights, Vampires, Nosferati). An evil Soul that intends to become an undead must have had at least the same number of Hit Dice (or level) as the undead chosen Form.

Undead are listed in groups depicting their basic origin, but is actually based along their relation to Limbo

The Animated	Bodies animated by magic without a soul
Ghouls	Bodies with a bound soul eating flesh, hatred of Life and a dual-link to Limbo
Spectrals	Non-bodies with a bound soul eating flesh, hatred of Life and a dual-link to Limbo
Mummies	Bodies with a bound soul, captured to perform a long guarding task and no link to Limbo.
Vampire	Bodies locked in a Undead state by a voracious disease and a dual-link to Limbo
Phantom	Non-bodies and a dual-link to Limbo
Haunt	Non-bodies and a bond to Prime Plane
Spirit	Souls, bound to the Prime Plane
Nightshade	Limbiotic creatures
Lich	Highly magical creatures Life and a dual-link to Limbo
Special	Highly powerful Undead Life and a dual-link to Limbo.



The Day of Dread and Undead

Animated undead collapse together in a pile of bones or body (whatever they are made of). They can be reanimated later.

Ghouls and Spectrals lose their link to Limbo, for time the antimagic effects last.

Mummies, and Nightshades go into a deep slumber.

Vampires feel Sick, and can't transform anymore

Phantoms, Haunts, Spirits all are locked on their current Plane, lose their abilities and mostly have to hide (often they fade into solid stone to protect themselves (this is a nonmagical movement)

Liches and special undead lose all their magical abilities, and often hide

Any Control links falter and have to be reinsatated.



Undead lieges & Pawns

Under certain conditions, intelligent undead creatures can try to control other undead. The undead need not be a Spellcaster to control other undead creatures. An undead creature being controlled by another is a pawn. An undead controlling one or more lesser undead is a liege. Skeletons and zombies can only be pawns, but any other type of undead can be either a liege or a pawn. Random encounters with undead may occasionally (10% chance) be with pawns controlled by a greater undead creature. A liege may control a number of undead whose total Hit Dice are less than or equal to twice the liege's Hit Dice. If an attempt by the liege to control other undead would cause the total to exceed this amount, the attempt automatically fails.

When a lich or other undead Spellcaster seeks to control other undead, its Spellcaster level is used instead of its Hit Dice. Like a magic-user, a lich is far more powerful than its Hit Dice indicate.

Procedure

If an undead tries to control a potential pawn, the target may have no more than half the Hit Dice of the liege. (This does not apply in certain situations; see below.) If the subject is already controlled by any means, the undead attempting control instantly recognizes this fact. It may still attempt control, but with a -4 penalty to the roll.

If one undead tries to control another, find the Hit Dice of the would-be liege and potential pawn on the following table, and roll 2d6. If the number rolled is equal to or greater than the number given on the table, the attempt succeeds and the undead subject becomes the pawn of the controller. A total of 2 or less (possible if the roll is penalized) always indicates failure.

If the undead attempting control was once a spell-using character and can now use spells as it did in life, a +2 bonus applies to all die rolls to control other undead.

During melee, an attempt to gain control is considered a combat action.

If an undead creates another of the same type by slaying a living creature, the new undead is automatically a pawn of the slayer if the slayer wants it to be. Spectres, vampires, wights, and wraiths are the only undead with this ability. This may force the creator to release other existing pawns; if so, the pawns with the highest Hit Dice are released first. An undead would be wise to release a less-important pawn before the new pawn rises as an undead monster; that way, he can keep the pawns he wants.

If an undead can call or summon others, those responding are automatically its pawns unless the new Hit Dice total would exceed the limits given above, or unless the liege allows them to retain free will.

Benefits to a Liege

A liege is telepathically linked to its pawns and can see and hear through them whenever it chooses. This communication is at will and need not be continuous. Control of a pawn is total, even to the point that it will obey suicidal orders: pawns obey without hesitation. The maximum range of control is 24 miles (one outdoor map hex) per Hit Die of the liege.

If a pawn fails a morale check and flees from combat, the liege may stop the pawn and force it back into melee. This can be the only action the liege takes during that melee round. The pawn will miss at least one full round of attacks.

A liege can create a chain of control by instructing its pawns to become lieges too. For example, a spectre could control up to 12 wights, who could each control up to six skeletons. Direct communication and control does not extend through a chain of control, but only to a liege's personal pawns.

Any liege may coordinate the attacks of its pawns in a well-organized fashion. A liege at the top of a chain of control that consists of ten or more undead (counting the entire chain) may be considered the Leader of an undead army. When applying the War Machine mass combat system (see Chapter 9) note the following details for calculating the force's BFR:

1. Leadership Factor: Treat the liege's Wisdom as equal to its Intelligence, and treat Charisma as 18. (See the Intelligence section.)
2. Experience Factor: Treat each controlled liege as an officer.
3. Training Factor: Automatic maximum (52)
4. Equipment Factor: Assume normal weapons
5. Special Troop Factor: Carefully review the percentage of the force that has two or more asterisks listed with its Hit Dice.

Roll 2d6; if the result is the number needed (or higher), the liege has successfully taken control of the lesser undead.

C Control is automatic.

(a) Nonspell-using vampire of 7 or 8 Hit Dice.

(b) Vampire of 9 Hit Dice or any spell-using vampire.

Turning Controlled Undead

When a character tries to turn pawns, the attempt is checked as if against the liege. If the attempt fails, the pawns are completely unaffected, even if they would normally be turned or destroyed by the result. If the turn succeeds, the control link is broken, but there is no other effect. A second attempt at turning the same group must be made for the former pawns to be turned with normal chances and results.

Duration of Control

At moonrise on the night of the full moon, all pawns are freed of control and cannot be controlled again until the following dawn. Thus, the maximum continuous duration of undead control is about four weeks. Any liege may release control of its pawns at any time.

Intended Pawn	HD of Liege										
	4	5-6	7-8	9-10	11-13	14-16	17-19	20-23	24-27	28-32	33+
Skeleton	7	5	3	C	C	C	C	C	C	C	C
Zombie	9	7	5	3	C	C	C	C	C	C	C
Ghoul	11	9	7	5	3	C	C	C	C	C	C
Wight		11	9	7	5	3	C	C	C	C	C
Wraith			11	9	7	5	3	C	C	C	C
Mummy				11	9	7	5	3	C	C	C
Spectre					11	9	7	5	3	C	C
Vampire (a)						11	9	7	5	3	C
Vampire (b)							11	9	7	5	3
Phantom								11	9	7	5
Haunt									11	9	7
Spirit										11	9

Turning Undead

A Cleric has the power to force certain monsters called the "Undead" (skeletons, zombies, etc.) to run away, or even perish. This special ability is called "Turning Undead". When a Cleric encounters an Undead monster, the Cleric may either attack it normally with a weapon or a spell, or try to turn it. The Cleric can't both attack and turn Undead in one round (even when hasted). The Cleric needs his Holy Symbol to turn Undead. This symbol must be strongly presented and the name of the Immortal; must be spoken aloud together with the name or sort of Undead. In effect the Cleric and the Holy Symbol becomes a conduit for channeling the Raw power of the Immortal. The Turning has an effect upon Undead in a range that increases per level of the Cleric as can be seen in the following table. The spell Treurname will thus change the effect of Turning (see further with that spell in Pages of Virtue).



When a Cleric encounters a skeleton like Undead which he intends to turn, he could invoke his Immortal power by saying something like: In name of Ixion and Valerias (this Cleric thus follows a clique) skeleton begone. When the Undead was a Revenant (also skeletal looking) the turning attempt would fail automatically. Undead are not turned automatically. When the Cleric tries to turn an Undead monster, find the Cleric level of experience across the top of the turning Undead table. Read down the left column until you find the name of the Undead you intended to turn. There is a chance to turn Undead as soon as you see a number or hit dice notification.

Turning Undead Table Max. Range of Turning Undead	Level Cleric																
	20'	25'	30'	35'	40'	50'	60'	70'	80'	95'	110'	125'	140'	155'	170'	185'	200'
Skeleton	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6	4d6
Zombie	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6
Ghoul	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	3d6	4d6
Wight	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6
Wraith	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6
Mummy	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6
Spectre	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6
Vampire	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6
Phantom	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6
Haunt	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6
Spirit	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6
Nightshade	-	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6
Lich	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	T
Special	-	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T

When a number is listed, the Cleric has a chance to turn the listed Undead. The Cleric rolls 2d6. If the total equals to or is greater than the number given, the attempt at turning Undead is successful.

When the attempt at turning Undead is successful another 2d6 (or more at higher levels) has to be thrown to determine the number of Hit dice that has been turned. At least one Undead monster will always be turned away regardless of the results if successful.

A "T" on the table means that the Turning of 2d6HD is automatically successful, if correctly tried.

Example; a 1st level Cleric has just encountered a group of seven zombies. (Each having 2HD). The Cleric tries to turn away zombies in name of Odin (his Immortal). On the turning Undead table, a 1st level Cleric vs. a zombie yields a result of 9. The Cleric must roll a 9 or higher on 2d6 to turn the zombies. If he rolled a 10, then another 2d6 must be rolled to know how many hit Dice of Undead has been turned away. He rolls an 8, the Cleric thus turns away 8 Hit Dice of zombies. Since each zombie is a 2 HD creature, the Cleric has turned away four zombies. So four zombies turn and begin shambling away from the Cleric as fast as they can move (a minimum distance of 100' is always taken, or at least until the Cleric and his despicable Holy Symbol can't be seen anymore). This leaves the Cleric with only three to fight. Next round, he can attack them with weapons or spells, or he can try to turn them away too. If the result at turning Undead shows a T, is automatically succeeds. The Cleric doesn't need to roll for success any more.





When a 2d6, 3d6 or even 4d6 is shown the Cleric must roll that number—in fact his turning ability is such a great power that the affected undead monster are destroyed instead of merely turned. Skeletons and other bone Undead shatter, Ghouls, zombies, and other corporeal Undead shamble and collapse, Immaterial Undead fade away or fall in to a puddle of ectoplasmatic goo or mist. Several special Undead turn into other materials.

The amount of affected HD is always the 2D6, 3D6, or 4D6 as given. Regardless of the roll always one Undead will be destroyed.

When an Undead has more hit dice than are affected by the turning roll the attempt to destroy fails, and the Cleric must try again or resort to other ways.

The Undead will always be affected by a shock of the Holy Symbol which results in a reduction of initiative of 2 for the following round. (maximum reduction to initiative 1, thus acting last in that round).

In special circumstances some Undead may have developed resistances against turning or has acquired magical items doing the same. These resistances may be an Extra saving throw against the Turning, or even immunity to Turning. This is listed with the specific undead.

Whenever the Cleric enters a domain where the area is evilly biased (like a Haunted Tomb) the Turning attempt will be lowered one step. This means that a 14th level Cleric now turns Undead as an 11-12th level Cleric. An evil Cleric will have similar effects at creating/controlling undead in Good Places.

When the place is dedicated to an Evil (mostly Entropic Immortal) the penalty will be two steps. The same Cleric would then turn as a Cleric of 9-10th level. An evil Cleric will have similar effects at creating/controlling undead in Good Places.

When the character moves through the Planes and tries to turn Undead there remember that for each Planar boundary crossed, more than three, the Turning attempt is lowered by one step for each boundary distance between the Cleric and his Immortal more than three. In effect, the power of a Cleric diminishes the farther he travels from his Immortal's realm and into Planes where other powers rule.

For each Plane separating the servant of the Immortal from his Immortal, the servant loses one level of spellcasting ability, and one step turn Undead ability. The loss occurs immediately upon moving to a new a Plane. Spells lost can only be regained through rest and prayer, and only upon

reaching a location where they can once again be cast. Hp, THACO, granted powers (by Piety, etc.) and all other abilities are unchanged. For the number of levels or Turn Undead steps lost one must know the Home plane of the Cleric's Immortal and the place where he is now. Therefore the Outer plane map must be studied. One must also know that the powers of the Immortals always go through the Prime Plane, except when the Planes are next to each other. Therefore see the map of Planes in 'The Ultimate Spellbook' or any other Planar Guide. An evil Cleric or Undead will have similar effects at creating/controlling undead in Good Places.

Entropic Clerics

For Clerics following the Entropic Immortals it would be abhorrent to destroy or Turn the Undead, for such easy power must be (ab-)used, therefore these Clerics can't Turn Undead, but instead control them. To do this they use the same table as the Turn Undead table, but a T depicts no automatic Turning but an automatic control for as long as the Cleric maintains concentration. Any xD6 result depicts automatic control, but here the Cleric doesn't need to maintain control, where x is the numbers of days the Cleric maintains control. When the duration is expired the Cleric must anew try to control the Undead, but those intelligent will often want to leave the evil Cleric, or use him for his their own plans and plots.

Turning Controlled Undead

When a character tries to turn pawns, the attempt is checked as if against the liege. If the attempt fails, the pawns are completely unaffected, even if they would normally be turned or destroyed by the result. If the turn succeeds, the control link is broken, but there is no other effect. A second attempt at turning the same group must be made for the former pawns to be turned with normal chances and results.

Undead danger

Most corporeal Undead are rotting corpses, and a source of spreading diseases. The most important being the infection. A disease coming forth in wounds caused by these undead. Another is Mysterionitis, also spread by a wound, caused by a corporeal non-animated undead, but it is a magical disease instead of an infection.

Infection: Fast Infection

Most common encountered infection and therefore the best way to introduce characters to the risks of disease. A good way is to let a wound contracted in a battle become infected. (bite wound of animal, monster or undead or weapon of undead or humanoids).

Incubation 10 minutes Effect; Mild 1-5 on 1d8 Severe 6-7 on 1d8 Terminal 8 on 1d8

An infection can only be caused by a wound, internal or external. The wound can become infected if not be cleaned thoroughly, or any Cure Wound spell applied within the incubation time of a Turn (10 minutes). The chance is 5% per Turn not treated as such. Roll of the strength of the infection in the wound on a 1d8.

Undead, Lamprey, Leeches, Rats, Stirges, and Scavenging creatures easily spread the infection. But the disease can also be found in dirty water (Sewer, Swamp, Ditch, Gully etc) or dirty ground (Blood-soaked, Burial sites, Battlefields, etc), and some rare Evil locations prone to disease (temples of Immortals of disease for example). If an infection is available in the area a character strolls around, check if there are any open wounds. These will automatically become infected in these circumstances.

When the wound is infected (after 10 minutes/1 Turn incubation), the infection at first in its mild stage. No Cure Wound spell can be applied before a Cure Disease spell has been applied to the patient. When the wound(s) have been cleaned (successful use of healing skill and alcohol, or similar) the infected person has a chance of self-healing, but only if the affliction was Mild. He/she rolls a 1d20 against his constitution, subtracts the success of the healing skill used prior; if the totals is lower than his constitution he heals in 1d4 days, having minor discomfort (itches, redness, some swelling) in the meantime. Until the wound is fully healed by itself, no Magical Cure Wound will work on that patient. Since this is so common, each healer or cleric will know that a failed Curing spell will most logically be a prominent infection, and can then or later act upon it.

When the infection has become **severe** (automatically after a week of not being cured), or after 1 to 4 hours if the initial severity was rolled from the beginning (less in warm, wet surroundings, and active, less in cold, and dry and inactive). It needs slightly cutting away the infected tissue (this can also be done by maggots, Leeches, Insects like ants, or even the rough tongue of the Goat), after which it is treated with a Cure Disease spell.

A **terminal** infection, is always internally, and often has to do with the lower intestines, the brain, heart or stomach. It will become Terminal in double the time needed to become severe. When a character walks around with an extremity that is virtually dead, it will rot away and thus infect the character from inside out. This will also be Terminal (no need to roll severity). These can be cured only by a Cure Disease by a 16th level Healer or Cleric with an Intelligence of 17 or higher, with a Surgery skill, a crew of 6 Healers of at least 4th level and a clean operation room. The operation takes 3d6 Turns and doubles for each Healer less available than needed. The operation has a failure of 5%, increased by 5% per Healer short. When failed the patient will be cured but will also lose 1 point of Constitution due the weakness he gained from the operation, for the period of 100 – his constitution in days.

Mysterionitis (Undeath); Magic Disease

Return after death. None known. Undeath akin to being a Thinking Zombie. Infectious. Mysterionitis is very rare but known throughout the world. 5% of contracting the disease per exposure (Mummies or similar Undead), but will only become active after death of the patient (whenever). Example; Desert Zombies created by Senmet's disease ridden touch, or other desert zombies. Reproductive Undead like ghouls, Wights, Vampires, don't carry this disease. Their own reproductive way of spreading their undead plague is awful enough.

Other diseases like Mummy Rot, Rot Grubs, Pleurisy, Pneumonia, Tetanus, Dysentery, Lazar's Disease, Sewer Typhoid, Black and Brown Plague, Typhoid are also found on dead and thus undead creatures. Most other diseases are not spread by undead, but are able to infect others from the dead body, for about a day or two at most. Then the rotting has set in destroying the disease in effect.



Life after Death (by Raman Nabonides of the Princess Ark) By Bruce Heard.

As Many People correctly believe, a Living Being is made of Two Basic Elements, Material and Immaterial—Body and Soul. The Body results from the Interaction of Forces pertaining to the Spheres of Matter and Time. Matter makes up the Body, while Time regulates its natural life. The Soul requires Elements pertaining to the Spheres of Thought and Energy. Thought allows the Soul to be sentient, while Energy allows it to exist. It is the Soul that animates and governs the body when both are joined. Without it, the Body soon perishes. A Fifth element exists, one that initially binds Soul to Body. This Element pertains to the Sphere of Entropy. It is strong at Birth, and then weakens as Years pass, due to the Influence of Time in the Body. Through this it weakens the Material Body, and thus aging it. If Natural Death occurs, the Bond withers, allowing the Soul to leave the Body. Otherwise (in case of accidental death/murder/death by disease-magic-poison act.), the remaining Entropic Force is released in the Prime Plane or wherever the Body was at the Time of Death. This is the Force that Demons and other Creatures of Entropy feed upon. At the Time of Death, a Soul is immediately transported to Limbo, a very remote Outer Plane. It is Dark and Mysterious place that no Living Being but Immortals may enter.

There, the Soul may seek Eternal Rest or struggle to return to its Body, thinking it still has Unfinished Business. Chaos is the Dominant Force in Limbo. It affects Many Things, from the Physical Laws to the Passage of Time. Time in Limbo runs differently than in the Prime Plane. The First Day a Soul "lives" in Limbo lasts only an Hour in the Prime Plane. The Second Consecutive Day in Limbo lasts Two Hours, the Third day Three, and so forth. At this rate an Uninterrupted Year in Limbo would be little over 7 Years in the Prime Plane, and a Decade there would last about Seven Centuries on the Prime Plane!!! (The complete table can be found in the Book of Clerics; Pages of Virtue).

When a Soul manages to leave and then return to the Prime Plane, the Passage of Time resets itself, so a Day there is equal to an Hour on the Prime Plane. Time in Limbo can always be measured with a Sundial despite the Lack of a Sun. The mark of the Sun actually glows no Matter how the Sundial is held. Sigils on Sundials mark the Passage of Weeks, Months, and Years. Magical Hour Glasses may also mark the Corresponding Time in the Native Plane of the Entity consulting it. The Passage of Time in Limbo explains why Two Creatures who entered that Plane at Different Times will not be able to exit it and reappear in the Prime Plane at the same Time. For example, Two Warriors Die during a Battle. The First Warrior dies at Dawn, the Other at Noon (Six Hours later). Both meet in Limbo. This means the First Warrior has already spent Three Full Days there (Three Days in Limbo equal six Hours on the Prime Plane) together they manage to find a Gate back to the Prime Plane after Another Four Days in Limbo. By then, the First Warrior has spent Seven Days in Limbo and the other only Four. If both enter the Gate simultaneously, the First Warrior appears 28 Hours after his Death (at



Raman Nabonides of The Princess Ark in Limbo under attack of an Undead there.

10m AM the Day after his Death), and the Second Warrior appears 10 Hours after his Death (at 10 PM on the Day of his Death), thus the 2nd warrior would revive earlier than the 1st. If they met again in the Prime Plane and both reenter the Gate to Limbo at the Same Time, Time would affect both in the same way from this Point on. As long as a Soul remains in Limbo, it appears, feels, and thinks like its Living Counterpart, though it neither ages nor requires Food or Water. It possesses All Items the Character carried or wore at the Time of his or her Death. The Soul and its Equipment are only "Reflections" of what they once were. Magical-Item Reflections function only in Limbo, being powerless in the Prime or other Planes.

Should the Next Living Owner of the Deceased Character's (Magical) Items Die in the Prime Plane, the old reflections of these Item would dissipate and reappear in the Possession of the Lasts owner's Soul when it reaches Limbo. Exception to this Rule are Artifacts, they can't have a reflection in the Plane of Limbo.

A Soul in Limbo senses when its Former Possessions, such as Weapons, Tools, Clothes, and so on, are being used on the Prime Plane. It also knows if they are being used in a Way the Soul would approve of. The Physical Objects and their Reflections in Limbo are closely linked. The older the Object or the Stronger its Magic, the Greater the Bond. An Intelligent Sword could even communicate with its Owner on the Prime Plane and its Previous Owner's Soul in Limbo. Think again before stealing a Sword from a Tomb: one never knows to whom It once belonged, and the Owner's Soul might come back from Limbo and Haunt the grave robber until the sword is finally returned to the tomb.

Most Spells may be cast normally, except for Traveling Spells used in an Attempt to leave Limbo. A Teleport Spell used to move from one Region of Limbo to another will function. Travel, Teleport, Word of Recall or Wish and similar Spells used in an Attempt to exit Limbo will fail. The only way to leave Limbo is through adventuring. Likewise, all Healing Spells and all Spells related to Life, Death, or Souls (e.g. Raise Dead(Fully), Speak with Dead, Animate Dead, Create Dead, Magic jar, or a Wish used in a Way to affect Death) can't be cast from inside Limbo. Entering or Leaving Limbo heals any damage done to the Soul.

For the Soul, the Environment in Limbo looks and feels like as if it were a Tangible Reality. The Soul will have the same Characteristics as the Character had in Life (AC, AV, Hit Dice/Levels, Hp, Strength Movement, and so forth). Of course, a Soul that just arrives in Limbo doesn't immediately believe it is "Dead", although mostly their Corpses reflect the Damage done to it (this is not real and just a Reflection of the Damage done to the Character, and will disappear later, when the Character "forgets" the Damage and just remembers how He was in Life).

Appearance of Limbo



Limbo may take Different Aspects, depending on the Character and his Cultural Background. For example, a Character from Ochalea may see Limbo as a Shadowy Oriental Garden with Pagodas, while a Character from the Northern Reaches could see it as Giant Glaciers battered by Dark, Thunderous Storms. For those without such Beliefs, Limbo is likely to look like Dirt Paths winding through Jagged Rocks. The sky rages from a Dim, Gray Twilight to Total Darkness. Eerie Algae and Veils of Spanish mosses often seem to stretch forever from the Ground up into the Starless Sky.



Even though the Ethereal Plants sway slowly as if in some Imaginary Breeze, a Sound like a Howling Wind can faintly be heard far away in the Distance. Limbo is a Cold, Dismal Place, with Grays and Blacks dominating throughout.

If one flew "upward" alongside the algae, he would discover that their other end is rooted in a land that is the mirror image of the one he just left, as if Limbo were a Giant Sphere. If one could dig into the ground, he would reappear on another surface in all ways identical to the one he just left. These places are all Infinite Extensions of the Same World, like Interlocking Möebius strips. Like the Prime Plane, Limbo is not a Finite Universe; this is due to the predominance of Chaos in Limbo.

Life in Limbo

Many creatures populate Limbo, ranging from the lost Souls of otherworldly beings to creatures of Entropy and Predators unique to Limbo. These latter seek to destroy lost Souls, for they feed on the Elements related to the Spheres of Thought. These Entropic Entities represent Ultimate Oblivion for those who fall before them. They usually remain in Limbo, since other Planes are deadly to them. Only the more Powerful Ones dare linger in the Prime Plan, often in an attempt to stalk Prey that escaped them. The more powerful the Prey, the More it will attract these denizens hunger Other beings haunt Limbo as well, including Immortals on a Quest or Fiends, Demons, with some Dark Scheme in Mind. Though it is not allowed, some Mortals seem to have visited Limbo and survived it. From one of the Few Rules there exist, there is only known, that he may stay only a Day there, and may neither eat or drink, to still enable him to leave the dreary place. No more is known, and thus all has to be found out by those Foolish enough to enter there.

Seeking Eternal Rest



The Souls of most Beings entering Limbo will seek Eternal Rest in Most Cases. If the Character chose an Immortal Patron to guide him during his Previous Life and he has been Faithful to his Philosophy, his Soul will find a Gate leading to the Plane of his Immortal Patron. The Time spend in Limbo, ranging from a few Minutes to several Decades, depends on how faithful the Character was. The stay in Limbo is meant as a Period of Atonement. On the Immortal Patrons Plane, the Soul becomes a Servant of the Immortal and can no longer be called back to the Prime Plane, By a Cleric casting Raise Dead for example without the Immortal Patrons will. All Memory of the Immortals Plane is wiped out if this is achieved. No Mortal Magic can restore Memory lost that way. If the Character has adopted an Immortal Patrons Philosophy but betrayed it later, that Characters Soul will never be allowed into the Immortals Plane, and thus is condemned to stay forever in Limbo, or succeed in locating another Immortal Patron, or return to the Prime Plane. Sooner or later, the Lost Soul will fall Prey to Entities of Darkness that wander the Paths of Limbo

Truly evil Souls could fall before the forces of Entropy there and join

their Side, but they are more likely to become Entropy's Prey or the Hapless Pawn of some Grand, Evil Plot. A Chaotic Soul trapped in Limbo may become a Minion of Chaos. It must first become Familiar with Peculiarities of Limbo (40 minus Level of Hit Dice indicates the Number of Local Days a Soul needs to "survive" in Limbo to gain this knowledge. If it defeats a Minion of Chaos of the same number of Hit Dice or better (minimum 10 HD), a Chaotic Soul then becomes a Minion itself, the Very Predator it learned to fear in Limbo.

If the Character never adopted any Philosophy at all, his Soul must go on a Quest to find a Gate that leads to Eternal rest on Planes where free Souls may reside. These are the Entities that mend the Fabric of the Universe in the Prime or Outer Planes, allow the Celestial Clock to work, enable the eternal Cycle of Creation to go on, and maintain e between the Powers of the Spheres. Animals and Plants mostly go there.

Simple Prayers from those Still Alive can help a Soul Lost in Limbo. To Someone in Limbo, Prayers sound like Faint Calls from friends. If the Prayers are uttered with enough Faith, they can lead a Soul in the Right Direction, toward a Gate it seeks or away from Danger. Many Clerics know Prayers for the Dead, which are particular effective when said by Mourning Friends, Relatives or Loved ones, at the Side of the Deceased or at his grave.

Depending on the mourner's background, candles, incense, chimes, songs, Ochalean Firecrackers, the Loll of a Bell, or the Sacrifice of Gifts, are used to ward off evil spirits (equivalent to a Protection from Evil spell in Limbo on the Soul) and help the Prayers reach the Soul beyond. The most effective Prayers for the Dead were written many Centuries ago by the Ancient Nithians, and are still in use in the Hollow World. Other Spells cast in the Prime Plane can affect Lost Souls, like Speak with Dead. To a Soul in Limbo, the Spell induces a Trance that allows the Soul to respond to Questions (no Save!!). The Soul is totally vulnerable during that Time and can't break the trance until it has responded to the Cleric's three Questions. Therefore it mostly breaks Contact with the Cleric after the Third Question, but it is allowed to answer more.

Returning Home

For a Soul to desire its Return to the Prime Plane, there should be some Unbearable Need or Feeling of Distress such that the Soul would be ready to risk losing Eternal Rest in order to accomplish a Great Deed. An Epic Struggle against Evil, a Loved One in Dire Need of Help, and Revenge for Some Terrible Crime are Examples of Legitimate Reasons to go to the Prime Plane. When confronted with a Character's Death and Entry in Limbo, Characters will always attempt to bring their Bodies back to life, regardless of the Legitimacy of their Reasons. If the Character is being frivolous, the Path to the Prime Plane is Dangerous and unforgiving. The Path to the Prime Plane can be a long and difficult one. In the case of a character with a noble Quest, some Help could be made available in the Persons of Benevolent Entities guiding the Lost Soul toward a Gate.

The Wandering Soul must face many dangers that could destroy it forever. Creatures of Darkness dwelling in Limbo prey upon these Lost Souls. Gates are well hidden. Malevolent Beings also know that lost Souls seek these Gates to return to their World, and therefore will haunt these Places. The more Powerful Ones, Fiends or their Minions in particular, will attempt to fool a Lost Soul into believing they are trying to help. Instead, they will guide the Soul to the Wrong Gate, one that leads to their Plane (Mostly Hell!!!) There the Soul will be enslaved, imprisoned or devoured by Creatures of Entropy. They mostly become Nupperibo's in Hell.

If the Soul succeeds in reaching the Prime Plane, it will enter at the spot where its body was killed. The Soul is invisible to mortals (only those with a Second Sight spell or ability will be able to see him), totally immaterial, and incapable of affecting anything physical or magically in the Prime Plane. The Soul must find its body by wandering through the region and listening to people.

If it finds its body, the Soul may immediately enter it and attempt to reanimate it, provided the Body is in reasonable good condition make a Constitution check based on the character's original score. If it succeeds, the body is revived. For example, a Warrior dies from a stab in the heart, and his Soul leaves the body and later returns. Everyone Thought the Fighter was quite dead (he was actually), only to discover that the deadly blade just grazed the Fighters heart. He "miraculously" awakes, very weak and in great pain but Alive (1 hp left).

If the body decayed beyond any possible recovery, or was damaged to a point it couldn't conceivably live, or was already disposed of (cremated, buried deep in the ground, eaten, etc.), then the Soul is in danger to become a Ghost. Make a Wisdom check based on the character's original Wisdom score. If it succeeds, the Soul may immediately return to Limbo. If not, it becomes a Ghost trapped in the Prime Plane.

Souls may be recalled to the Prime Plane by powerful clerics. To a Soul, a Raise Dead spell would produce a great ball of blinding light. The spell in effect creates a magical gate for the Soul. It leads directly to its body, at the Time the cleric casts the spell, and at the same Time restores some damage done to the body to make it possible to sustain life again. If the Soul doesn't desire to return to the Prime Plane, the Soul must pass a Wisdom check to resist the call. Sometimes Entropic entities will imprison a newly arrived Soul, hoping for an unsuspecting cleric to cast such a Spell. The entity will enter the gate and take possession of the resurrected body. At other times, a Minion of Chaos might sneak into the gate after the Soul. Creatures of Limbo can be jealous and spiteful toward those who escape Limbo. Clerics should always heed when summoning a Soul back from Beyond, for there very well might also be a furtive shadow lurking somewhere near, waiting its Time.

Cities of the Dead.



Invariably, there are places in Limbo that can be called cities. They offer Neutral ground where Souls, followers of Entropy, and creatures of chaos may meet and dwell without fear of each other. It is rumored that these places are under the protection and law of Immortal Patrons. As long as one remains in such havens, no harm may befall him without his own consent. To say the place is absolutely safe would be far from the truth, however; the only acceptable "Currency" there is one's precious Life-Force. Many reasons exist for why a being might want to part with some of its Life-Force; this is usually done for formation.

A Minion of Chaos may bestow upon a weak Soul some of its Life-Force in order to obtain its Services for a Time. A lost Soul may accept the loss of some Life-Force in order to gain valuable information on the locating of a magical gate. Another might want to pay a rent to "open Shop" and sell goods (remember, there is no way to tell how long the reflection of an object will last in Limbo). A Fiend (Demon) may "loan" Life-Force to another Entity, at an Interest, but the Demon might let the Contract run past its deadline and claim its dues back when one is not in any shape to repay (this can even extend to the Prime Plane, after the Character has returned there somehow). Many Souls became the victims of an unscrupulous Fiend, either meeting their final doom or becoming followers of Entropy just Cities crawl with such unsavory creatures.

To survive trading of Life-force is vital in Limbo, because it often is the only way to cure damage to the Souls. A Soul on a quest to find a gate might sustain damage in battle against a creature of chaos, and thus would seek employment in order to cure its wounds. The reflection of money and precious items has little Value in Limbo (though some (magical) items can have some value). These are viewed as mere trinkets and baubles. Life-Force can be transferred upon contact.

For simplicity, Life Force is measured in Hp. The Recipient can't receive more Life-Force than its normal Hit Point total (except through a self cast Aid Spell, which is rarely successful-5% only). Life-Force can be stored in vials and used at a later Time like a magical potion. One may refuse to return borrowed Life-Force, but then the protection of that city no longer applies to the delinquent, and his creditor is entitled to take any action it sees fit. The Life-Force of slain creatures and entities can be collected, if carefully and fast. About 50% of the Life-Force the Creature did held can be collected, lowered by 5% for each round the creature is slain (the Life-Force slowly evaporates).

Denizens of Limbo

As mentioned earlier; myriad entities populate Limbo besides the Souls of the Dead. Because of the preponderance of chaos there, the "Law" of the strongest is the only one that applies. Among the powerful entities are Demons and their rivals, the Masters of Chaos. Fiends (or better said Demons), also called Lords of Entropy, are not native to Limbo but consider that Plane their Hunting Grounds. Masters of Chaos are Souls that remained in Limbo and rose to Power there.

Visitors

Other creatures may wander through limbo, such as Spectral Hounds, Undead Beholders, and other Undead variants. Not all is known about these and other Undead beings, even if they also exist on the Prime Plane. Fortunately, not all that dwells in limbo is evil. Some friendly entities exist and



may bring help, such as Lawful Souls on their way to Eternal Rest, or Guardian Angels. The Archon is perhaps one of the most powerful creatures of good that could roam Limbo. It enters Limbo to monitor the schemes of the Masters of Chaos there, or to keep the Masters under control.



deliberately with creatures.

Reincarnation

There is a chance in Limbo or in the Plane of eternal rest the character will want to live again. To become alive he must find a gate towards the Prime Plane and enter it. He will then appear next to a pregnant creature with a Fetus in the last period of pregnancy of about his same ego (Intelligence + Wisdom). There he will be able to enter the unborn body and thus prevent a Soul to evolve naturally in the fetus. In fact he replaces the Soul. When entered the fetus he will lose 100% of all knowledge minus 1% for each ego point. When he is able to remember things from his former life, it will be remembered as a Deja-Vue, ("Hey that is strange, I have never been here before, yet still I know what it looked earlier or what is beyond that door."). Only through hypnosis and ESP beyond the control of the character can this knowledge be revealed and even then only minor bits and pieces. This method is used to determine why a character has an ungrounded fear for something or someone. There is a small chance that the character will be "cured" of this fear after he knows the reason.

A character's soul can sometimes instead locate a direct gate from his body to a gate to a new body.

There are situations recorded in research around Reincarnation, of Souls being reborn in the same parent again (example: a twin dies, and is reborn as a twin again, with almost the same features and same traits, interests and other characteristics, so equal that the parents will know they are the same. (This did happen in real life, recorded in 1985 somewhere in Pennsylvania USA).

So, for those who died: "There does remain an existence beyond death, even when some religions speak of it otherwise!!? Any religion can speak about this Matter in their own personal ways of understanding or beliefs, and Limbo will appear almost equal to that religions description of the afterlife, but not changing its mechanics."

To know the time passing between Limbo and Prime Plane according to each other see Pages of Virtue The spells Raise Dead and Raise Dead Fully.

Most animals will reincarnate at the earliest opportunity, and fairies do it directly (often keeping their memories of the past life, whole or partially), hence they are called immortal.

Beyond Limbo

Characters reaching "eternal rest" past Limbo still exist. They could have become servants of their chosen Immortals, or free entities in a separate Plane. In either case, their goals could be very similar to those they had when alive in the Prime Plane, in that they continue their struggle against the enemy (presumably Entropy), either defending their Home Plane against their foes or rally to the Prime Plane as "Guardian Angels" to protect their philosophy.

A returning Guardian Angel permanently loses 1d6 levels or Hit Dice when destroyed or defeated in the Prime Plane, and immediately returns to its Home Plane for 1d8 days thereafter. If "killed" on its Home Plane, a Guardian Angel's life Essence is absorbed in the Plane itself, and as thus ceases to exist. The Guardian Angel gains experience levels as appropriate to its mission and original character class, and may continue its quest for Immortality if it wishes. Although only a few wish so, there exists a few almost unknown Immortals who where once Guardian Angel. The one that has the greatest chance to once have been a Guardian Angel is Ixion the Light Prince, he himself doe not know about this for sure.

But even the Guardian Angel has the original character's statistics and abilities. The Guardian's Angel's incorporeal form is invisible to Mortals in the Prime Plane (thus only one with Second Sight will be able to see him), and even Infravision will not reveal an incorporeal Guardian Angel. It can freely materialize, thus become visible. In either form only magical spells and weapons of +2 or greater enchanted power (Level) can affect it. The Guardian Angel may cast up to three Travel spells a day as an innate ability. The Guardian Angel can't take away any material objects from the Prime Plane. Guardian Angels should not deliberate interact with other creatures (as according to the Immortal Rule: No Direct interference with Mortals on the Prime Plane!!) but this rule does affect all Planes, even Limbo except the Immortal Home Plane of the Guardian Angel. Stiff experience penalties threaten those who do interact



Creation Magic

Undead Production

Necromantic spell.7

Range: Touch
 Duration: 48 Hours
 Effect: 1 Undead
 Saving Throw: None

Components: A corpse and some Undead Goop, and variable methodics and component depending upon the undead to be created.

Reading time scroll: can't be written on scroll and thus releasing the Magic.

An Undead Production is designed to produce the vast number of Undead "species" existing. Only one Undead, regardless of

hit dice, can be so manufactured. That Undead mostly can't procreate itself (this is not the caster of the spell to choose, but depends of the acts of the Immortals), but will conform to all normal statistics and abilities, and this includes often some other means of reproduction. Its hit points will always be the maximum. The corpse to become an Undead must first be washed with Undead Goop, this is the layer of molds, fungi, rotting residue, and so on residing on most zombies, or other (even normal) rotting corpses.

The Undead, to rise from being a corpse must make a saving throw vs. Poison according to the lowest level of the species or the spell will fail. This spell is always the base to create Undead, but special preceding or following spells can be needed to create a specific Undead. Look at the Undead description. When nothing special is mentioned, only the use of this spell will succeed.

The Creation of Undead is mostly an Evil Act!!!

Agarats	Greater Wyrds	Phygoraxi	Undead Dragon
Blazing Bones	Heucevas	Possessions	Undead Lake Monster
Bone Nagas	Juju-Zombies	Sacrols	Vampiric Mists
Crimson Death Mists	Lesser Banshees	Sea Zombies	Vampiric Wolves
Darkhoods (Rophrys)	Living Walls	Shimmering Wraiths	Vapor Ghouls
Death Leeches	Lord Zombies,	Topis	Warrior Skeleton
Doom Guards	Mesmers		Wyrds
Dread Wolves	Phantoms: (Apparitions, Shades, Visions)		
Floating Death Heads	Spirits: (Odics, Revenants, Druj)		
Frost Zombies	Haunts: (Poltergeists, Ghosts, Banshees)		
The Undead that can't be created by this spell (they often have their own creation spells or can only come into existence other ways) include but are not limited to;			
Baneguards	Ghostly Hordes	Mummies	Wights
Baelnorns	Gray Philosophers	Nosferati	Wraiths
Beholder Ghosts(Doomspheres)	Greater Mummies	Skeletons	Zombies
Crypt Servants	Greater Lightning Zombi	Spectral Wizards	Lesser Haunts
Crypt Things	Ghouls	Spectres Vampires	Lesser Phantoms
Death Knights	Lightning Zombies	Tuyewera	Image Phantoms
Dracoliches	Nightshades: (Nightcrawlers, Nightwalkers, Nightwings)		



The Animated (*Animatea* species)

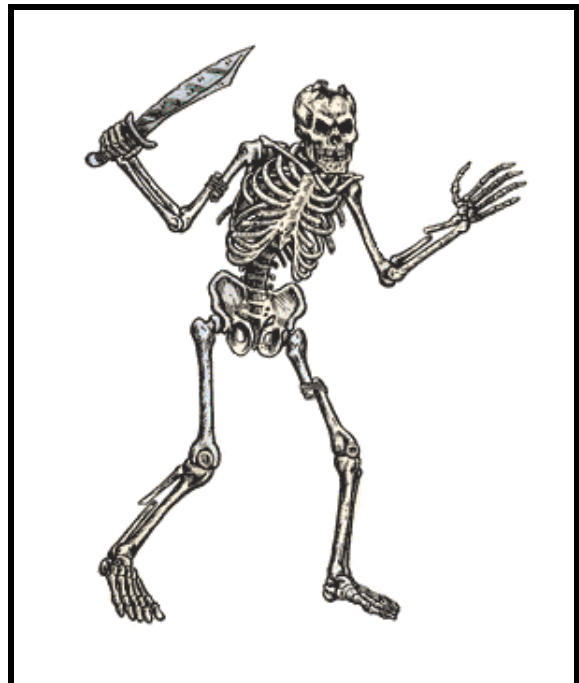


These are the lowest manifestations of Evil Magic. Someone on the Prime Plane (be it a Cleric from some immortal, a wizard with magics to reanimate bodies or even bind souls, or immortals themselves, using curses and similar means to bind a soul to its own or any other body) simply animated the remains of dead bodies, (keeping them whole as a part or as a body, not mixing them with other body parts) which doesn't affect their Souls.

The Souls of the victim of this magic may go on a Quest for Eternal Rest in Limbo as normal. This is different than creating a new creature with the use of bones or other body parts, a bonegolem for example is not undead, due to the magics involved, and that all parts may belong to different bodies. This does also count for a flesh golem.

Skeleton (Skeles Animatea)

Animated	Skeleton		
	Human / Humanoid	Animal	Monster
Type	Undead		
	Enchanted		
Climate/Terrain	Any		
Frequency	Common	Rare	Very Rare
Organization	Band		
Activity Cycle	Any		
Diet	nil		
AL	N		
NA	3d4(3d10)	2d4(2d10)	1d6(1d6)
Size	M; 4'-7'	S; 3'-5'	L; 7'-15'
ST	9	9 or -2 original	9
IN	0		
WI	0		
DX	7		
CO	9		
CH	3		
Languages	0		
Spellcaster Limits:	0		
AC	7	8	6
AV	1(By Armor)		
HD	1	1-1	6
HP	1d8	1d8-1	6d8
MV	120'(40')	60'(20')	120'(40')
Load	1500/3000	na	1500/3000
BR	3'(1)	3'(1)	3'(1)
THACO	19	20	15
Attacks	1Fist/Bite	1Bite	1Fist/Bite
Damage	1d6	1d4	1d8
Attacks	or 1weapon		or 1weapon
Damage	by weapon		by weapon
Special Attacks:	0	0	
Special Defenses;	50% piercing / Edged weapons		
Immune to;	Charm, Hold, Illusion, Discord		
	Poison, Death Magic		
	Insanity, Feeblemind, etc.		
	Cold, Fear, Sleep, Paralysis		
Extra Vulnerable to;	0		
Turning as	Skeleton		Zombie
Holy Water	2d4		
AM	0	0	0
Horror Rating	2	2	2
Save as;	F1	NM	F6
ML	12	12	12
XP	10	5	275
TT	nil		
Body Weight	175-150 LBS	5-5000 cn	250-500LBS



Animated skeletons are undead creatures often used as guards by the high level magic-user or cleric who animated them, or by greater undead creatures who command them. Skeletons are often found near graveyards, dungeons, and other deserted places. Since they are undead, they can be turned by clerics, and are not affected by sleep or charm spells, nor any form of mind reading. Skeletons will always fight until "killed."



All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests. Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an animate dead spell. Skeletons have no eyes or internal organs (the body is cleansed of almost all soft material at the casting of the spell). Skeletons can be made from the bones of humans and Demihumans, animals of human size or smaller or giant humanoids like bugbears and giants.



Combat:

Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, they do not fight as well as living beings and inflict only 1d6 points of damage when they hit. Animal skeletons almost always bite for 1d4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1d2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.

Skeletons are immune to all sleep, charm, and hold spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton. Skeletons are immune to fear spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

The body may cause infections in open wounds at a chance of 50%.



Habitat/Society:



Skeletons have no social life or interesting habits. They can be found anywhere there is a wizard or priest powerful enough to make them. Note that some neutral priests of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.

Skeletons have almost no minds whatsoever, and can obey only the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans) working together to protect their master's dungeon or tower.



Ecology:

Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another animate dead spell. Rumors of high-level animate dead spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably confirmed.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

Creation magic

Animate Dead



Range: 60'
 Duration; Permanent
 Casting Time: 1
 Area of Effect: creates zombies or skeletons
 Save: None
 Cleric 4, Healer 3, Exorcist 3, Humanoid Shaman 4 spell.

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated Undead creatures will obey the caster until they are destroyed by a Cleric or a Dispel Magic spell. For each level of the caster, 1 Hit Dice of Undead may be created. A Skeleton has the same HD as the original Creature, but the Zombie has one HD more than the original. Character levels are not counted (the remains of a 9th level thief or mage would be animated as a Zombie with 4HD, since thieves or thieves have ½ HD per level to a maximum of 9 as all Humans) as a Zombie with 9 HD. All other classes having 1 HD/level to a maximum of 9 as all Humans), are animated as full Hd Undead. Each HD is 1d8.

Adjusted Xp		
HD	Skeleton	Zombie
-1	5	na
1	10	na
2	20	20
3	35	35
4	75	75
5	175	175
6	275	275
7	450	450
8	650	650
9	900	900
10	1000	1000
11	1100	1100
12	1250	1250
13	1350	1350
14	1500	1500
15	1650	1650
16	1850	1850
17	2000	2000
18	2125	2125
19	2250	2250
20	2375	2375
21	2500	2500
+1	+250	+250

Animated creatures do not have any spells, but are immune to Sleep, Charm effects and poison. The Souls of the victims still roam the Plane of Limbo to search for their eternal rest or returns to their world or their body, their bodies are just animated. For a resurrection attempt to succeed, a Skeleton or Zombie must first be slain without destruction (thus not a Clerical Destruction ability to Undead when high enough level) and then a Raise Dead (Fully) applied to the corpse.

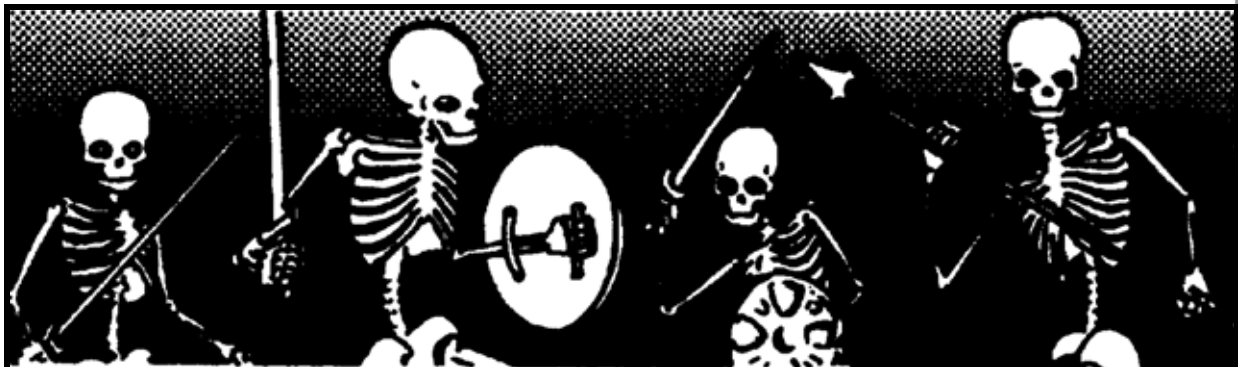
The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Animate Skeleton

Range; 30 feet +10 feet per level of the caster
 Duration; Permanent
 Effect: One skeleton/level
 Saving Throw: None
 Components: special Deathmaster salve
 Casting Time: 2 rounds per skeleton
 Magic Necromantic spell 1

Animate skeleton is simply an animate dead spell that produces one skeleton for every level of the caster. The (mostly Deathmaster) caster must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The Magic to animate them then takes also one round to cast. He rubbed skeletons can be so animated anytime within 24 hours after their rubdown. The salve costs 10gp per skeleton to prepare.



The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Undead Plague

Range: 1 mile

Duration: Special

Casting Time: 2 rounds

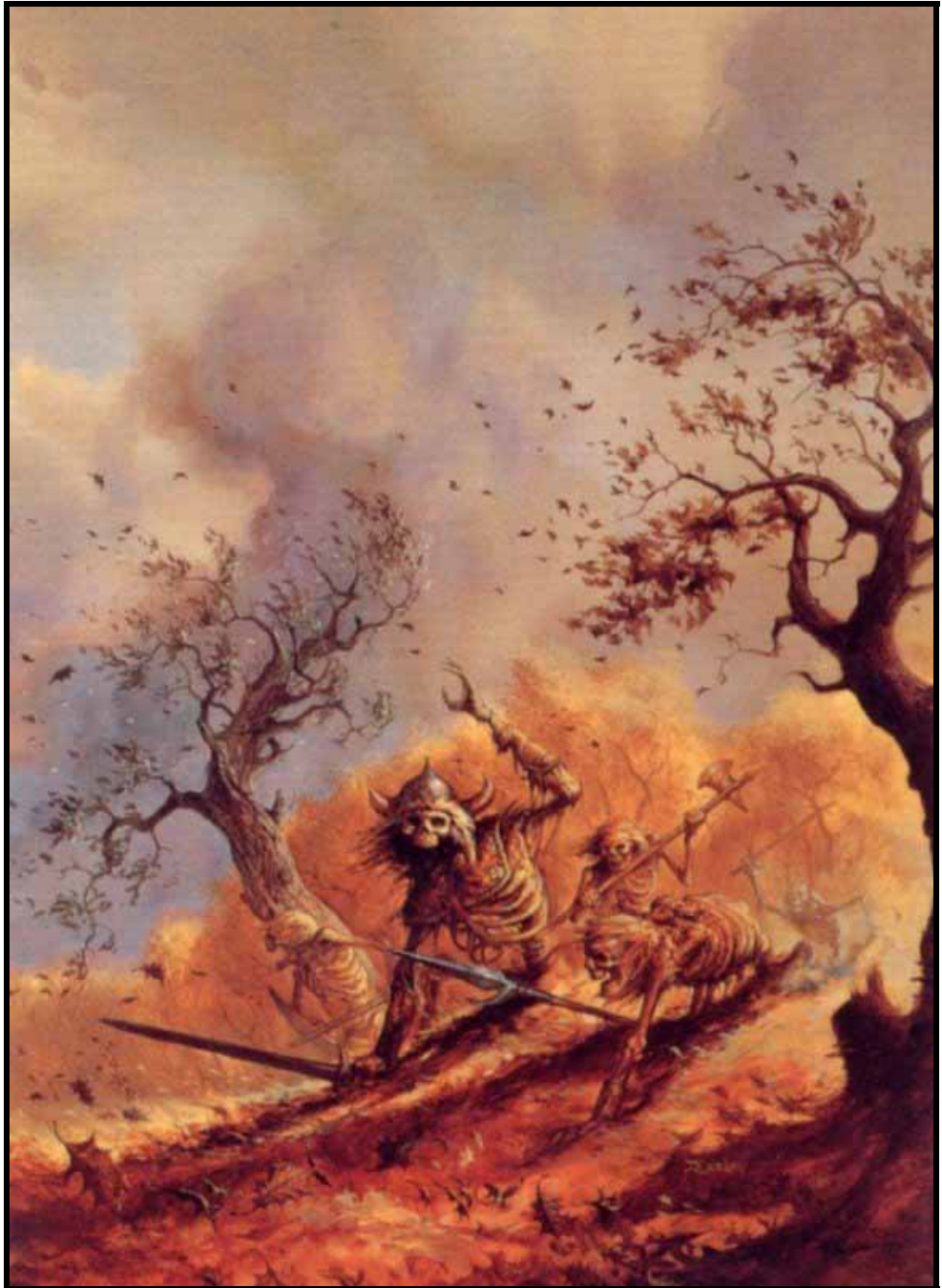
Area of Effect: 100-yard square/level

Save: None

Cleric 7 Quest, Exorcist 7 Quest, Humanoid Shaman 7 Quest spell.

By means of this potent spell, the Cleric summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battle site or graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards. The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell. The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the Cleric who created them.

This spell can only be cast by evil Clerics of at least 20th level and 100Pip.



Skeleton, Giant (*Skeles Animatea Furens*)

Animated	Skeleton, Giant
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	nil
AL	N
NA	3d4(3d'10)
Size	L; 12'
ST	10
IN	0
WI	0
DX	6
CO	12
CH	3
Languages	0
Spellcaster Limits;	0
AC	4
AV	1(By Armor)
HD	4+4
HP	4d8+4
MV	120'(40')
THACO	19
Attacks	1Fist/Bite
Damage	1d12
Attacks	or 1weapon
Damage	by weapon
Special Attacks;	0
Special Defenses;	50% piercing / Edged weapons 50% Cold 1'die missiles only
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Fire, Fear, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	2
Save as;	F4
ML	12
XP	125
TT	nil
Body Weight	175-250 LBS



Giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts.

Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically enlarged. They are normally armed with long spears or scythes that end in keen bone blades.

Rare individuals will be found carrying shields (and thus have an Armor Class of 3), but these are far from common. A small, magical fire burns in the chest of each giant skeleton, a by-product of the magics that are used to make them. These flames begin just above the pelvis and reach upward to

lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone. Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts. For example, "stay in this room, make sure that nobody comes in, and don't allow the prince to leave," would be the type of command these creatures could obey.

Combat:

In melee combat, giant skeletons most frequently attack with bone-bladed scythes or spears. Each blow that lands inflicts 1d12 points of damage. Once per hour (6 turns), a skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a fireball that delivers 8d6 points of damage. Because these creatures are immune to harm from both magical and normal fires, they will freely use this attack in close quarters. Giant skeletons are immune to sleep, charm, hold, or similar mind-affecting spells. Cold-based spells inflict half damage to them; lightning inflicts full damage, while fire (as has already been mentioned) cannot harm them. They suffer half damage from edged or piercing weapons and but 1 point of damage per die from all manner of arrows, quarrels, or missiles. Blunt melee weapons inflict full damage on them. Being undead, giant skeletons can be turned by priests and paladins. They are more difficult to turn than mundane skeletons, however, being treated as if they were mummies. Holy water that is splashed upon them inflicts 2d4 points of damage per vial.

Habitat/Society:

The first giant skeletons to appear on Mystara were created by an undead priestess in her lair within the domain of Norwold. Others have since mastered the spells and techniques required to create these monsters; thus, giant skeletons are gradually beginning to appear in other realms where the dead and undead lurk. Giant skeletons are employed as guards and sentinels by those with the power to create them. It is said that the Dark Powers (Evil Immortals) can see everything that transpires before the eyes of these foul automatons, but there is no proof supporting this rumor.



Ecology:



Like lesser animated skeletons, these undead things have no true claim to any place in nature. They are created from the bones of those who have died and are abominations in the eyes of all who believe in the sanctity of life and goodness. The process by which giant skeletons are created is dark and evil. Attempts to manufacture them outside of Evil grounds have failed, so it is clear that they are in some way linked to the Dark Powers (evil immortals) themselves. In order to create a giant skeleton, a spell caster must have the intact skeleton of a normal human or demihuman. On a night when the land is draped in fog, they must cast an animate dead, produce fire, enlarge, and a resist fire spell over the bones. When the last spell is cast, the bones lengthen and thicken and the creatures rise up.

The Creation of Undead is an Evil Act!!!

Any Good aligned Mage who employs this spell loses 1d12 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d12 points, Neutral aligned mages lose only 1d8 points, while Neutral Clerics, Shamans or Paladins lose 1d12 points.

Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

Dust Skeleton (*Skeles animatea porifore*)

Animated	Skeleton	
	Dust	Spike
Type	Undead	
Climate/Terrain	Enchanted	
Frequency	Any	
Organization	Very Rare	
Activity Cycle	Band	
Diet	Any	
AL	nil	
NA	N	
Size	2d10	
ST	M; 4'-7'	
IN	8	
WI	0	
DX	0	
CO	7	
CH	9	
Languages	3	
Spellcaster Limits;	0	
AC	10	6
AV	0	
HD	1*	3**
HP	1d8-1	3d8
MV	90'(30')	120'(40')
THACO	20	17
Attacks	1	1
Damage	1	1d6
Special Attacks;	Choking Cloud	Bonespray
		Blood Burn
Special Defenses;	Choking Cloud	50% piercing / Edged weapons
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Feeblemind, etc.	
	Cold, Fear, Sleep, Paralysis	
Extra Vulnerable to;	0	
Turning as	Skeleton	Zombie
Holy Water	2d4	
AM	0	0
Horror Rating	2	2
Save as;	NM	F2
ML	12	12
XP	6	65
TT	nil	
Body Weight	30-45 cn	125-175 LBS

Although it looks like a normal Skeleton, a Dust Skeleton weighs about a fifth as much, as its bones are dried almost to the point of disintegration.

Wherever it walks, the skeleton leaves a trail of blue-gray dust hanging in the air. The dust is mildly poisonous, and anyone approaching within 10' feels mildly nauseous. Dust skeletons are used in undead armies to break enemy formations by disabling large numbers of troops. Dust skeletons don't carry weapons and cause very little damage in melee. Unlike regular skeletons, a dust skeleton takes full damage from edged and piercing weapons.



When reduced to 0 hit points, the skeleton shatters, spreading a cloud of dust in a 10' radius. Any one breathing the dust must make a saving throw vs. poison or become paralyzed by Ghoul paralysis for 2d6 rounds. Those who successfully save, spend a full round coughing and choking and are unable to attack or cast spells, but are otherwise unaffected.

Construction notes

Bones used to create dust skeletons must be specially dried to the point of crumbling, and then coated with a special resin containing a paralyzing venom created from the bodily remains of ghoul corpses. Transmute water to dust is used in conjunction with animate dead to complete the process.

Spike Skeleton (*Skeles animatea explosive*)

From a distance, a spike skeleton looks like a normal animated skeleton, except that it is unarmed. Closer inspection reveals the skeleton is covered with bony thorns up to an inch long. Spike skeletons are often used in undead armies to disrupt and demoralize enemy troops with their horrific abilities.

The bony spikes allow the skeleton to inflict as much damage as a normal skeleton wielding a weapon.

Further, each time it is hit, 1d3 spikes explode in a bonespray inflicting 1d4 points of damage per spike in a five foot radius (save vs., DR for half damage (Total AV may be deduced from total rolled damage)

The skeleton itself suffers 1 point of damage for each spike it loses this way' the purpose of the bone spray is to draw blood, so its next ability can be used (next round).

Once blood is drawn, the creature nearest to the skeleton or any other of these skeletons while having at least 1 point of damage by bloodhound) must save vs. spells at -3 or suffer 3d4 points of internal damage as the blood from these open wounds catches fire. A saving throw is made at the end of each round for up to a maximum of three rounds; any success ends the burning effect at that round. A spike skeleton can cause this ability only once, and must be magically recharged to use it a second time.

Construction notes

Each spike must be specially carved from bones of the same type of creature as the skeleton itself. A glyph is carved into each spike before it is attached to the skeleton. During animation, a Shatter spell is cast in conjunction with the animate dead spell. After animation, the skeleton is charged with necromantic and elemental magic to give it the burn blood ability.

Link with Limbo

None. The undead body of these three undead is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.



Obsidian or Defiling Skeleton (*Skeles animatea Obsidianus*)

Animated	Obsidian Skeleton
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any
Organization	Very Rare
Activity Cycle	Band
Diet	Any
AL	nil
NA	N
Size	2d10
ST	M; 4'-7'
IN	8
WI	0
DX	0
CO	7
CH	9
Languages	3
Spellcaster Limits;	0
AC	0
AV	6
HD	0
HP	4+4*
MV	4d8+4
THACO	120/40'
Attacks	15
Damage	2 claw
Attacks	1d6 each
Damage	or 1 weapon
Special Attacks;	by weapon
Special Defenses;	Defiling
Immune to;	Regeneration
	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Feeblemind, etc.
	Fear, Sleep
	Cold, Paralysis
Extra Vulnerable to;	0
Turning as	Ghoul
Holy Water	2d4
AM	0
Horror Rating	2
Save as;	F4
ML	12
XP	200
TT	nil
Body Weight	30-45 cn

An obsidian jewel is embedded in each skeleton's forehead. Many also have blacked (purplish) bones, as though they have been burned, purplish flames seem to emanate within the chest cavity. All carry weapons (usually clubs or swords). An obsidian skeleton regenerates by absorbing life energy. When reduced to 0 hp, it collapses and remains inert for 1 full round. The next round, however, the obsidian jewel glows brightly as it regenerates, turning to ash (and desecrating) all vegetation in a 10' radius. Living creatures must save vs. spells or suffer a -3 penalty to their next initiative roll. Also the ground of the affected area will be desecrated, giving no more protection, like holy grounds. The next round the skeleton rises, restored to full hit points (always maximum) striking the skeleton while it is inert or regenerating has no effect at all, nor does it delay the regeneration, nor are measures as turning or holy water. Only the destruction of the jewel can stop its regeneration. The jewel is AC 4 and has 6 hit



points which never regenerate. It is vulnerable to holy water. During melee, the jewel can be struck with a called-shot. Dispel magic causes the skeleton to collapse and prevents regeneration for 1 round per level of the caster. Unless the jewel is destroyed during this time, the regeneration starts again.

Construction notes

An obsidian jewel, inscribed with a special glyph, must be implanted in the skeleton's forehead. A second animate dead spell must be cast in conjunction with a Vampiric touch spell.

Link with Limbo

None. The undead body of these three undead is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

Skeleton, Warrior (*Skeles Animatea Circles-Dominus*)

Animated	Skeleton, Warrior*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	nil
AL	NE
NA	1
Size	M; 6'-7' tall
ST	18
IN	15
WI	10
DX	12
CO	12
CH	3
Languages	1d3 (as host)
Spellcaster Limits;	0
AC	2
AV	0 (By Armor)
HD	9+2* to 9+12*
HP	9d8+2 to +12
MV	60'(20')
THACO	11(-3 ST=8)
Attacks	or 1 weapon
Damage	by weapon (+3ST)
Special Attacks;	Fear 5HD less
Special Defenses;	50% piercing / Edged weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Fear, Sleep Cold, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	0 2d4
AM	90%
Horror Rating	3
Save as;	F9
ML	11
XP	1600
TT	nil
Body Weight	175-250 LBS



Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on the Prime Material plane is to search for and recover the circlets that contain their souls. A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and

rotted trappings it wore in its former life. Some versions of this creature have a replica of the circlet that controls them on their head in an attempt to confuse the undead and its attackers.

Combat:

Anyone possessing a skeleton warrior's circlet can control its actions, so long as the controller remains within 240 feet of the warrior. The controller is either in active control of the warrior or in a passive mode. When in active control, the controller can see whatever the skeleton sees, and he can mentally command it to fight, search for treasure, or take any other actions; however, the controller himself is unable to cast spells, move, or take any other actions while in active control. When in the passive mode, the controller can take any normal actions, but he is unable to see through the warrior's eyes; the skeleton warrior remains mostly inert while the controller is in passive mode. The controller can change between the passive mode and active control at will.

The controller must have the warrior's circlet on his head in order to control the warrior. If the circlet is removed from the controller's head, he can no longer control the warrior; likewise, if the controller and the warrior are separated by more than 240 feet, the controller can no longer control the warrior. If the circlet remains in the controller's possession, he can resume control at a later time. But if the controller loses the circlet, either by accident or by a deliberate act, the warrior immediately proceeds toward the controller at twice its normal movement rate (12) to attack and destroy him. The warrior does not rest until it destroys its former controller or until control is re-established. If the warrior holds the circlet to its head, both the Skeletal Warrior and the circlet turn to dust, never to reappear.

When a character first comes into possession of a circlet, he is unlikely to be aware that the skeleton warrior is tracking him, unless he recognizes the circlet's significance. To establish control for the first time, the character not only must hold the circlet to his head, he must be able to see the warrior and concentrate on the establishment of control for one round and then roll a successful Wisdom check; if he fails the Wisdom check, he can try again in subsequent rounds. Meanwhile, the skeleton warrior continues to approach, attempting to destroy the character and gain possession of the circlet. If his concentration is broken before control is established -- for instance, if he has to defend himself against an attack -- he must concentrate again for three rounds. Once control has been established for the first time, it can only be broken as indicated above. To be effective, the circlet cannot be worn with any other headgear; placing it in a helm, for instance, nullifies its powers, though the skeleton warrior is still aware of the circlet's presence.





Skeleton warriors usually fight with two-handed swords, but they can use other weapons as well. Skeleton warriors make all weapon attacks with a +3 bonus to their attack roll; this is due to their strength, the weapon itself is not magical. Only magical weapons affect skeleton warriors. They have a 90% magical resistance. The mere sight of a skeleton warrior causes any creature with fewer than 5 Hit Dice to flee in panic. Skeleton warriors cannot be turned by priests.

Habitat/Society:

Skeleton warriors are usually found near the areas where they died in their former lives, or where they were buried. A skeleton warrior usually has a sizeable collection of treasure, the remnants of a lifetime of adventure. Since a skeleton warrior is preoccupied with recovering its circlet, protecting its treasure is not a priority.

Ecology:

Skeleton warriors are used by their controllers as bodyguards, servants, or workers. Since skeleton warriors are obsessed with their circlets and are therefore undependable, evil creatures and other undead seldom associate with them. Skeleton warriors do not eat, sleep, or perform any other physiological functions. The magic binding them to their body restores damage at a normal healing rate, but does not prevent the slow rotting process. This will release the warrior after a period of 500 years in dry protective areas, and 150 years in moist areas where rotting goes faster.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation or by the circlets by which the captured soul is bound to the dead animated body. These souls have no will power, and exist only by the magic that binds them. They do however have knowledge of all normal skills and weapons they used in life, but No magic and NO weapon Mastery. The undead is not able to reproduce. The former soul inhabiting the undead body is called from Limbo, and bound within the body. The undead must be defeated, before a Raise Dead can be applied.

Baneguard (Skeles Animatea Banes)

Animated	Baneguard	Direguard
Type	Undead	
	Enchanted	
Climate/Terrain	Any Land	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Any	
Diet	nil	
AL	NE	
NA	1d10	1d6
Size	M; 5'-6'	
ST	15	
IN	9	
WI	9	
DX	9	
CO	9	
CH	3	
Languages	0	
Spellcaster Limits;	0	
AC	7	6
AV	0 (By Armor)	0 (By Armor)
HD	4+4**	
HP	4d8+4	
MV	120'/40'	
THACO	15	
Attacks	1claw	
Damage	1d6	
Attacks	or 1weapon	
Damage	by weapon	
Special Attacks;	1Magic Missile / 3r	
	See Invisible	
Special Defenses;	50% piercing / Edged weapons	
	Blink 1/ T	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Feeblemind, etc.	
	Fear, Sleep	
	Cold, Paralysis	
Extra Vulnerable to;	0	
Turning as	Wight	Wraith
Holy Water	2d4	0
AM	0	
Horror Rating	2	3
Save as;	F9	
ML	11	
XP	175	225
TT	V	
Body Weight	By race x32%	



Baneguards are skeletons, usually but not always human, which are animated by clerical spells to serve as a guardian creature. The Create Baneguard spell was originally researched by Priests of Bane (probably Thanatos), but the secret has been spread such that other Evil (and not-so-evil) Immortals allow their priests to use this spell when requested for.

Usually found as guardians, Baneguards are identical in appearance to normal animated skeletons, but have

additional deadly powers which they reveal in combat.

Combat

All Baneguards are silent but intelligent, evil servants, capable of independent, reasoned, malevolent behavior. This is so because they contain a copied part of the soul of the creator of the Baneguard. This "soul" will completely evaporate if the Baneguard is destroyed as it actually is no more than an enagram of magical energies equal in action to that of the soul of the caster.

They can Blink once per Turn. This effect may last up to four rounds and must be continuous—it cannot be stopped and then resumed; once ended, a full Turn must pass before the Baneguard can blink again.

Baneguards can also cast one magic missile every three rounds. Each spell creates two missiles that inflict a 1d4+1 damage each. They streak from the Baneguard's bony fingertips (or any extremities if the fingers are missing) and can be directed at separate targets in any direction up to 60' away.

Baneguards can use all normal weapons or may strike with their bony hands for 1d6 damage. Most are armed with swords though or maces. Baneguards can also employ all magical items that do not require verbal commands or living flesh or organs (e.g. potions or ointments, etc).

Baneguards suffer damage from edged weapons, fire, spells and Holy Water as normal skeletons do. They may break of combat if their initial orders permit such an action.



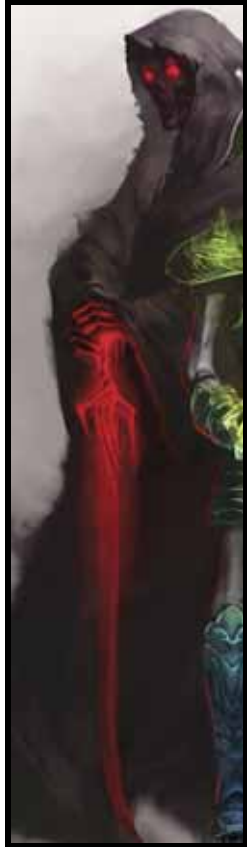
Ecology

Baneguards eat nothing and do not contribute to the ecosystem in any way. As manufactured creatures, they have no natural habitat. As guardian creatures, they are found wherever they have been placed by their creators.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands (including a fraction copied from the creator's brain) and a binding of a Discord from Limbo at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

Direguards (*Skeles animatea Banes-nigra*)



Some Baneguards wear black, shadowy armor that is semitransparent so their bones shine through and red flames burn in their eye sockets. These are Direguards which are created by a more powerful spell similar to create Baneguard.

Direguards are AC 6 have a magical AV of 2, can see invisible creatures and things, and are turned as wraiths.

Creation magic

Create Baneguard

Range: Touch

Duration; Special

Casting Time: 9

Effect: 1 skeletal Body

Save: None

Cleric 6 spell. Only Granted by Non-good or Evil Immortals

The casting of this spell transforms an inanimate skeleton of average or smaller size into a Baneguard, gifted with a degree of malicious Intelligence. Only one Baneguard can be created with the casting of one single spell. The Baneguard is capable of using its abilities in the round following creation, and needs no special commands to attack. The caster must use his Holy Symbol to draw forth a Discord (see Minions of Chaos) as the primary life source of the bane guard. Minions of Chaos don't like the use of this spell as it prevents them from calling back their discord to their body again. The caster must spill at least 20 drops of Draconic blood (as this contains pure magical power).



Create Direguard

Range: Touch

Duration; Special

Casting Time: 9

Effect: 1 skeletal Body

Save: None

Cleric 7 spell. Only Granted by Non-good or Evil Immortals

The casting of this spell transforms an inanimate skeleton of average or smaller size into a Direguard, gifted with a degree of malicious Intelligence. Only one Direguard can be created with the casting of one single spell. The Direguard is capable of using its abilities in the round following creation, and needs no special commands to attack. The caster must use his Holy Symbol to draw forth a Discord (see Minions of Chaos) as the primary life source of the bane guard. Minions of Chaos don't like the use of this spell as it prevents them from calling back their discord to their body again. The caster must spill at least 20 drops of Draconic blood (as this contains pure magical power).

Skeletal Steed (*Skeles Animatea equii*)

Animated	Skeletal Steed
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	nil
AL	N
NA	1
Size	M; 87' tall
ST	5
IN	1
WI	1
DX	6
CO	6
CH	3
Languages	0
Spellcaster Limits;	0
AC	5
AV	0 (By Armor)
HD	3+*
HP	3d8+1
MV	180'(60')
BM	1
Load	4000/8000
THACO	17
Attacks	2 Hooves
Damage	1d6 each
Attacks	1Bite
Damage	1d4
Special Attacks;	Fear 5HD less Paralyzing breath 5'diameter
Special Defenses;	50%piercing / Edged weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feblemind, etc. Fear Cold, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as	Wight
Holy Water	2d4
AM	0
Horror Rating	2
Save as;	F3
ML	12
XP	100
TT	nil
Body Weight	275-450 LBS



Skeletal steeds are magically animated undead horses, created as guardians and warriors by powerful living or undead necromancers. Completely stripped of flesh, skeletal steeds are held together by magic. They wear the tattered remains of whatever saddles or blankets may have been on them when they died. Thus, many will wear nothing at all while rare individuals might actually wear the remnants of barding (improving their Armor class accordingly). Any horse shoes they may have had in life are still on their hooves; however, the enchantment that raised these creatures from the dead gives those shoes a magical aura that causes illusory flames to flicker around the steed's hooves when it breaks into a gallop.

Unlike normal, living horses, which are rarely still and always shifting and twitching, Skeletal steeds are completely motionless until they need to act. Many times they are encountered as a mere pile of dusty horse bones. If given a command by their creator or upon the activation of some trigger magic, they can rise up and assemble. The mere sight of this is enough to require those

viewing it to make a horror check. They have no strong odor, other than a faint trace of dust and mold. They sound hollow and light when in motion and the clatter of their hooves sounds more like a rattle of sticks than the pounding of horses. Their eyes flicker a reddish magical light when they're activated.

Combat:

Skeletal steeds fight like normal war horses. Each round, the creature rears up and can both strike with its hooves and bite. On the second round of combat, and every other round thereafter, they can breathe a cloud of noxious gas in an area five feet wide and deep in front of them. Anyone caught in it must successfully save vs. breath weapon or be frozen to the spot for 2d4 rounds. Like all undead, they are immune to sleep, charm, hold, and other mind-controlling spells. Piercing weapons such as spears and arrows do no damage to them, for they just slide between the bones. Edged weapons, like swords and axes, will inflict only half damage, while blunt weapons (including pole arms and the like used as quarter staves) can inflict normal damage.

Skeletal steeds are totally immune to cold- or fire based attacks, but take full damage from lightning- and electricity-based spells. Further, their creator has greatly strengthened their ties to the negative plane. This makes them harder to turn (they are turned as wraiths), but also makes them vulnerable to the damaging effects of a protection from evil spell.

Habitat/Society:

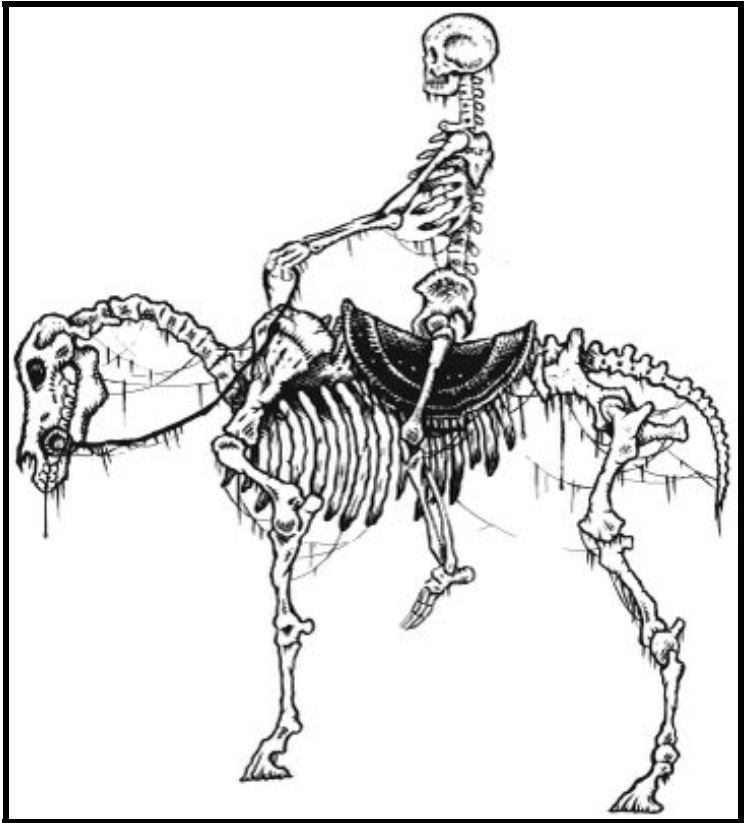
Skeletal steeds are found in the dark catacombs, on old battlefields, or anywhere within Evil Kingdoms. They're known to being posted them as sentries. They are rarely used them as mounts, but have been known to being used as couriers. Thus, such a creature might well be encountered while on an important mission to deliver some vital message or object for its owner (often a powerful Undead. When used as a mount they have the same load factors. As mindless undead creatures, skeletal steeds have no society. They obey any orders given to them by their creator. The commands must be simple, a single sentence of no more than a few words. They only obey their creator unless some magical means (like a control undead spell) is used to usurp command of a specific creature. In this case, however, this creator (if in the Prime Plane) will know at once that something has happened to one of his steeds.



Ecology:

As undead things, Skeletal steeds are not a part of nature. Further, only a few undead mages know the arcane ritual necessary to make them. They can make them only from horse skeletons where 90% of the bones and the skull are present. It is not known if other animals can be animated from the same spell, but given the power of Necromantic magic, and the existing possible ties to the evil forces of necromancy, this seems probable.

Only the creator or those allowed by the creator may ride these creatures. A few chaotic wizards and clerics are known to have used these beasts as steeds.



Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. No Raise Dead can be applied.



Dragon Skeleton* (*Skeles animatea Draconis*)

Ghoul	Skeletal Dragon*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Uncommon
Activity Cycle	Solitary
Diet	Night
AL	none
NA	CE
Size	1d3(1d3)
ST	By dragon
IN	as original-2
WI	0
DX	0
CO	9
CH	as original-2
Languages	as original-2
Spellcaster Limits;	no speech
AC	0
AV	5
HD	0
HP	50% as in life
MV	1d12/HD
THAC0	90'(30') or as original
Attacks	By HD+2
Damage	2 Claws
Attacks	as original or 1d8 each
Damage	1Bite
Special Attacks;	as original or 1d4+4
Special Defenses;	Crush (by jumping)
Immune to;	Tail or wing sweep.
Extra Vulnerable to;	50% Blunt, Piercing, Edged
Turning as	Charm, Hold, Illusion, Discord
Holy Water	Poison, Death Magic
Horror Rating	Insanity, Feeblemind, etc.
AM	Cold, Paralysis, Sleep
Save as;	As Dragon Immunities
ML	As Dragon Vulnerabilities
XP	Ghoul
TT	2d4
Body Weight	6
	0
	F 1/2 HD
	12
	By HD +*
	B
	25% original



An undead dragon of any form is the body of a dead dragon animated by magic or by an undead spirit. The magic or spirit can make the dragon walk and attack, but it cannot make it talk or fly or cast spells. Authorities who have studied these creatures believe that the draconic corpses are inhabited by spirits other than a draconic, noting the loss of many draconic abilities and the awkwardness of the undead dragon. Some have also

suggested these creatures are a result of a dragon failing in an attempt to transform into a more powerful undead form, such as a lich. Others—especially necromancers, say they are created as the strongest help they can acquire.

Combat

The dragon skeleton may be of any colored dragon and retains any resistances it had in life, so that a skeletal red dragon is immune to normal fire and always makes its Saving Throw against fire spells. In addition, all skeletal dragons, irrespective of color, are immune to cold, mind effects, paralysis, sleep, poison, sleep, stunning, disease, death effects, necromantic effects, and any effect that requires save unless it also works on objects, as a normal undead. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised. They are also immune to poison or paralysis and are turned by clerics as Ghoul, yet the Turning only causes it damage (as per 2d6, 3d6 or 4d6 dice the cleric normally uses to Turn Undead), and it may save against the turning to fully negate it. They save as Fighters of a level equal to their Hit Dice divided by 2. An undead dragon has half as many Hit Dice as it possessed in life. Its AV is as equal to as in life, but this AV will decrease by 1 for each ten years of age, until it has an AV of 0.

A Dragon Skeleton has no Dragon breath, Spells, cannot fly, burrow, or climb, but still has the fear aura of its original. Damages are as by the original or as in the table, whichever is basically greater.

Crush: This special attack allows a jumping skeletal dragon to land on opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the dragon's body, which is as per original body. Creatures in the affected area must succeed on a death ray -1 per 5' area the dragon can crush, or be pinned, automatically taking 2d6 bludgeoning damage during the next round unless the dragon moves off them. If the skeletal dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Tail Sweep: This special attack allows this skeletal dragon to sweep with its tail as a standard attack instead of its claw attacks. The sweep affects a half-circle with a radius equal to the dragon's tail length. The tail sweep automatically deals 2d6 + HD damage, and a saving vs. TS if aware of this attack will reduce the damage by 50%.



Habitat/Society



As animated bodies, they have no draconic abilities or interests, as thus they have no draconic hoard, yet by their strength, they will mostly be the guardian of the treasure (or lair) of its creator which will be large enough. (see that creature.).

Ecology

As Undead creatures they have no place in normal ecology, but their undead powers with the draconic fear and combat abilities are a great danger. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Creation

An intact dragon skeleton is not necessary for creation of this undead type; the skull, spine and claws of the dragon are the only pieces that are absolutely required. The bones of some other large creature may be substituted for any other part that is missing from the dragon skeleton. Dragon skeletons may be created 'from any dragon species but are usually created from young or small dragons that are less suitable for the creation of a more powerful undead types. Preparation; 1 day, cost 500gp. Minimum age; young, saving throw modifier; 0

Repeated attempts at creating a skeleton dragon are possible if the necromancer does not succeed on his first attempt. Skeleton dragons suffer only half damage from edged or piercing weapons and are immune to cold-based attacks. They are mindless and can follow only relatively simple commands.

All draconic magic effects created by their gaining their ritualistic circle effects (see Dragons) are permanently gone.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. No Raise Dead can be applied.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Blazing Bones (*Skeles Furens Animatae*)

Animated	Skeleton
Type	Undead Enchanted
Climate/Terrain	Anyland
Frequency	Very rare
Organization	solitary
Activity Cycle	Any
Diet	nil
AL	CE
NA	1 or 1d8
Size	M; 4'-7'
ST	9
IN	11-18 but insane
WI	11-18 but insane
DX	9
CO	10
CH	5
Languages	as host crackling
Spellcaster Limits;	0
AC	5
AV	1
HD	5+5*
HP	5d8+5
MV	120'(40')
THACO	14
Attacks	2 claws
Damage	1d4+2 each
Special Attacks;	or 1Fire ball +1claw 1d6+3 dm or 1Fire storm 6d6 dm sv 1/2
Special Defenses;	50% piercing / Edged weapons Augmented by fire
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Fire, heat, Fear, Sleep, Paralysis
Extra Vulnerable to;	Cold, Water
Turning as Holy Water	Ghoul 4d4
AM	0
Horror Rating	2
Save as;	F1
ML	12
XP	400
TT	nil
Body Weight	175-160 LBS



Blazing Bones are undead accidentally created when a priest or wizard who has prepared or partially prepared contingency magic to prevent death is killed by fiery damage. The casted magic twists the contingency provisions so that the unfortunate victim passes into undeath in the heart of a roaring column of flame. Tormented by the endless agony of fire, the priest's or wizard's nature (including alignment, Hit Dice, Piety and thoughts) changes. Hurling flames lessens the pain momentarily, and pouring flame into another living being reduces it considerably, so blazing bones soon become stalking killers, exulting in fiery destruction. A blazing bones appears as a human skeleton (equal to the former body) with a nimbus of flame dancing at its shoulders and small balls of flame encircling its hands.

Combat

Blazing bones inflict only 1d4 points of damage per blow to creatures immune to fire, but against all others they strike fiery blows, adding 2 points of damage to each hit. In any round, one of them may forego one of its hand attacks in favor of hurling a head-sized ball of expanding flames up to 20 feet distant, dealing 1d6+3 points of damage to creatures struck, igniting flammable things. A missed fire ball will explode in a 10 feet radius for half damage (save reduces this to one quarter). The blazing bones can also (once per turn-ten minutes) forgo both attacks to create a firestorm, collapsing into a whirlwind of bones and flames that acts as a normal fireball (6d6 points of damage—save vs. halves) which erupts from where they stand and expands to a 30 feet radius sphere. A blazing bones may try to embrace a foe before erupting into a firestorm; in this case, it is allowed an attack roll. Success indicates that it strikes the target (no saving throw allowed), and failure means that it misses and the normal routine is followed with an allowed saving for half damage.

Blazing bones are immune to all fire and heat damage (except that of a Phoenix—which gives them normal damage and can thus even destroy them), and magical heat and fire actually augment their hit points. Treat all damage normally inflicted by such magic as hit points gained, first healing any missing points and then permanently raising the monster's hit point total. For each 8 hit points gained by a blazing bones, it gains a Hit Dice, which increases its THACO and saves, and experience.

Blazing bones are turned as ghouls and are immune to charm, hold, and sleep spells. Cold-based attacks inflict normal damage, holy water causes 4d4 points of damage per vial, and normal water inflicts 2d4 points of damage per bucket (20LBS). These numbers are halved if only splashed the blazing bones. Alcoholic liquids do not damage a blazing bones. Blunt weapons impose normal damage, but edged and piercing weapons inflict only half damage.

Habitat/Society

Blazing bones hate life and the happiness of others by envy. Some former priests even believe their fiery attacks cleanse the world around them, if one can judge by the words they howl—they can roar crackling words from their empty mouths, and they often taunt or threaten adversaries. Blazing bones avoid each other and all other types of undead. However, if battle with other undead is forced upon them, their flames inflict double damage upon "cold" undead such as vampires, Liches, wraiths, and Ghouls.

There have been cases where evil arch mages or high priests have deliberately created blazing bones as guardians, by slaying underling wizards or priests after laying control magic on them. In such cases, blazing bones may be found in groups as many as eight. They can never be directly controlled by their creator. However, they can be compelled to remain within a certain area or structure, and not attack their creator (and accompanying allies)

Ecology

Blazing bones are among the most destructive of undead. They serve no purpose in the cycles of life, save to burn and spur renewal as forest fires do. Their fire can cleanse away disease germs, and at least one arch mage has used a blazing bones as a walking garbage furnace.

Link with Limbo

None. The undead body is animated and controlled by the by the failing magic entrapped soul. The undead is not able to reproduce. The soul inhabiting the undead body must be defeated, before it is enabled to enter Limbo and then a Raise Dead can be applied.

Dread (*Skeles-brachia animatea*)

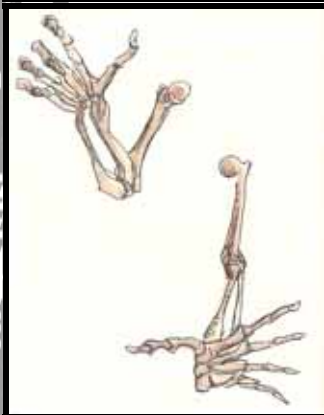
Animated	Skeleton
Type	Undead
Climate/Terrain	Enchanted
Frequency	any land
Organization	rare
Activity Cycle	vampiric; very rare
Diet	solitary or group
AL	Any
NA	nil
Size	N
ST	1 or 1d6
IN	S; up to 4' long
WI	12
DX	0
CO	0
CH	0
Languages	16
Spellcaster Limits;	9
AC	3
AV	0
HD	0
HP	3d8+3
MV	60'/20'
FL	150'/50'
MF	B
SW	90'/30'
jump	30'
Load	250/500
THACO	17
Attacks	1claw
Damage	1d4
Attacks	or 1weapon
Damage	by weapon
Special Attacks;	vampiric; hp drain
Special Defenses;	50% piercing / Edged weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as	Ghoul
Holy Water	2d4
AM	0
Horror Rating	2
Save as;	F1
ML	12
XP	50
TT	75
	nil
Body Weight	15-25 LBS

Dreads are flying animated skeletal arms that attack living things by raking with their sharpened fingerbones or by wielding weapons. These undead are created by wizards and priests to serve as guardians. The enchantment involves a set of instructions (similar to the specific triggering conditions for a Magic Mouth spell), in which the creator of the dread specifies where they are to operate, and under what circumstances they will and won't attack. The spells also allow the bone to regenerate damage done to it, and to resist aging effects. The spells used in this creation are Animate Dead (or Animate Skeleton), Fly. Other components were Troll blood (for the regeneration factor) and any healing spell. Long ago, families who could not afford better, or could not bring themselves to trust hired swords, had dread created to guard their treasure vaults. Typically, these were armed with magical swords, and many dreads are so armed. Dread are often ordered to attack all intruders who do not speak a certain password or wear a particular badge. In other cases, they are instructed to slay all living things entering a particular place such as a 'trap' passage or room that leads nowhere and is intended only as a death trap.



Combat

Dread wield weapons (often scimitars or hand axes; they can use anything up to 50 LBS in weight and 10 feet in overall length) as they fly menacingly through the darkness. In many cases, they are led in niches where no human could lurk, or partway down shafts, or above trap doors, so an intruder cannot avoid their initial attack. Dread can also be positioned to repeatedly hurl or drop rocks down a shaft that intruders are climbing or descending (the rocks lay nearby). Dread are turned as Ghouls, (but in certain 'prime guard' areas, enchantments prevent most dread from being turned—or dispelled—at all), and they are immune to charm, hold, illusion and sleep spells. Cold based attacks inflict no damage upon them. Holy water causes 2d4 points of damage per vial (1d4 only if a splash hits), and edged and piercing weapons deal only half damage to them. The enchantments that animate them also make them immune to Disintegrate, shatter, and all related and polymorph spells. If damaged, dread regenerate 2 lost hit points per day. Dread are sometimes concealed amid bones of the fallen creatures they guard (e.g. in a coffin) or, in some cases, a pile formed of the remains of their victims. They often lie unmoving until intruders are within 10 feet, and they can wield bones or hurl skulls as weapons. In either case, bones inflict 1d4 points of damage if thrown and 1d4+1 if wielded as weapons—at each blow roll a die; any odd result means the bone has shattered beyond a usable state. Dread themselves are immune to suck ready breakage.



Habitat/Society

Dread are found only as guardians (or very rarely, as weapons-practice sparring partners or wizards helpers in a spellcasting chamber).

Ecology

Dread have no life processes, consuming and needing nothing. Their powdered bones can be used as an ingredient in certain preservative magics and in spells concerned with flight, telekinesis, and levitation.

Link with Limbo

None. The undead is made of separate bodyparts (which don't even need to be of the same being) and is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting remains is in Limbo or has passed on. No Raise Dead can be applied.

Vampiric Dread (*Skeles-brachia animatea nosferati*)

These rare specimens of dread must slay a living thing at least once per year to prolong their unlife. When they inflict damage (barehanded, not with a weapon) to a living being, half the hit points lost by their victims (round down) are immediately gained by the dread. These extra hit points fade only at the rate of 1 per ride (10 days). Many Vampiric dread can wander (hunt) freely, as their boundary enchantments are linked to specific stones that have crumbled away (sandstone). Vampiric dreads are often depicted in warning tales and paintings, dripping the blood of victims as they fly along.

Zombie (Corpus Animata)

Animated	Zombie			
	Human(oid)	Animal	Monster	Minotaur
Type	Undead			
	Enchanted			
Climate/Terrain	Any			Cathos/Vacros only
Frequency	Common	Rare	Very Rare	
Organization	nil			
Activity Cycle	Any (Night preferred)			
Diet	nil			
AL	N			
NA	1d4(4d6)	2d4(2d10)	1d6(1d6)	2d4(3d6)
Size	M; 4'-7'	S; 3'-5'	M; 8'-12'	M; 9'-12'
ST	15	9 or -2 original	16	18
IN	0			
WI	0			
DX	8			
CO	13			
CH	5			
Languages	0			
Spellcaster Limits;	0			
AC	8	8	6	5
AV	0 (by armor)			
HD	2	1-1	6	3
HP	2d8	1d8-1	6d8	3d8
MV	60'(20')	60'(20')	90'(30')	120'(40')
Load	1500/3000	na	1500/3000	
BR	3'(T)			na
THACO	19	20	19	17
Attacks	1Claw	1Bite	1Claw or Bite	1Claw
Damage	1d8	1d4	4d4	1d8
Attacks	or 1weapon		or 1weapon	or 1weapon
Damage	by weapon		by weapon	by weapon
Special Attacks;	0			
Special Defenses;	50% Blunt Weapons			
Immune to;	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Feeblemind, etc.			
	Cold, Sleep Paralysis			
Extra Vulnerable to;	0			
Turning as	Zombie		Ghoul	Zombie
Holy Water	2d4			
Horror Rating	2	2	3	3
AM	0			
Save as;	F1	NM	F6	F1
ML	12	12	12	12
XP	20	5	275	35
TT	nil			
Body Weight	150-250 LBS	5-500 cn	350-500 LBS	250-350 LBS

Combat:

Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a priest can turn them back. They move in a straight line toward their opponents, with arms out-stretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2d4 points of damage to a zombie.

Zombies are mindless, animated corpses controlled by their creators, usually evil wizards or priests. The condition of the corpse is not changed by the animating spell. If the body was missing a limb, the zombie created from it would be missing the same limb. Since it is difficult to get fresh bodies, most zombies are in sorry shape, usually missing hair and flesh, and sometimes even bones. This affects their movement, making it jerky and uneven. Monster zombies are created from Large Humanoids like Bugbears, Ogres and Giants. The mage Gargantua succeeded in even enlarging these creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs), All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit.

Usually zombies wear the clothing they died (or were buried) in. The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task. A Zombie will slowly become a skeleton depending on the environmental conditions, but a zombie will last no more than 100 years in dry (underground) environment or 1 year in moist and warm environments (Swamps). They are also infested with lots of scavenging insects and their larvae (example; Rot grub). Corpses used to make zombies pulled from their graves are thus rarely older than 5 years, or they have become skeletal (which can last almost indefinitely) and can be made into skeletons (see there).

They are often used as cheap labor and cheap soldiers by evil rulers. They can be turned by clerics but are not affected by sleep or charm spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures, since they make no noise. They are slow fighters, and always lose initiative (no roll needed).





Monster Zombie (C.a. *Monstrosum*)

Habitat/Society:

Zombies are typically found near graveyards, dungeons, and similar charnel places. They follow the spoken commands of their creator, as given on the spot or previously, of limited length and uncomplicated meaning (a dozen simple words or so). The dead body of any humanoid creature can be made into a zombie.

Ecology:

Zombies are not natural creations and have no role in ecology or nature.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on.

The undead must be defeated, before a Raise Dead can be applied.



Minotaur Zombies (C.a. *Minotauri*)



From Left to Right; Drowned one (C.a. *submerse*), Zombie (C.a.), Monster Zombie (C.a. *Monstrosum*), Animal Zombie(C.a. *Animalum*), Winged Monster Zombie (C.a. *Aviatus*).

Creation magic

Animate Dead

Range: 60'

Duration: Permanent

Casting Time: 1

Area of Effect: creates zombies or skeletons

Save: None

Cleric 4, Healer 3, Exorcist 3, Humanoid Shaman 4 Mage 2 spell.

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated Undead creatures will obey the caster until they are destroyed by a Cleric or a Dispel Magic spell. For each level of the caster, 1 Hit Dice of Undead may be created. A Skeleton has the same HD as the original Creature, but the Zombie has one HD more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a Zombie with 9 HD, since thieves have 1 HD/level to a maximum of 9 as all Humans). Animated creatures do not have any spells, but are immune to Sleep, Charm effects and poison. The Souls of the victims still roam the Plane of Limbo to search for their eternal rest or return to their world or their body, their bodies are just animated. For a resurrection attempt to succeed, a Skeleton or Zombie must first be slain without destruction (thus not a Clerical Destruction ability to Undead when high enough level) and then a Raise Dead (Fully) applied to the corpse.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Animate Zombie

Necromantic spell 1

Range: 50 feet +10 feet per level of the caster

Duration: Permanent

Effect: One Corpse

Saving Throw: None

Components: special Deathmaster salve

Casting Time: 2 rounds per Zombie

Animate zombie is simply an animate dead spell that produces one zombie for every level of the caster. The (mostly Deathmaster) caster must prepare a special bath of special salts for 1 turn prior to the spell casting. Such a bath can soak ten corpses for a preparation cost of 200 gp. The corpses can then animate in 2 rounds at a range of 50 +10 feet per level of the caster.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Adjusted Xp		
HD	Skeleton	Zombie
-1	5	na
1	10	na
2	20	20
3	35	35
4	75	75
5	175	175
6	275	275
7	450	450
8	650	650
9	900	900
10	1000	1000
11	1100	1100
12	1250	1250
13	1350	1350
14	1500	1500
15	1650	1650
16	1850	1850
17	2000	2000
18	2125	2125
19	2250	2250
20	2375	2375
21	2500	2500
+1	+250	+250



Frost Zombie (Corpus Animatea Frigidarium)

Animated	Frost Zombie
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	nil
AL	nil
NA	1d10
Size	M; 6'-7' tall
ST	18
IN	15
WI	10
DX	12
CO	12
CH	3
Languages	1d3 (as host)
Spellcaster Limits;	0
AC	6
AV	0 (By Armor)
HD	2*
HP	2d8
MV	90'(30')
THACO	18
Attacks	1 weapon
Damage	by weapon
Attacks	or 1 touch
Damage	1d6
Special Attacks;	Cold Touch
Special Defenses;	50% blunt
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Cold, Paralysis Cold
Extra Vulnerable to;	+1hp/HD fire
Turning as	0
Holy Water	2d4
AM	90%
Horror rating	2
Save as;	F2
ML	12
XP	25
TT	nil
Body Weight	175-250 LBS

A Frost-Zombie appears alive, and can use and carry weapons. When it is created by a Frost Mage it will cool the surrounding area in 100 square feet per level of the caster (at the moment the Frost -Zombie was animated) until it just reaches freezing point (32°Fahrenheit). This temperature will be lowered gradually in the first yards as felt from the outside towards the Frost zombie. This cooling effect will not function with surrounding temperatures higher than 70 degrees Fahrenheit or more, and then it will rot like a normal Frost-Zombie. Any source of heat (i.e. above 70 degrees Fahrenheit) will remove this cooling effect in the area where the heat is applied to, for twice as long as the heat lasts. Any instantaneous heat (i.e. a Fireball) will remove the effect for only 1 round.

Immune to: Sleep, Charm spells or effects.

Special effects; Character must make a saving vs. Paralysis or succumb to the effect per following table on the touched place. The damage is always additional to the effect and can't be negated by a successful save.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul of the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

Creation Magic

Frozen Dead
Necromantic spell 6

Also known as a Frost Magic spell

Range: 60'
Duration: Permanent
Effect: Creates Ice-Zombies.
Saving Throw: Negates
Reading time; 7

1d6	location	Result	Cure; added warm water
		1turn /level caster or cured	
1	Head	Character blinded by numbing cold	6 Turns
2	Off-Hand	Character drops anything in that hand can't fight with that arm Shield can't be used	6 Turns
3	Weapon-Hand	Character drops anything in that hand can't fight with that arm	4 Turns
4	Left Leg	Character is reduced to 1/2 movement rate And must make a saving throw vs. Breath Failure means fall down.	7 Turns
5	Right Leg	As Left Leg if both legs are affected; fall down automatically movement reduced to 1/5 normal	7 Turns 9 Turns
6	Torso	No additional effect	24 Turns



This spell allows the Spellcaster to animate zombies from dead bodies within range. The bodies must have been interred in frozen ground (or otherwise completely frozen for more than 1 moon); the freshly-dead can't be animated. These animated Undead creatures, called Frost-Zombies, obey the Magic-User until they are destroyed by a cleric (all other methods will call for a recreation of their bodies, if destroyed). Any other Magic spell will not work to destroy them. For each level of the caster, one Hit Dice of Frost-Zombie may be animated. The characteristics of Frost-Zombies are given below. One last, grotesque effect of the Frozen Dead spell is this: It restores the body of the slain person to its former youthful appearance. A Frost-Zombie looks cold and icy, but is not corrupting or horrible. A Frost-Zombie transported to a warm climate will slowly rot away until cold is added to it, this will instantly restore it.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Mud Zombie (*Corpus animata Solum-aquatica*)

Animated	Zombie, Mud
Type	Undead Enchanted
Climate/Terrain	Swamp, Wetlands
Frequency	Very Rare
Organization	nil
Activity Cycle	Any
Diet	nil
AL	NE
NA	2d4
Size	M; 5'-6'
ST	9
IN	1
WI	0
DX	6
CO	10
CH	4
Languages	nil
Spellcaster Limits;	0
AC	8
AV	0
HD	6**
HP	6d8
MV	60'(20')
THACO	14
Attacks	2 Claws
Damage	1d6 each
Special Attacks;	Disease Suffocation
Special Defenses; Immune to;	Water dissolves in 1d4 rounds Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Cold, Paralysis Piercing/Slashing weapons
Extra Vulnerable to;	0
Turning as Holy Water	Ghoul 1d3
AM	0
Horror rating	2
Save as;	F 1/2 HD
ML	12
XP	725
TT	0
Body Weight	100-150 LBS

Mud Zombies are mindless, animated corpses that consist of a thick layer of slimy mud over a framework of bones. When the appropriate condition arises, they can become mobile. Typically, the trigger is the passage of intruders through the area, at which point these zombies rise out of the mud and attack the trespassers. Mud zombies are made from whole or partial skeletons, usually humanoid. If missing a leg, they crawl toward their victims and have only a single claw attack. As mindless undead, mud zombies do not communicate, although they can follow the orders of those who command or control them.

Combat

Because their flesh has long since rotted away, mud zombies do not have the rotten smell traditionally associated with other zombies. The only odor is that of the mud itself (which can be disgusting by itself due the bacteria living in it). Normally this smell is only noticeable if the zombie has moved away from the muddy field from which it has arisen (which otherwise masks the zombie's smell) and then only at a distance of 20 feet or less. Mud zombies move slowly, striking last in any combat round (-6 on initiative). They fight by clawing at their opponents, using the shattered ends of their finger bones to inflict ragged wounds. Unless treated with curative magic, holy water, or some other sterilizing process, these wounds fester and take twice as long to heal naturally.

Unless a single successful save against poison is made for a creature wounded by a mud zombie (penalized by the total damage suffered), the infection induces a mild fever that reduces the victim's strength by 1 per untreated wound for 1d6 days. This effect is cumulative to a maximum of 4 points of strength loss or a lowest strength of 2.

If a mud zombie strikes with both hands in a single combat round it clings fast, pressing the opponents face into its muddy chest. On the next round the opponent must roll a successful strength check penalized by the half of the total damage given (not suffered) to break. If the roll fails, the victim suffers 1d4 points of suffocation damage on his constitution (possibly affecting current hit points) and remains held, needing to roll a new strength check the next round penalized by the total damage of all rounds and suffocation damage given (divided by 2). The victim sustains suffocation and claw damage each round until slain.

Mud zombies are fearless and fight until destroyed. When holding a foe, the mud zombie ignores any other attacks and is completely focused on suffocating its victim.

Attacks by piercing and slashing weapons (sword, and knives, arrows, etc.) do not damage a mud zombie. They merely pass through the body of the mud zombie (possibly even hitting the victim of the mud zombie -DM judge). The only way to destroy a mud zombie using weapons is to batter it to pieces.



A mud zombie's main weakness is water, which dissolves the mud that makes up the "flesh" of its body. A hard driving rain will wash away a mud zombie's earthen covering in 3d4 rounds. Total immersion in water or a direct hit by holy water likewise causes the mud to slough (and inflicting 2d4 damage) away, but only in 1d4 rounds. When its mud covering disappears, a mud zombie reverts to its skeletal form. It has the same hit points as before, but can no longer suffocate a character, and the wounds inflicted by it no longer cause disease. Cold-based attacks, such as cone of cold, inflict no damage on a mud zombie, but freeze the mud, stopping the zombie in its tracks for one round if the cold-based damage is greater than the zombie's remaining hit points. The next round, the mud zombie breaks free of the frozen mud, emerging in skeletal form. A transmute mud to rock encases the zombie in stone, permanently immobilizing it (until freed). They are turned as ghouls.

Habitat/Society

Mud zombies can be created wherever the raw materials to make them (bones and mud) are found. They are usually encountered on battlefields and in graveyards situated near a source of water (a river, bog or lake, swamp, moor). Climatic conditions must be right at the time they are created by a normal animate dead spell of a caster of at least 15th level. Or are summoned in away (necromancers-immortal). For example, if there has been a prolonged drought and the earth is dry, then a mud zombie can't rise from its resting place.

Ecology

The necromancer Azalin was the first mage who created the mud zombies, but of him nothing has been heard ever since. It is rumored that he disappeared in to the fogs from another realm. Mud zombies are created as normal zombies but during the casting the body must be imbedded in the mud and are prepared with a special ointment.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul of the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.



Crawling Claw (*Ungea animatea Horribilis*)

Animated	Crawling Claw
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Rare
Organization	Swarm
Activity Cycle	Any
Diet	Special
AL	N
NA	1s20
Size	T; 3" to 5"
ST	15
IN	0
WI	0
DX	9
CO	9
CH	3
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/2
HP	2d2
MV	90'(30')
THAC0	20
Attacks	1
Damage	1d6
Special Attacks;	0
Special Defenses;	50% piercing / Edged weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Sleep, Paralysis Undead Control
Extra Vulnerable to;	Resurrection
	Cold
Turning as Holy Water	0
	0
AM	Magic weapons
ating	2
Save as;	NM
ML	12
XP	10
TT	nil
Body Weight	25-45cn

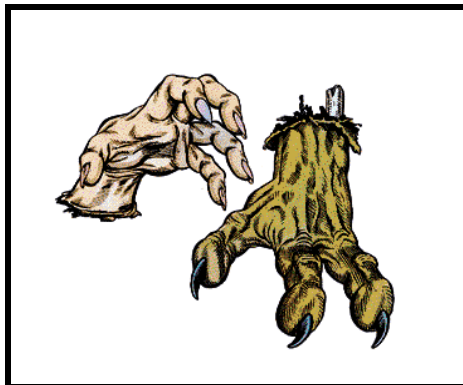


The much feared crawling claw is frequently employed as a guardian by those mages and priests who have learned the secret of its creation. No single description of a crawling claw is possible as they are not uniform in appearance. Since claws are the animated remains of hands or paws of living creatures, they are apt to be found in a wide variety of shapes and sizes.

Combat:

When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be capable of such a feat, its great strength enables it to do so. The maximum distance a claw can leap is 15 feet. Once a claw lands on its victim, it attacks in one of two ways. If the victim is wearing metal armor, the claw delivers a powerful blow that inflicts 1d4 points of damage. Against those who are not armored (or only wearing leather) the claw can employ its great strength in a crushing grip. This manner of attack causes 1d6 points of damage. In some cases, a claw may be instructed to attempt to strangle or gouge out the eyes of a victim. In any such case, the DM should consider all aspects of the situation and determine how much, if any, damage is done.

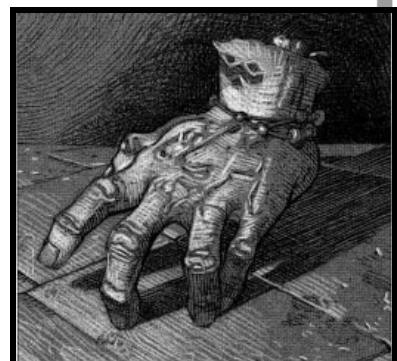
Claws are immune to any form of death magic or raise dead spells, although a resurrection spell renders them immobile for a number of turns equal to the level of the caster. Claws have the same resistance to charm, sleep, and hold spells that undead do, but claws are not subject to turning, control undead spells, or damage by holy water. Cold-based spells make claws brittle so that all rolls to damage them are increased by 1 point per die. Edged weapons inflict only half damage on a claw; all magical weapons cause damage as if they were not enchanted in any way (although to hit



bonuses still apply).

Society/Habitat:

Crawling claws are nothing more than the animated hands and paws of once-living creatures. As such, they have no culture or society to speak of. Despite this, crawling claws do have a limited ability to communicate with each other. This takes the form of a basic telepathic link between all the claws of a single "batch." Whenever one claw finds a victim, all of the others in the area who were made at the same time move in to help it. In addition, claws that have been instructed to do so can act in concert with each other to move large objects. The DM should use five pounds per claw as a reasonable limit to the weight that can be moved.



Ecology:

Crawling claws can be created by any mage or priest who has knowledge of the techniques required to do so. To begin with, the creator must assemble the severed limbs that are to be animated. The maximum number of claws that can be created at any one time is equal to the level of the person enchanting them. The hands (or paws) can be either fresh, skeletal, or at any stage of decomposition in between. Claws can be controlled in one of two ways: directly or via programming. The manner of a claw's control must be specified when it is created and cannot be changed thereafter. All of the claws in a particular batch must be controlled in the same manner. Programmed claws are given a single, brief instruction that they attempt to carry out to the best of their ability. The maximum length of the programming, in words, is 15 plus the level of the creator. This programming sets the conditions under which the claw attacks. A sample command might be: Kill anyone except me who opens this chest. Directly controlled claws are manipulated by the thoughts of their creator. The mental effort of controlling claws is quite tiring and cannot be maintained for more than three consecutive rounds without a one-round rest. Further, the range of such control is limited to 10 feet plus 5 feet per level of the creator. A person controlling claws cannot undertake spell casting or any other activity. Injury to a controller does not break his control unless unconsciousness results. If direct control is broken for some reason, the claws continue to follow the last orders they were given.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

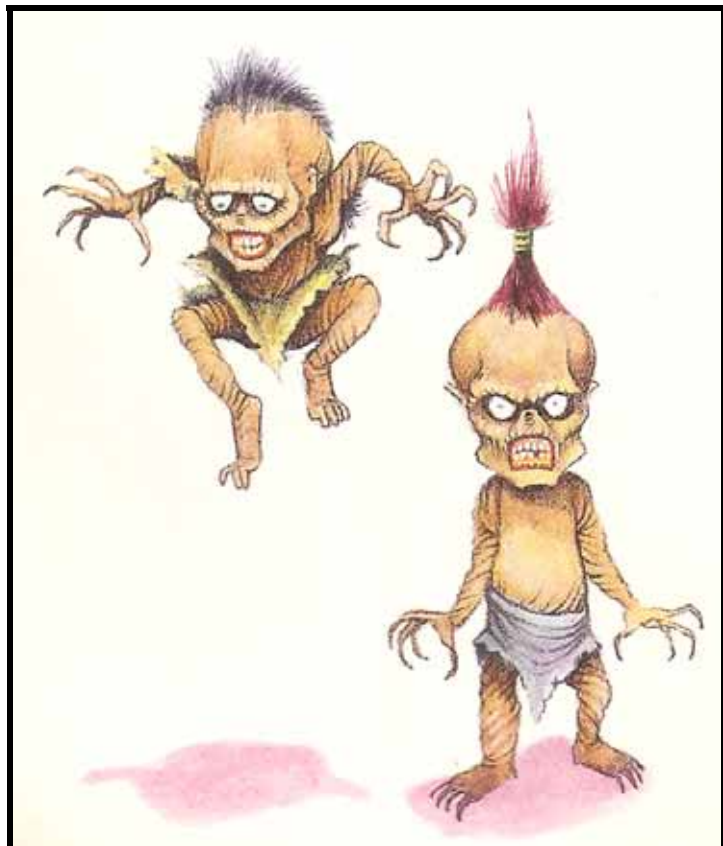
Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Link with Limbo

None. The undead is made of separate body parts (which don't even need to be of the same being) and is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting remains is in Limbo or has passed on. No Raise Dead can be applied.

Topi (*Corpus animatea miniatrem-rapidus*)

Animatae	Topi
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Cluster
Activity Cycle	Any dark/shrouded
Diet	nil
AL	C
NA	2d4(5d6)
Size	S; 2'
ST	9
IN	2
WI	10
DX	host+2 or 14
CO	9
CH	2
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3*
HP	3d8
MV	120'(40')
Jump	40'
Climbing	50% 60'(20')
THACO	15
Attacks	2 Claws
Damage	1d6 each
Special Attacks;	Poison
Special Defenses;	50% non edged
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as	Wight
Holy Water	2d4
AM	0
Horror Rating	3
Save as;	F2
ML	8
XP	50
TT	0
Body Weight	25-65 LBS



Topis are undead human or humanoid creatures similar to zombies. Before these creatures are animated, however, the corpses are shrunk until they are only 2 feet tall, giving them dark, wrinkled, leathery skin. Their eyes are wide and bulging, and their lips are usually curled back, freezing their faces into permanent toothy grimaces (occasionally, however, the lips are mostly sewn shut). Like zombies, Topis usually are clad in the tattered remains of the clothing they were wearing when they died. Unlike zombies, Topis do not have a rotting stench, as the shrinking process also preserves their flesh. Topis cannot speak but often hiss, snarl, grunt or gnash their teeth

when attacking.

Like zombies, Topis exist only to serve the Spellcaster who animated them. Their intelligence and evil nature make them prone to malice, however, and it is unwise to trust them with anything delicate or overly complex. Topis are usually found guarding tribal burial grounds or temples. Some witch doctors and shamans also employ them as servants, scouts, and bodyguards.

The dead body of any large, medium or small humanoid creature can be made into a Topi. Only a few tribal spell casters know how to shrink the corpses, however. The few travelers who have observed the process and have been lucky enough to return to tell the tale report that the corpse is boiled for several days in a mixture of water, herbs, and animal organs, then dried in the sun and animated, presumably with a variant animate dead spell.



This process is long and complex, and is known only to certain primitive tribes. Topis are more agile than normal zombies. They roll for initiative as usual, and can leap up to 40 feet (vertically or horizontally) when attacking. They also have gained the skill



Tree walking and climbing in trees and rough rocks/hills (latter less than 75° angle).

Topis are unnatural creatures that have no ecological role except as a consequence of their orders. They can, for example, be ordered to gather food or hunt small game. Unless ordered otherwise, a Topi left on its own will gleefully maim and kill anything it can catch. Topis do not require food or water, lulling only for pleasure or to obey orders. They are able to jump quite well, and in combat will often ambush enemies by jumping at them from behind or above.

Any creature struck by a topi's claw must make a Saving Throw vs. Poison or fall victim to a venom which acts like a slow spell and lasts for 1-2 turns. Non-edged weapons inflict only half damage on Topis, although a successful hit with such a weapon will knock a Topi off balance, making it unable to attack in the next round. Topis are immune to mind-affecting spells such as sleep, charm and hold spells. Clerics have the same chance of turning Topis as of turning wights.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul of the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

DM info:

These creatures were marvelously depicted in "The Mummy returns" movie of 2001. Their way of weapon and attack use was awesome; they were swinging through the jungle on the many vines and hanging branches. This way their speed should reach 360° (120°) instead, and would resemble flying, but remember, a Topi has only 50% climbing and could fall—although this won't help, it will simply arise the next round and start anew. It can't sustain falling damage as it has no working internal organs, and a dead body is very resilient to that sort of impact damage.

In this movie they also used a sort of blow pipes with poisoned darts. A temporary paralysis poison on Ghoulish base would be the most reasonable. This form of attack would, however, be stated as a special attack and gives the creature an additional 15 Xp. The ranges of these missiles are 30'-50'-80' and would give no more than 1 initial damage, plus paralyzation on a failed save and a 25% chance on an infection. To mimic the Movie, Topi's do exist on the Isle of Dread (TSR D&D module X1).



Desert Zombie (*Corpus animatae Mummificatum*).

Animatae	DesertZombie
Type	Undead Enchanted
Climate/Terrain	Any ancient Nithian Loose Soil
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any dark/shrouded
Diet	nil
AL	C
NA	3d6(5d6)
Size	M; 5'-7'
ST	17
IN	2
WI	10
DX	host+2 or 14
CO	9
CH	2
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2*
HP	2d10
MV	90'(30')
BR	60'(20')
THACO	17
Attacks	1 weapon or claw
Damage	1d8
Special Attacks;	Surprise Grab and pull under sand
Special Defenses;	50% non edged
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, heat, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Zombie 2d4
AM	0
Horror Rating	2
Save as;	F2
ML	12
XP	25
TT	0
Body Weight	80-80 LBS



Desert Zombies are animated corpses controlled by their creator, the evil mummy Senmet or other greater Mummies with the power to do so. In recent years, rumors have arisen that other powerful Spellcasters in the former domains of ancient Nithia (Ylaruam, Thyatis, Northern Reaches, Ethengar, West Darokin, Five Shires, and Isle of Dawn) have begun to create these things, but this has yet to be proven.

A desert zombie looks like a dried out human corpse. Unlike that of the common zombies, the desiccated flesh is usually intact and does not deteriorate over time (actually it does but much-much longer). They have brown, withered skin that clings to their bones. There is very little odor associated with desert zombies. They wear tattered remains of whatever clothing they had on when they died. Because this clothing is subject to the ravages of time, older desert zombies may not have any clothing remaining intact.

Like the common zombie, they still bear the wounds they had in life, as well as any wounds from battles since they became zombies. Any equipment or weapons is retained, but no attempt is made to maintain it. If the zombie died holding a sword, it carries it until the weapon falls apart or rusts away. Desert zombies have no more ability to communicate than the common zombie. They are able to understand the commands of their master, but these must be limited and very direct or confusion may result.

Combat

Desert zombies move with the same halting steps as the common variety. However, they are not as slow and do not suffer the same initiative penalty as normal zombies. They roll for initiative normally. They always do the same amount of damage (1d8) regardless of the weapon they hold, or even if they are unarmed. They can be directed to use magical weapons and get any of the benefits (but never the penalties) that might be associated with them.

Like most undead, desert zombies are immune to sleep, charm, hold, death magic, poisons, cold (including spells) and heat (but not actual fire). The sight of a desert zombie is enough to cause a character to make a horror check, but like most situations that call for horror checks, constant exposure to them makes the characters less susceptible to the horror of their existence. Thus, DM's may grant experienced characters a bonus or even eliminate the need for them to make a horror check.

Desert zombies can "swim" through sand (the upper 10' loose sand only) if they are close to the surface, only a few feet under, they leave furrows, like the wake of a boat on the water. It can be a terrifying experience to be all alone in the desert and surrounded by unknown creatures swimming under the desert sands.

A desert zombie can reach up and grab the legs of a victim. They make a normal attack roll for the grab, but the target is only AC 10 plus any dexterity adjustments (not magic) once held, the character has a -2 to his THACO and AC and can't move away. Once grabbed, a victim will be gradually being pulled beneath the desert sands. A character will sink at the rate of 2 feet each round, regardless of any actions he takes. Each round, however, the character may make a strength check against the zombie to break the hold, he can't do anything else in the same round and must have both hands free. Once under the sands, the character can survive for one round, but will suffocate at the end of the second round.

Senmet (or the creator) directs all the activities of the desert zombies. He can see and hear through them and control them all each round without impeding his own abilities to move or attack during that round (there can only be no spell casting that round

by the caster, but magical abilities still work and can be activated as normal). He cannot make the zombies talk, nor are they able to pick up and use weapons or other items near them.



There are two basic strategies Senmet uses with his zombies. He has them burry themselves just under the surface of the desert where they can't be detected (except by a diviner or Rhabdomancer with a diviner rod and the special spells or abilities). When intended victims walk over them the zombies grab their feet and legs. Those not immediately under a character arise from the sand (in 1 round) and surround the victim(s).

Habitat/Society;

These unnatural creatures have no true society and are only an extension of their master/creator. They are always within 8 miles of this individual to remain in control of the zombies. This distance is however, strangely increased if a Nithian Teleporter is within this area, and then he may also control all desert zombies within 8 miles of each receiving end of the Teleporter. The distance is doubled also (in both normal and Teleport case) when a Nithian Obelisk or Pyramid with Pyramid power is placed within the area. When he doesn't need them, he may have the zombies scatter throughout the desert and bury in at least a dozen feet of sand. There they remain until they are needed once again.

Ecology;

The greater mummy Senmet, created the first desert zombie. He sacrificed his entire spell casting power to be able to create sand control an army of these nightmares, as well as to take limited control over ancient Nithia.

Any character who dies from the touch of a greater mummy Senmet (or others if they know the power) becomes a desert zombie under control of its creator. It takes a full day after death for the corpse to become animated. If the body is destroyed or protected by a Ceremony; Burial spell during that time, it will not be animated.

It is also clear that Pyramid power is used in some fashion to create or direct the controlling mechanism of the Desert zombies. This is probably also the reason why these dangerous creatures are rarely found outside former Nithian areas.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul of the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.

Undead Lake Monster (*Corpus animatea Saurus*)

Animatae	Undead Lake Monster*
Type	Undead
	Enchanted
Climate/Terrain	Deep lakes
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	CE
NA	1
Size	G; 100'long
ST	25
IN	11-12
WI	10
DX	9
CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	-3
AV	2
HD	13*
HP	2d10
MV	90'(30')
BR	60'(20')
THACO	7
Attacks	1bite
Damage	3d8
Special Attacks;	Breath weapon Fear
Special Defenses; Immune to;	+1weapon to hit Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, heat, Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Spectre 2d4
AM	0
Horror Rating	2
Save as;	F2
ML	11
XP	2300
TT	0
Body Weight	80-180 LBS

The undead lake monster is a rare sight. It is an ancient, gargantuan, undead water serpent with grayish-green skin and a huge mouth lined with needle-sharp teeth. Its scaly hide is reminiscent of the skin of a zombie, rotten-smelling and marked with rents and gaps through which pale white bones show. When swimming on the surface, it often appears to be a head followed by a series of rounded humps.

Combat:

This monster never leaves its lake, but it will attack any creature that comes close to the shore. The creature lures the curious and foolhardy into range by appearing briefly in the center of the lake, then disappearing under water, only to appear moments later within striking range. Despite its undead state, the monster is extremely supple and can twist and curve its long body around, moving quickly through the water. It can coil its body underwater and strike like a snake up to 50 feet from the shore or up to 60 feet above the surface.

The monster bites for 3d8 points of damage. On any bite that inflicts 8 or more points of damage, the monster locks its jaws around the victim and pulls him or her down into its underwater lair. To break free, the victim must make a successful Strength check. Otherwise the victim is held underwater, until drowning results, but he or she may continue to attempt to break free each round until that occurs.

This undead creature can exhale a highly toxic cloud of sickly yellow vapor that is 40 feet long and 20 feet wide and high, three times per day, producing the same effect as that of the 5th-level wizard spell *cloudkill*. The breath lingers in the air, moving slowly with the breeze and sinking into depressions for four rounds before dissipating.

Should the battle turn against it, the monster can innately invoke the effects of the 4th-level wizard spell *fear* (three times per day). This affects all creatures within 100 feet who do not make a successful saving throw vs. spell.

Because this is an undead creature, it may be turned as a 10-HD creature. It also shares the undead immunities to magic that affect biological functions. Due to this creature's magical nature, a +1 or better weapon is required to hit it as well.

Habitat/Society:

Such monsters are considered unique, yet there are some who speculate that there is more than one "serpent of the depths" in any world. Some claim to have sighted two separate sets of humps breaking the surface of a lake at once. Other sages maintain that the undead lake monster has an unnatural brood of little serpents, and that its attacks upon any who approach its lake are the equivalent of a mother protecting her young, but it is unclear how an undead creature could give birth to young.

The monster's watery lair is said to be filled with the treasures of those it has pulled down to their deaths, but the lake which houses such a creature is always hundreds of feet deep, so it's unlikely that any of that supposed treasure could ever be recovered. Even if items are somehow found, any armor or weapons in the hoard (unless magically protected) are likely to be rusted and useless.

Ecology:

Because it is undead, the lake monster has no natural life span. If killed, it will not provide any useful products. Its hide is tough enough to use for (leather) armor or a shield, but it has an oppressive stench that will force a character trying to use it to make hourly saving throws vs. poison to avoid nausea (-1 penalty to attack rolls).

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting remains is in Limbo or has passed on. No Raise Dead can be applied.



Beholder, Undead*/Death Tyrant (*Corpus animatae Oculi-Tyrannis*)

Animatae	Undead Beholder*		
Type	Undead		
Climate/Terrain	Enchanted		
Frequency	Any		
Organization	Very Rare		
Activity Cycle	Solitary		
Diet	Any dark/shrouded		
AL	nil		
NA	C		
Size	1(0)		
ST	M; 4'-6' diameter		
IN	9		
WI	2		
DX	16		
CO	10		
CH	9		
Languages	2		
Spellcaster Limits;	0		
	Body	Eyestalk	Central Eye
AC	0	-2	3
AV	6	2	0
HD	20*****		
HP	20d8	20	30
FL	60'(20')		
NF	5B		
THAC0	15		
Attacks	1Bite	1Ray/eye	1Ray
Damage	2d10	Various Effects	Anti Magic Ray
Special Attacks;	Infection		
	Eye 1	Telekinesis	
	Eye 2	Charm Monster	
	Eye 3	Disintegrate	
	Eye 4	Death	
	Eye 5	Fear	
	Eye 6	Slow	
	Eye 7	Sleep	
	Eye 8	Cause Serious Wounds	
	Eye 9	Flesh to Stone	
	Eye 10	Charm Person	
	Central Eye		Reflection
Special Defenses;	50% non edged		
	Regeneration		
	Gaseous Form		
Immune to;	Charm, Hold, Illusion, Discord		
	Poison, Death Magic		
	Insanity, Feeblemind, etc.		
	Cold, Sleep Paralysis		
Extra Vulnerable to;	0		
Turning as Holy Water	Not		
AM	0	0	100%
Horror Rating	6		
Save as;	M20		
ML	12		
XP	14.975		
TT	(L,N,O) x2		
Body Weight	500-650 LBS		

An undead beholder is similar to a living one and is brown or green with a mottled skin. The different pasterns define the particular breed. The eyestalks are 2' in length and are unsegmented with human-sized eyes that disappear when the eyelids close. When it closes its eyes and folds its eyestalks across its body looks much like a moss-encrusted or mud-encrusted boulder. Stories of unwitting adventurers who sat atop sleeping Beholders are quite common. Also, all of these tales ended in tragedy.

The Death Tyrants has several differences, however. Oftentimes, the Death Tyrants bear horrible gaping wounds encrusted with mold and other signs of decay. In addition some of their eyestalks may be missing and others may not move. When not in combat, a Death Tyrant's eyestalks hang limp. Finally a milky film covers their central eye; occasionally this film will seep out of the Death Tyrant's eye.

The Undead Beholder, however, is a construct created for some specific evil purpose. This monster looks quite similar to a normal beholder—a large floating ball, about four feet in diameter, covered with tough armor-plated skin. Atop the monster are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it.

As though living Beholders weren't danger enough, unlucky adventurers may also encounter Undead Beholders or also called Death Tyrants. Fortunately, none of the Three Undead Beholder types retain any of their intelligence. Most of these foul creatures are mindless and barely comprehend orders given to them by their creators/controllers (much like normal Zombies).

Most Undead Beholders come into existence through the evil work of Mages, Beholder Mages, Elder Orbs, or Priests. Some of these Undead, however, form as a result of magical accidents. All Undead Beholders encountered so-far were once standard Beholders; no Undead Beholder-kin or Beholder Abominations have yet been encountered (possibly due their inherent magic).

Death Tyrants are slower than normal Beholders and when not following orders, they levitate in place until they detect movement (their eyesight is often still good and never underestimate a Beholder's ears). These foul creatures smell strongly of decay and cannot communicate in any way.

Wizards and priests who create Death Tyrants usually imprint the creatures with the means through which they may be controlled. The following are some of the more common mediums of control;

Amulet or Talisman;

The creator of a Death Tyrant may command it to obey the person who carries a specific object. This is useful when a wizard wishes one of his subordinates to take the Death Tyrant to a certain place for a special task. Note that in such a case a counterfeit object will not suffice; the Death Tyrant is bound magically to the true object.

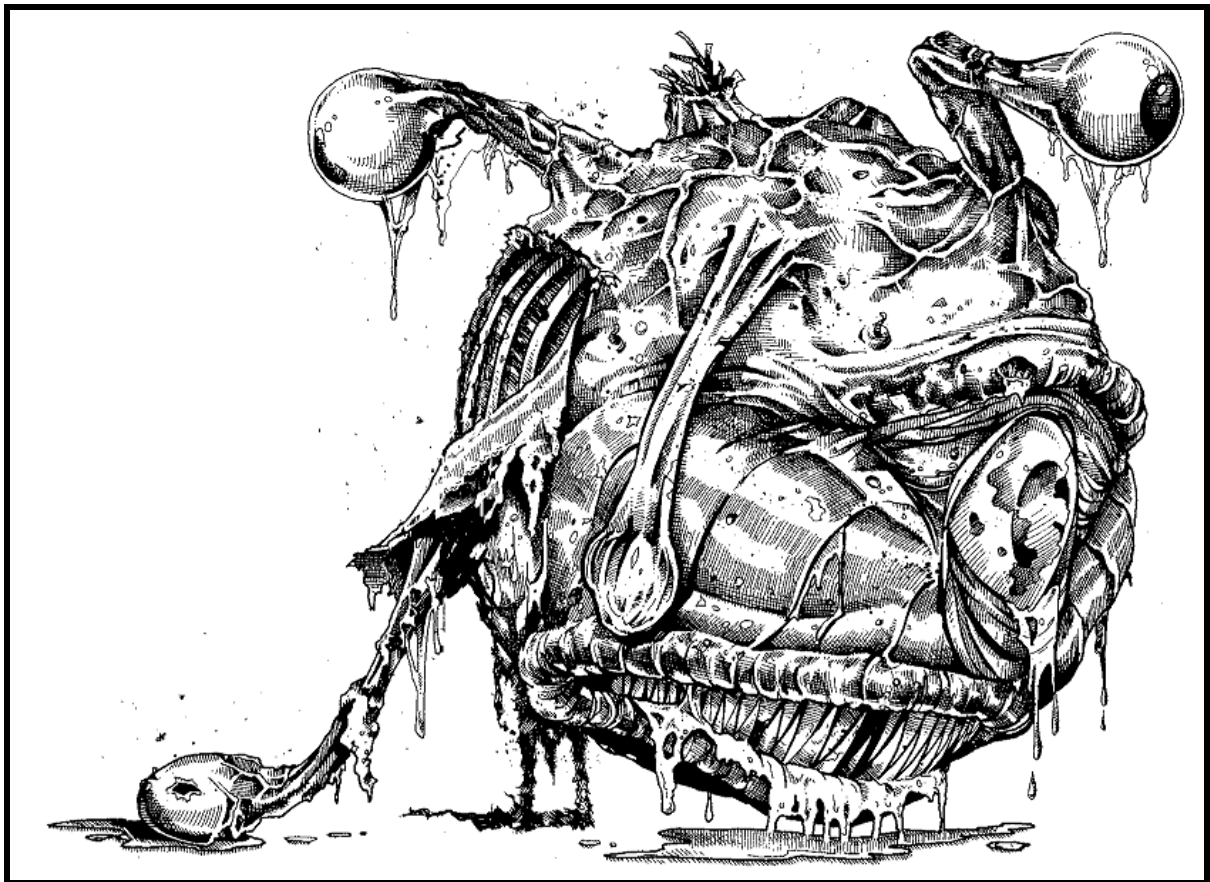
Codes;

The Death Tyrant must obey anyone who knows a specific codeword. This is a poor means of control as two people may know the word and fight for control of the Death Tyrant. In such an event, the Death Tyrant will obey the last command it was given by an authorized user. Thus, it may spend an entire fight lunging back and forth between controllers.

Death Tyrants retain enough intelligence to obey complex commands. However, when they encounter a situation that goes outside their orders, they typically try to destroy any (living or dead) creature their orders do not specifically protect.



Death Tyrants and Degrees of Control



All Death Tyrants exist in one of the following states;

Controlled; The Death Tyrant is currently obeying orders of a living master.

Instructed; The Death Tyrant is currently obeying orders of a living master who has died or lost the mechanism to controlling the Death Tyrant.

Uncontrolled; The Death Tyrant is not obeying any instructions. It will attack all (living and dead) creatures it detects and continues fighting until destroyed or controlled. The Death Tyrant can be commanded by application of its controlling mechanism defined at the time of its creation.

Rogue; This Death Tyrant usually forms as a result of a magical accident. Because of this, it receives no instructions at its creation and thus has no controlling mechanism. Rogue Death Tyrants behave as if uncontrolled and can never be commanded by any means—including spells specifically designed to control Death Tyrants.

When most people refer to “Undead Beholders”, they mean Death Tyrants. Death Tyrants are created through the use of a magical spell cast upon the bodies of slain beholders. This spell also defines the medium through which the Death Tyrant receives orders (a spell, controlling mechanism or codeword for example).

Combat

The creature moves about by magical flight, a natural (nonmagical) ability. It is extremely intelligent, and speaks many languages. Any cleric of 25th level or greater will recognize the creature as undead when he sees it. An undead beholder cannot be harmed by normal, silver, or even +1 magical weapon; a magical weapon of + 2 or better enchantment is needed to damage it. It is immune to all charm, hold, and sleep effects, all illusions, death rays, and poison.

The monster's body regenerates 3 hit points per round as soon as it is damaged. If reduced to 0 hit points, it is forced into gaseous form and cannot regenerate; it must rest for 1 hour in total darkness before the regeneration starts once again. The monster usually keeps several areas of continual darkness near its location. An undead beholder can assume gaseous form at will. In this form, it has no special abilities, but cannot be harmed except by magic that affects air. The monster cannot use any special abilities during that round of combat in which it is becoming or leaving its gaseous form.

Its bite inflicts 2d10 points of damage and also causes an energy drain of two levels (as a vampire's). The monster's front eye always projects a ray of reflection. Any spell cast at the monster from this direction is reflected back at the caster. In addition, any attempts to turn undead from in front is also reflected back on the cleric, who must make a saving throw vs. spells or run in fear for 2d6 rounds. The monster usually turns to face any character that starts casting a spell, and watches for clerics. This reflection cannot be aimed above or behind the creature, but only straight in front of it.

If a character uses a weapon to attack an undead beholder, the player must declare what the character is aiming at—the body, the large eye, or an eye stalk. Attacks made against specific body parts (other than the body itself) suffer a -2 to hit as any called shot. Each target has a different armor class and hit points as follows:

- The body is AC -4, and can take 20d8 (90 hit points minimum) of damage before the beholder is killed.
- The front eye is AC - 2, and has 30 points; Damage to the eye does not count toward killing the creature.

Power; Reflection Ray 140 yard range, no magic functions in area.

Eye	Location	AC/AV	Hp	Power	Range	effect	Saves
Central	Front	-2 / 0	30	100% Anti Magic	140 yard/90° arc before Beholder	Nullifies active Magic Supresses inactive Magic	none
1	Front	3 / 2	20	Telekinesis	60 yard thin ray	250 LBS manipulate	none
2	Front-Left	3 / 2	20	Hold Monster	60 yard thin ray	Paralyzed 4 HD +	Negates
3	Left	3 / 2	20	Disintegrate	20 yard thin ray	Destroy target	70 damage
4	Mid Left	3 / 2	20	Death	40 yard thin ray	Kill Target	Negates after 1r
5	Back Left	3 / 2	20	Fear	60 yard thin ray	run away 2d4 Turns	Negates after 1r
6	Back	3 / 2	20	Slow	60 yard thin ray	Slowed 2d4 Turns	Negates after 1r
7	Back Right	3 / 2	20	Sleep	60 yard thin ray	Sleep one 4 HD+1creature 2d4 Turns	none
8	Mid Right	3 / 2	20	Cause Serious Wounds	50 yard thin ray	2d6+2 damage+2 bloodloss/r	2 damage
9	Right	3 / 2	20	Flesh to Stone	30 yard thin ray	Petrified	1r Delayed
10	Front-Right	3 / 2	20	Hold Person	60 yard thin ray	Paralyzed 0 to 4 HD	1r Delayed

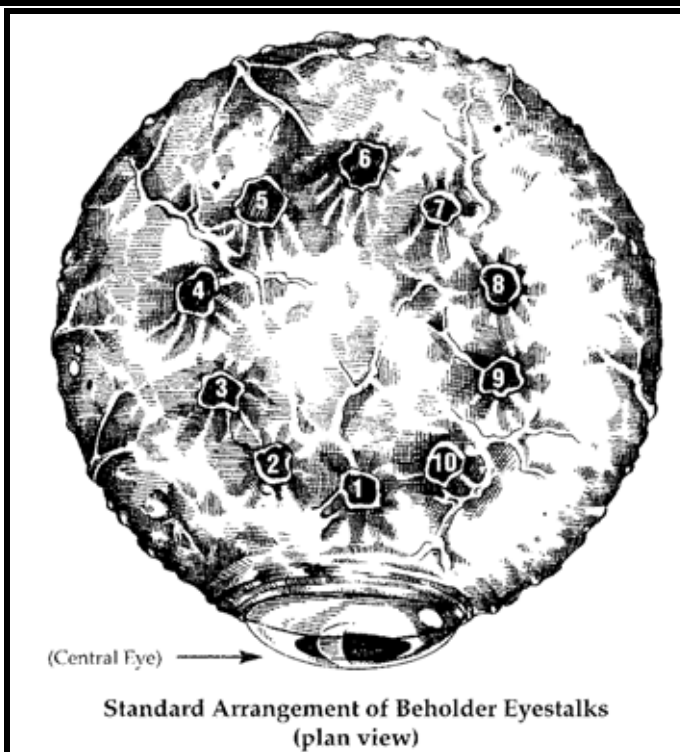
Small eyestalks:

Roll 1d4-1. This is the amount of Eyestalks that do not function. Choose or determine randomly which ones. Each small eye may be used once per round at most, and only four eyes can aim in one direction without hinderering/blocking the others (forward, backward, etc.; if a target is above the creature, all ten small eyes can be used). The beholder often uses only two small eyes per round unless seriously threatened.

A Death Tyrant may activate the magical powers of its eyes' at will. Generally, it can use 1d4 smaller eyes if attackers are within a 90 degree angle, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes. The beholder can withstand the loss of its eyestalks,

- An eye stalk is only AC 3, but each can withstand 20 points of damage. Damage to the eye stalks does not count toward killing the creature. A "slain" eye is cut off, but a damaged eye functions normally. Damaged and lost eyes grow back in 1d4 + 1 hours and do not regenerate as fast as the body of the monster.

The Hold Monster or Person beams are tuned on a subject, and it fails to save, the victim will remain paralyzed as long as the Death tyrant continues bearing the eye against t. if the eye is used to attack someone else or is destroyed, or if the victim is hooded or dragged out of sight of the Death Tyrant, the power's continue for another 1d3 more rounds and then fade.



Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation (in effect it controls itself be a partial magical copy of the creator's mind (these are never linked, however). The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. A raise dead can't be applied on this body.

Creation Magic

Control Death Tyrant

4th level Beholder Necromantic Charm spell

Range; 1 mile/ HD Elder Orb or Beholder Mage

Duration 1 day (24 hours)

Effect; 1 Death Tyrant per intelligence point

Save; None

Casting Time; 4 Verbal only

This Beholder magic enables an Elder Orb or Beholder mage to control any Death tyrant within range of 1 mile per current HD of the caster. This control works like that of a Charm Person spell. The caster can simultaneously control 1 Death Tyrant per intelligence point he has. If faced with more Death Tyrants than his control limit, the caster can choose to drop control of one controlled Death Tyrant and assume control of another in the next round. The Tyrants involved will do nothing during these two rounds. Death Tyrants cannot rebel against this control, which overrides and supersedes their own directives. Only Elder Orbs of 18 or greater intelligence can use this spell. Beholder Mages don't have this limitation. This spell can't be learned or researched by other species than Beholders, for the magic is too alien and chaotic to comprehend. Another spell with the same name will suffice instead.

Create Death Tyrant

8th level Beholder Necromantic spell

Range; 20 feet

Duration; Instantaneous

Effect; 1 Beholder/HD of caster

Save; None

Casting Time; 1 Verbal only

This spell allows an Elder Orb or Beholder Mage to Create Death Tyrants from the shells or corpses of Dead Beholders. The spell does not allow permanent control of the Undead Beholders. The caster controls the Death Tyrants created by this spell for 1d12 rounds plus one round per caster level. Thereafter the caster must use a Control Death Tyrant to maintain control. This spell can't be learned or researched by other species than Beholders, for the magic is too alien and chaotic to comprehend. Another spell with the same name will suffice instead.



Control Death Tyrant

6th level Necromantic Charm spell

Range; 0 (Touch)
Duration 1 day (24 hours)
Effect; 1 Negates
Casting Time; 6 Verbal, somatic and Component
Components; a charm Monster eye of a Standard Beholder

This powerful spell magically commands the obedience of Death Tyrants within a 1 mile radius; the dweomer's intricacy is such that it requires a minimum intelligence of 16 to be able to cast the spell without mistakes (spell miscasting rules apply).

Wizards may use this spell against currently controlled, instructed, or uncontrolled Death Tyrants; it will fail however against Rogue Death Tyrants and Kasharin.

All Death Tyrants within the area of the spell must make a save vs. spells in order to resist the effect. An instructed or uncontrolled Death Tyrant receives a -4 penalty to the save. A controlled Death Tyrant must roll as normal, but roll as its current controller's saves. This controller will not initially notice their break of control, unless the Death Tyrant is in visual range (by whatever means) and the original controller can see a change in direction or behavior). After 1d4 minutes the original telepathic control link will be completely broken—in the mean time he can exert absolutely no control over the Beholder without casting a Control Beholder spell on his own.

Once the spell caster gains control of a Death Tyrant, he may be in constant telepathic contact with the undead creature. Although he cannot see through the Death Tyrant's eyes, the controlling wizard knows the number and proximate location of all controlled Death Tyrants the Spellcaster can control 1d4 Death Tyrants with this spell due to the chaotic magic wave frequencies this magic spell uses. The material component must be eaten in the round before the casting of this spell, and depending upon the taste and regurgitate tract of the mage will this last a full round or even more. Remember the eyes of Beholders are as big as those of a human, and tasting like oily sandy jelly. (Yyeghhh!).

Create Death Tyrant

9th level Necromantic spell 7th level Clerical spell

Range; 2 yards
Duration 3 Turns
Effect; 1 Dead Beholder
Save; None
Casting Time; 3 Turns Verbal, somatic and Component
Components; A full list of rare and expensive components costing about 3000 gp. 1 dead beholder

This spell imbues a dead Beholder with Energy from Limbo, transforming it into a Death Tyrant (animating the corpse). In addition this spell allows the wizard to instruct the Death Tyrant as to how it will receive orders in the future. The Death Tyrant will obey the wizard for 1d6 rounds plus 1 round per level of the caster. After that amount of time, the Spellcaster must use the Control Death Tyrant spell in order to maintain control of the undead creature.

The creation of a Death Tyrant requires an elaborate ritual. The cost of the components are minimal 3000gp of value and can often be a fourfold of it.

The creation of a Death Tyrant requires an elaborate ritual. The cost of the components are minimal 3000gp of value and can often be a fourfold of it.

The Creation of Undead is an Evil Act!!!

Most wizards eschew the use of this spell, as creating a Death Tyrant is a purely evil action. Good-aligned wizards who cast this spell should be severely punished by the local clergy, law and/or populace.

The clerical version is in all respects similar, and falls under the necromantic sphere. Again, creation of a Death Tyrant is an offensive and evil action. Good aligned priests should suffer great punishments for using this spell (a drop of 50 Pip will often do—in combination with an immortal warning; the next time I will curse thee!!). At the very least the Immortal will withhold all spells and abilities until the cleric atones for his evil deed. Even Neutral aligned priests or wizards will drop a 20 Pip instantly.



Zombie Wolf (*Corpus animatea Lupus*)

Animatae	Zombie Wolf
Type	Undead Enchanted
Climate/Terrain	near ancient Blackmoor Northern Hemisphere Skothar Outer Plane; Realm of Death
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any usually dark/shrouded
Diet	nil
AL	NE
NA	2d4(2d8)
Size	S; 2'-4' long)
ST	8
IN	1
WI	5
DX	6
CO	8
CH	2
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	2+2
HP	2d8
MV	90'(30")
THACO	17
Attacks	1Bite
Damage	1d4+1
Special Attacks;	nil
Special Defenses;	50% non edged Fear "howl"
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Turning as Holy Water	Zombie 2d4
AM	0
Horror Rating	2
Save as;	F1
ML	12
XP	25
TT	0
Body Weight	60-120 LBS



Zombie Wolves are not normally created by a Wizard or Priest, although they could do if they wanted to, but so far none has done it. The rare evil casters of Animate dead apparently have more use for Zombies and Skeletons. The Zombie Wolves are a creation of the strange magical effects originating from the original site of former Blackmoor that was destroyed in the Great Rain of Fire in 3000 BC. Therefore the creature can thus only be found on the northern hemisphere of the continent of Skothar where Blackmoor was in those days, however, as these creatures almost not decay (they do so only at a 1/1000th of the original rate) they have spread into the neighboring regions, on the whole northern hemisphere of the Outer and Hollow World. Rumors exist that these creatures also exist on the Outer Planes of Death or even Limbo, but these rumors are as yet unconfirmed.

Because a Zombie Wolf looks exactly as it did in death, these creatures often have gaping wounds and sometimes even missing a limb. They have dirty, matted fur and a rotten stench that is noticeable up to 100' away, and to animals is noticed with a 1000'. (not including wind effects).

A zombie wolf cannot howl like its living counterparts, but it does occasionally throw back its head and utter a strange cry from rotting vocal cords (prompting a fear check the first time it is heard). They do react to living wolf and werewolf howls, as their instincts do imply. These creatures move with the stiff-legged gait at half the speed of a living wolf.

Combat

Like all zombies, the slower speed of the Zombie Wolf means that it strikes last in any combat round (actually it has a -6 on initiative). While they can be turned and destroyed by priests, Zombie Wolves otherwise fight mindlessly, until their intended target is killed or they are destroyed. They will break of their attack only if commanded to do so by a Werewolf,



Vampire or other Undead controlling them. Remember Werewolves and Vampires can command them by howling, other Undead do this through some of mental link.

Zombie Wolves have an Armor Value slightly better than that of regular wolves, due to the toughness of their dead, leathery skin. They attack by biting, just as living wolves, and when under control can use dreaded techniques like holding onto arms, legs or even necks to immobilize a target, while others continue their attack.

Like other Undead, Zombie Wolves are immune to Charm, Hold and Sleep spells, as well as Cold, Death magic, and poison. Holy water can also affect them, inflicting 2d4 damage if it strikes them. They are turned as zombies, except when they are acting under the control of a Vampire or other powerful undead, at which time they are turned as that undead with a 2 bonus to the turning damage.

Habitat/Society

Zombie wolves are usually found within a few miles of the spot were killed and rose again to unlife later on. But can under control of Werewolves and Undead lords be drawn far away. They are also encountered on the continent of Brun in the region of Norwold, but then only far north. The Lich King Lothar Keltharmium would like to have them roaming his land of Bondial to the far Westside of Brun but was unsuccessful so far.

Like living wolves, they tend to form packs, but these are smaller than normal, with rarely more than 8 members. Under special circumstances, such as an assemblage called together by an undead lord, the pack can contain virtually any undead wolf in the whole controlling area of this undead lord. It takes 1d6 hours for a pack of this size to accumulate, and anyone who sees the mass of monsters gathering is subject to both fear and horror checks, even if the pack hasn't yet mobilized or chosen the viewer as prey.

Ecology



Zombie Wolves rise from the dead when the body of any regular or dire wolf in the area of former Blackmoor is not destroyed after it has been killed. If this gruesome task is carried out (often this is done by eating it, like animals) the corpse of the wolf will rise again in 2d8 days after it has died.

It is generally thought that the creatures gain this strange form of existence from contact with the radiation coming from the destruction of Former Blackmoor or in other realms from contact with the Plane of Death, which both apparently channel energy from Limbo. Some sages speculate that simply preventing the wolf carcass from having any contact with the ground for a full 8 days will prevent it from rising again as a zombie, but the absence of any practical application of this theory, this remains unproven.

Goblins, who have a special link wit wolves are afraid of these creatures (demonic to them), and prefer to kill them when they can, but as goblins are cowards mostly they often fail to do so. They can't use their skills of wolf

empathy to control these beasts.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. No Raise Dead can be applied.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.



Dragon zombies* (*Corpus animatea Draconis*)

Ghoul	Undead Dragon*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Uncommon
Activity Cycle	Solitary
Diet	Night
AL	Scavenger
NA	CE
Size	1d3(1d3)
ST	By dragon
IN	as original+4
WI	as original -6
DX	6
CO	9
CH	as original+4
Languages	as original +2
Spellcaster Limits;	as Host (1d3)
AC	0
AV	5
HD	By Race/Age/Rotting stage
HP	75% as in life
MV	1d12/HD
THAC0	90'(30') or as original
Attacks	By HD+2
Damage	2 Claws
Attacks	as original or 1d8 each
Damage	1B bite
Special Attacks;	as original or 1d4+4
Special Defenses;	Rotting Breath every 1d4 rounds
Immune to;	Crush (by jumping)
Extra Vulnerable to;	Tail or wing sweep.
Turning as	50% Blunt
Holy Water	Overwhelming Stench
Horror Rating	Charm, Hold, Illusion, Discord
AM	Poison, Death Magic
Save as;	Insanity, Feblemind, etc.
ML	Cold, Paralysis, Sleep
XP	As Dragon Immunities
TT	As Dragon Vulnerabilities
Body Weight	As Dragon Vulnerabilities
	Haunt
	2d4
	7
	0
	F 1/2 HD
	12
	By HD +**
	B
	By Race/Age/Rotting stage



A Zombie dragon of any form is the body of a dead dragon animated by magic or by an undead spirit. The magic or the spirit can make the dragon walk and attack, but it cannot make it talk or fly or cast spells. Authorities who have studied these creatures believe that the draconic corpses are inhabited by spirits other than a draconic, noting the loss of many draconic abilities and the awkwardness of the undead dragon. Some have also suggested these creatures are a result of a dragon failing in an attempt to transform into a more powerful undead form, such as a lich. Others—especially necromancers, say they are created as the strongest help they can acquire.

Combat

The dragon corpse may be of any color and retains any resistances it had in life, so that a Zombie red dragon is immune to normal fire and always makes its Saving Throw against fire spells. In addition, all Zombie dragons, irrespective of color, are immune to cold. From a distance of 90' or more an undead dragon is indistinguishable from a live dragon, but closer inspection reveals rotting dragon hide, sightless eyes and possibly many gashes incurred when the dragon was killed. A zombie dragon has half as many Hit

Dice as it possessed in life. Its AV is as equal to as in life, but will decrease by 1 for each ten years of age, to 0.

Zombie dragons are Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised. They are also immune to poison or paralysis and are turned by clerics as haunts, yet the Turning only causes it damage (as per 2d6,3d6 or 4d6 dice the cleric normally uses to Turn Undead), and it may save against the turning to fully negate it. They save as Fighters of a level equal to their Hit Dice divided by 2.

A Dragon zombie has no Spells, cannot fly, burrow, or climb, but still has the fear aura of its original, and has the organs to produce a breath weapon. Damages are as by the original or as in the table, whichever is basically greater.

Dragon Breath: The breath weapon of a zombie dragon is a noxious cloud of fetid gas which billows forth from the creature's mouth to form a cloud 20' high, 40' wide, and 40'+5'/HD of the Dragon long. All characters caught in the cloud must make a Saving Throw vs. Dragon Breath or take damage equal to the dragon's current hit points and become afflicted by a foul rotting disease. Characters who successfully make their Saving Throw take only half damage and are unaffected by the rotting disease. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates.

After 6 hours, afflicted characters' will notice their skin starting to decay and will lose 1 point from each of their strength, dexterity and constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of their strength, dexterity and constitution.

The disease can be cured by the casting of a cure disease spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity and Constitution points are recovered at the rate of 1 point per day. The disease (an increased form of Mummy Rot) will also come into effect on touch. Incubation period 6 Hours, thereafter no healing works, natural healing is doubled in time. Victims dying by their disease will become Ghouls as per Ghoul rules after their death, but are under control of the dragon.

Rotting Stench: An undead dragon emits a disgusting scent of rotting flesh, which can be smelled several hundred feet away depending on environmental conditions (DM!). Any creature within 20ft of the undead dragon must make a Saving Throw vs. Poison or become overwhelmed by the stench of decay that emanates from it and be sickened (the character takes a -3 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). A sickened character remains sickened up to 1d4+4 rounds after leaving the presence of the undead dragon.

Crush: This special attack allows a jumping undead dragon to land on opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the dragon's body, which is as per original body. Creatures in the affected area must succeed on a death ray -1 per 5' area the dragon can crush, or be pinned, automatically taking 4d6 bludgeoning damage during the next round unless the dragon moves off them. If the undead dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.



Tail Sweep: This special attack allows this undead dragon to sweep with its tail as a standard attack instead of its claw attacks. The sweep affects a half-circle with a radius equal to the dragon's tail length. The tail sweep automatically deals 2d6 + HD damage, and a saving vs. TS if aware of this attack will reduce the damage by 50%.

Habitat/Society

As animated bodies, they have no draconic abilities or interests, as thus they have no draconic hoard, yet by their strength, they will mostly be the guardian of the treasure (or lair) of its creator which will be large enough. (See that creature.).

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Undead Dragons greatly affect their surroundings due to the ambient draconic magic reciding within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Plants will wither and die but funghi and common (not giant) insects will increase their growth rate in the desecrated areas. Intelligent funghi or insects will thus more easily try to protect their environmental creator. This will also mean that molds that devour corpses have double effect, halving the life spans of corpses, and ghouls.

All draconic magic effects created by their gaining their ritualistic circle effects (see Dragons) are suppressed until the undead dragon is slain and buried. Its undead effects will permanently diminish with 1 mile for each hour buried.



All fires are less easily suppressed, and while magical fires are unaffected in strength the more easily set something else aflame. This percentage is double the normal chance. Smoke will stay in the air longer as no winds will be existent within the area of the desecrating effect. This includes any weather control, or other wind spells. Flying and levitation are also impossible except when naturally able to without using magic. So birds and other natural flying or floating can fly as they normally can do but a flying tapestry or broom or wizard with spell or a fighter with boots of flying or any flying ship will lose all flying magic and will crash if coming in contact with the effect when airborne. The effect reaches no higher than 1000' above the dragon. So if it enters a valley the effect will be lower also.

Creation

A relatively intact dragon corpse (i.e., one with no missing limbs) is all that is required to create this type of undead dragon. Dragon zombies are often created from young or small dragons—or following a failed attempt to create one of the intelligent undead types. Because a spirit other than that of the actual dragon corpse animates the dragon zombie, it has lost several draconic abilities. Repeated

attempts at creating a dragon zombie are possible should the necromancer fail on his first attempt, though he must repeat the preparation time and purchase new materials. Preparation; 3 days, cost 1000gp, minimum age young, saving throw modifier; 0. A dragon zombie superficially resembles a dracolich, but it lacks the latter's glowing eyes, and the dragon zombie is a ponderous creature that always has a -6 on its initiative. The mindless dragon zombie can follow only the simplest commands.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. No Raise Dead can be applied.



Ghoul (*Corporem carnivorus species*)



Ghouls (*Corporem carnivorus Primus*)

Ghoul	Ghoul
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Corpses
AL	CE
NA	2d12
Size	M; 5'-6'
ST	9
IN	6
WI	6
DX	9
CO	9
CH	3
Languages	1d3 as former (N)PC
Spellcaster Limits;	0
AC	6
AV	By armor
HD	2*
HP	2d8
MV	90'(30')
SW	0
THACO	18
Attacks	2 Claws
Damage	1d3 each
Attacks	1bite
Damage	1d6
Special Attacks;	Paralysis
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Ghoul 2d4
AM	0
Horror Rating	3
Save as;	F2
ML	12
XP	25
TT	B
Body Weight	150-250 LBS



Ghouls are undead creatures, once human (or humanoid, demihuman but not elvish), who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively. Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws. Their former and new wounds don't close but doesn't bother them either. Only broken bones hinder them. But they can restore these by eating at least a pound of recently killed flesh infected by their paralysis.

Combat:

Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and Halflings, but excluding elves) to become rigid unless a saving throw versus paralysis is successful. This paralysis lasts for 2+1d6 rounds or until negated by a priest.

Any human or demi-human (except elves) killed by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear.

These creatures are subject to all attack forms except sleep and charm spells. They can be turned



by priests of any level. The magic circle of protection from evil actually keeps ghouls completely at bay.

Habitat/Society:

Ghouls and ghosts are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed. An average ghoul could sustain itself on an average 2000cn=200LBS humanoid for 200 days, however also remember, corpses rot away depending on temperature, vermin and moisture in 20 to 100 days (DM!!) leaving only bones from which marrow can be licked. This marrow however, is a special treat to ghouls as it can repair lost hit points. They need to consume at least 1 bone with marrow for each hit point lost. They can't have more hit points than their HD gives.

Ecology:

Ghouls (and ghosts, as described later) delight in revolting and loathsome things -- from which we draw our adjectives "ghoulish" and "ghastly."

Any intelligent creature who voluntarily engaged in cannibalism can (25% chance), after death and some decomposition, spontaneously rise again as a Ghoul, a bloated, distorted corpse that waddles around, looking and smelling horrible. This due Evil Immortal Influences.

Link with Limbo

These creatures exist in the Prime Plane due to Entropic magic (again that awful Necromancer). Ghouls must feed only to ease the pain of hunger; they do not otherwise require food to survive. A creature killed by a Ghoul will always become a ghoul, as the infection of the Ghoul prevents his rising to Limbo. In fact the Soul of the corpse stays bound to the body, but under a form of mental control of the Ghoul who killed the character.

A recently awakened Ghoul-former character can't completely perform as his former self, as the urge to feast upon the living is much greater than the feeling for friendship or love, but he can choose other edible targets than those reminiscent to those he knew in life.



Wyrds are actually the Elvish variant of Ghouls and Wight, in Wyrds and Greater Wyrds, respectively.

There exist no such thing as an Elven Ghoul, Ghast or Lacedon, this due the inherent magic in the Elven Race, and as thus these creatures are fully immune to the ghoul reproductive effects.

A body killed by ghouls and not eaten wholly (This will be rarely so, as the individual ghoul eats rarely more than a pound of flesh each day) will become a ghoul in 24 hours adjusted by the original constitution and damage; ie. 1 hour for each negative adjustment and 10% damage, add 1 hour for each piety level and positive adjustments. These effects are slowly devoured by the affliction while becoming a ghoul. In the meanwhile the body is dead, and can't be raised (as the soul is not in Limbo) before the disease is removed by clerical magic of at least 16th level. There is no other prevention of a character becoming a ghoul.

A recently awakened Ghoul-former character can't completely perform as his former self, as the urge to feast upon the living is much greater than the feeling for friendship or love, but he can choose other edible targets than those reminiscent to those he knew in life. In Time (he can resist a number of days cumulative to his original wisdom; wisdom 8=1+2+3+4+5+6+7+8 days), thereafter he can no longer resist the hunger and will attack any living humanoid). He will completely succumb to the Hunger and become a normal Ghoul, especially when becoming free as his 'creator-Ghoul' has perished.

A recently awakened Ghoul will always have the characters items, and knowledge but not its hit points or hit dice. He will also find out that all his skills, spells and weapon mastery are lost in its death. Other knowledge (like who are friends) are still known. Magical items mostly function on living creatures, except when they are cursed. A -1 armor, ring or weapon would become a +1 weapon or armor to them, and other curses would have no effect upon them. They have lost the ability to use other magical items, than these, except when the item was especially designed to service undead. (DM RULING!!)

The mage Gargantua succeeded in even enlarging these creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs), All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit.



Creation Magic

Ghoul Production

Necromancy spell 5

Range: Touch
Duration: Permanent
Effect: Special
Saving Throw: None
Components: a corpse and special Ghoul infusion.
Casting time: 1 Turn

To create Ghoul one corpse is required. The Death Master or Necromancer can produce only one Ghoul per spell. The body must be infused with following special liquid. The process takes one hour to prepare the body (i.e. to leach it of all blood) and one turn to cast the spell. The Ghouls created with this spell can't "procreate", further they are like normal Ghouls in all respects. Only Magics like remove curse, wish, restore can remove the curse on the corpse, so that the chance of resurrection would become as normal. Be aware though that the time of Death counts according raise dead (fully) or reincarnation spells, and the longer the corpse is possessed, the harder it will be to bring it back to life, and the more chance there will be to permanent harm (system shock, and so on).

The Creation of Ghouls is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.



Recipe for Magic Infusing Liquid for Ghoul Production spell

Can be bought completely prepared at Magic Shops from 400 gp.

Residue can be sold illegally as poison F contact gas for 200.000gp.

1 Flask of Vinegar	1 Pound of Dead Gray Ooze
1 Flask of Morning Dew	1 Gallon of Red Wine
1 Glass of Sugar Water.	1 Vial of Vampire or Nosferat Blood Serum

1 Vial of Vapor Ghoul, Wraith or Spectre Essence

Take all Ingredients (except the Sugar Water)

Mix them together in a Closed, Air-Tight Container without Air.

When the Liquid comes to a Gaseous Form let it pass through a Cooling Tube

And catch it in a Lead Container.

Take the Residue and grind it to a Superfine Powder with an Alabaster Grinder.

Mix it with the Sugar Water,

Warm the Mixture almost to the Boiling Point.

Then mix the Lead-Contaminated Liquid with the Sweet Mixture.

Let it cool for 1 Day in Ice.

The Liquid will not freeze, when done right.

After the Cooling Period,

A Residue of Syrup-like Substance will be found on the Bottom of the Container,

And a Reddish, almost Frozen, Crispy Foam on the Surface.

Remove these Substances without bringing them in contact with each other

DANGER!! DEADLY POISON "J"!! CONTACT GAS!!

The remaining Liquid will be resistant to Heat and Cold, Shocks,

But not to contamination with other Liquids.

Therefore, be sure to leach the Body of all Blood before using this Infusion,

Otherwise another Contact Gas (Poison F) will be created and fill an Area of 20 Cubic Feet.

Leaching Bodies can be done by the use of:

Giant Leaches (10% chance of leaving some Blood behind)

Normal Leaches (20% chance of leaving some Blood behind)

Vampires and Nosferati, (Only 2% of leaving some Blood, clearly this Method is the Best)

Or large Quantities of Pure Salt and piercing the Body on Numerous Places

And then place the Body upside down in the Salt

(This has a 30% chance of leaving some Blood in the Body).

Special Ghouls (*Corporem carnivorus Secundus*)

Ghoul	Special Ghoul
Type	Undead Enchanted
Climate/Terrain	Any long abandoned Land
Frequency	Rare
Organization	Pack
Activity Cycle	Night
Diet	Corpses
AL	CE
NA	2d12
Size	M; 5'-6'
ST	9
IN	6
WI	6
DX	9
CO	9
CH	3
Languages	1d3 as former (N)PC
Spellcaster Limits;	0
AC	5
AV	By armor
HD	4**
HP	4d8
MV	90'(30')
SW	15/5'
THACO	16
Attacks	2 Claws
Damage	1d4 each
Attacks	or 1 weapon and 1 claw
Damage	by weapon and 1d4
Attacks	1 bite (not if weapon using)
Damage	1d6
Special Attacks;	Paralysis
Special Defenses;	Repulsive aura
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Wraith 2d4
AM	0
Horror Rating	3
Save as;	F4
ML	12
XP	375
TT	B in lair U, V on body
Body Weight	160-250 LBS



These ghouls first encountered in the enclosed Hutaakaan valley in Karameikos by adventurers (approximately 1000-1006AC) are very rare. They are often the result of clerical attempts to immortality, failed utterly. They retain some of their intellect however and as thus are able to control

other (lower) undead. As thus they increase the difficulty to Turn these other Undead to the rate these special ghouls have. A first successful attempt at turning the lesser Undead merely breaks the telepathic control and a second successful attempt at Turning is necessary to actually turn or destroy them. Each Special Ghoul may have up to 10 HD of lesser Undead at any one time up to a distance of 40 miles.

These ghouls were former Hutaakaan Priests and as thus are encountered wearing their priestly (though dirty and tattered) robes and garbs.

They may even use a weapon caked with their own debris which thus enables them to give more damage AND infecting the victim. However, they are limited by weapons allowed by their original faith, and cannot make a bite attack.

The special Ghouls in Hutaaka all have Jackal heads and are often so decrepit that they have large areas of bones visible. These ghouls paralyze as normal ghouls do with biting or a successful claw strike (and thus infecting the victim), but are further so repulsive that characters seeing it (within 100' or less in dark or fog) must roll less than their Wisdom on 1d20 or fight at -2 o hit and -1 to damage because of fear.

Like the Ghoul these creatures may cause infections in wounds, but the chance is increased by 25%.

Lacedon (*Corporem carnivorus Aquaticus*)

Ghoul	Lacedon
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any water
Organization	Very Rare
Activity Cycle	Pack
Diet	Night
AL	Corpses
NA	CE
Size	2d12(1d6)
ST	M; 5'-6'
IN	9
WI	6
DX	6
CO	9
CH	9
Languages	3
Spellcaster Limits;	1d3 as former (N)PC
AC	0
AV	6
HD	By armor
HP	2*
MV	2d8
SW	30'(10')
THACO	90'(30')
Attacks	18
Damage	2 Claws
Attacks	1d3 each
Damage	1bite
Special Attacks;	1d6
Special Defenses;	Paralysis
Immune to;	0
Extra Vulnerable to;	Charm, Hold, Illusion, Discord
Turning as Holy Water	Poison, Death Magic
AM	Insanity, Feeblemind, etc.
Horror Rating	Cold, Fear, Fire
Save as;	Sleep, Paralysis
ML	0
XP	Turning as Ghoul
TT	2d4
Body Weight	0
	F2
	12
	25
	B
	150-250 LBS



The Lacedon is a marine form of the ghoul. Lacedon are sometimes found near marine ghosts, particularly ghost ships. Lacedons are less common than ghouls because of the fewer corpses available for them to feed on, but they can often be found swarming around recent shipwrecks in rivers, lakes, and oceans. They are further equal to Ghouls.

Actually a Lacedon infecting a person, which remains on land then it becomes a common ghoul, and a ghoul's victim reanimating underwater becomes a Lacedon.

The difference lies within the corporeal adaptation to the environment at the moment of creation. If it is in sea water, it becomes a Lacedon, if it is on land or normal water it becomes a ghoul. Ghouls can't swim, even if they could do so in life.

Ghouls sometimes venture in the sea, but Lacedons do venture on land only in short distances, as the drying reduces their mobility (they have to walk instead of swimming and suffer a THACO -4) and increases their stench (rotten Fish)

Link with Limbo

Completely as with Ghouls.

Ghast (*Corporem carnivorus Terriblis*)

Ghoul	Ghast
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Rare
Activity Cycle	Pack
Diet	Night
AL	Corpses
NA	CE
Size	1d4 (with Ghouls)
ST	M; 5'-6'
IN	9
WI	11
DX	6
CO	9
CH	9
Languages	3
Spellcaster Limits;	1d3 as former (N)PC
AC	0
AV	4
HD	By armor
HP	4*
MV	4d8
SW	150'(50')
THACO	0
Attacks	16
Damage	3 Claws
Attacks	1d4 each
Damage	1Bite
Attacks	1d8
Damage	1d8
Special Attacks;	Paralysis
Special Defenses;	Carriion Stench
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	Fear, Cold
	Sleep, Paralysis
Extra Vulnerable to;	cold iron
Turning as	Wight
Holy Water	2d4
AM	0
Horror Rating	3
Save as;	F4
ML	12
XP	125
TT	B
Body Weight	150-250 LBS

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. They are in all respects equal to a common Ghoul except in the following. When a pack of ghouls and ghouls attacks it will quickly become evident that ghouls are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Worse, the Ghast shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a Ghast lasts for 5-10 (4+1d6) rounds or until negated by a priest's remove paralysis spell.

Ghasts, like ghouls, and thus sleep and charm spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage. Clerics can turn them beginning at 2nd level. The circle of protection from evil does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron or an iron ring).

Read the Ghoul for becoming a Ghoul.

A Ghast only makes Ghasts and a Ghoul only Ghouls. Some ghouls in desecrated grounds with reciding infectious diseases (A plagued cemetery as example desecrated by any undead or necromancer) become a Ghast spontaneously (15% chance under these circumstances).

Individuals who died shortly after (or sometimes even during) an act of cannibalism can (25% chance) become a Ghast, which is more powerful than others of the Ghoul type. This due Evil Immortal Influences, It is said that some Entropic Immortals thus create Ghasts to spread revenge and the affliction.

There exist no such thing as an Elven Ghoul, Ghast or Lacedon, this due the inherent magic in the Elven Race, and as thus these creatures are fully immune to the ghoulish reproductive effects.

The Creation of Ghouls is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

Completely as with Ghouls.



Elder Ghoul (*Corporem carnivorus Supremor*)

Ghoul	Elder Ghoul
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Uncommon
Activity Cycle	Pack
Diet	Night
AL	Corpses
NA	CE
Size	1d4(2d6)
ST	M; 5'-6'
IN	9
WI	6
DX	6
CO	9
CH	9
Languages	3
Spellcaster Limits;	1d3 as former (N)PC
AC	0
AV	5
HD	By armor
HP	5*(*)
MV	5d8
THACO	90'(30')
Attacks	15
Damage	2 Claws
Attacks	1d4 each
Damage	1Bite
Special Attacks;	1d6
Special Defenses;	Paralysis
Immune to;	Weakness Light
	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Feeblemind, etc.
	Cold, Fear
	Sleep, Paralysis
Extra Vulnerable to;	0
Turning as	Wraith
Holy Water	2d4
AM	0
Horror Rating	3
Save as;	F4
ML	11
XP	175(225)
TT	B, Q, R, S
Body Weight	150-250 LBS



Elder ghouls are a more powerful form of ghoul, naturally evolving when the Ghoul has survived for over 30 years (3 decennia)—a rare case indeed. As most Ghouls start devouring each other when not having eaten at least a pound of flesh a month. A Ghast staying alive for over 30 years will also become an Elder Ghoul, but will keep its stench ability. But will lose its ability to paralyze elves. The XP for defeating the Ghast variant of this creature is given in the table in parenthesis. The changing always takes place on a Full moon outside. Thus it is not possible for a ghoul/Ghast to become an elder ghoul without the possibility to go out in the open. Elder ghouls can further exist for about a hundred years, then the bond weakens and the corrupted soul finally enters limbo.

They are in all respects equal to a common Ghoul except in the following. When first encountered, an elder ghoul looks exactly like a normal ghoul, but when it is attacked a sphere of eerie green light forms around its head. This sphere expands at a rate of 5 feet (in radius) per round up to a maximum radius of 25 feet. Anyone entering or touching the ball of light must make a Saving Throw vs. Spells or suffer a chilling weakness and a -2

penalty on their To Hit and Damage rolls.

Elder ghouls have the same physical attacks as normal ghouls and, like them, can paralyze any creatures (except elves) of ogre-size or smaller for 2d48 turns on touch (a successful Saving Throw vs. Paralysis negates). They are unaffected by spells such as sleep, charm and holds, and can be turned by clerics only as wraiths.

Link with Limbo

Completely as with Ghouls.

Agarat' (*Corpus carnis vocalis*)

Ghoul	Agarat*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Corpses
AL	CE
NA	1d6(1d8)
Size	M; 5'-6'
ST	9
IN	4
WI	6
DX	9
CO	9
CH	3
Languages	1d3 as former (N)PC
Spellcaster Limits;	0
AC	4
AV	By armor
HD	4+3*
HP	4d8+3
MV	90'(30')
SW	0
THACO	15
Attacks	2 Claws
Damage	1d3 each
Attacks	1Bite
Damage	1d3
Special Attacks;	Energy Drain Scream 1level
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as	Spectre
Holy Water	2d4
AM	0
Horror Rating	3
Save as;	F5
ML	11
XP	200
TT	B
Body Weight	150-250 LBS



Agarats are hideous form undead human or humanoid creatures. They are often encountered amongst packs of ghouls and can only be distinguished from ghouls by their blood-curdling screams and their inability to paralyze victims.

Agarats are immune to sleep, charm and hold spells, and can only be hit by silver or magical weapons. Clerics have the same chance of turning Agarats as of turning spectres. The Agarat is a hideous undead creature that resembles a ghoul -recognizably humanoid, but gaunt and disfigured into a creature of darkness. Its tongue is long and rough, and well adapted to scouring flesh and marrow from bones. Its teeth are long and sharp, and its nails have lengthened and strengthened into claws. An Agarat exudes a carrion stench like aghast, though the ghastr's odor is stronger. While it looks like a ghoul and smells like aghast, an agarat's sound sets it apart. It emits a blood-curdling, energy-draining scream, which is its most powerful weapon in combat.

Combat:

This creature lacks the ghoul's fearsome ability to paralyze with its touch. However, the agarat's scream is even more powerful. The creature can scream once per minute (=6 rounds). The scream of an Agarat is its most feared attack. All within 20 feet of an Agarat must make a successful saving throw vs. spell (adjusted for Wisdom), or suffer a temporary, one-level energy drain. This effect is generally the same as that caused by other energy-draining undead, such as vampires and spectres, but it lasts only 1d4 turns. After that time has elapsed, surviving characters regain lost levels at the rate of 1 level each amount of time it lasted. Simply roll 1d4 and add for each cumulative hit 2 more; this will be the total time the total of level drains last. A level can't be regained while still being drained. The scream effects are cumulative; any creature temporarily drained of all life energy falls unconscious and cannot be awakened for 2d6 turn. Each level will be regained after the 1d4 rolled+2 per successful hit of the Agarat in Turns. So if a PC was hit twice, and the DM rolled a 3, then the PC would have lost two levels, which would start regaining after 3+2 (for the second hit), and each other would follow an equal amount of time later.



Like most undead, the Agarat is immune to sleep, charm, and hold spells. Further, it can be hit solely by cold iron or magical weapons. An Agarat is tamed as a Spectre. Agarats often lead packs of ghouls in combat with mortals. While ghoulish claws make direct attacks on tender, living flesh, the Agarats hang back and scream. The baleful influence of the Agarats prevents the ghouls from being turned unless the result is sufficient to turn the Agarats also. In effect the Agarat must be turned first before the ghouls. The ghouls flee first.

Habitat / Society:

Like ghouls, Agarats haunt the dark places of death-graveyards, mausoleums, charnel houses, and more gruesome sites, such as the secret burial grounds of massacres. There they feed on rotting corpses. Agarats favor crude strategies to overcome their victims, or to search for carrion on which to feed. In wilderness areas or ruins, Agarats are most often found amongst packs of ghouls (60% chance), with perhaps twice as many ghouls as Agarats. Ghosts are sometimes in their company as well (20% chance for 1d4 ghosts). In any pack, one Agarat leads the others. The leader may be the oldest or the strongest—a creature that has cowed others into submission. Should this leader be slain or choose to flee, the others soon follow suit. Any ghouls in their company may not follow, however. Ghouls who stay behind occupy opponents who might otherwise pursue the Agarats.

Ecology:

Agarats sometimes serve as the henchmen for a more powerful undead creature such as a lich or-vampire, which rewards its minions with a steady supply of corpses. No one knows how these creatures came into being. Fortunately, encounters with Agarat are extremely rare now. Histories and chronicles (of both Nithia and Taymor) speak of times when many more were seen—close behind wars, disease, and famine. At such times, the graveyards were packed with corpses, the agarat's food.

Agarats reproduce like a ghoul in all respects (also read Ghoul) but their offspring is more likely to become a Ghoul than an Agarat. There is only a 40% chance a victim will become an Agarat.

Link with Limbo

Completely as with Ghouls.

Greater Agarat (*Corpus carnivorus vocalis-supremor*)

Ghoul	Agarat, Greater*
Type	Undead Enchanted
Climate/Terrain	Any water
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
Diet	Corpses
AL	CE
NA	2d12(1d6)
Size	
ST	9
IN	11 to 14
WI	6
DX	9
CO	9
CH	3
Languages	1d3 as former (N)PC
Spellcaster Limits;	M 5 (Rarely)
AC	0
AV	Byarmor
HD	8+6**
HP	8d8+6
MV	90'(30')
SW	90'(30')
THACO	11
Attacks	2 Claws
Damage	1d6 each
Attacks	1Bite
Damage	1d6 each
Special Attacks;	Energy Drain Scream 2 levels Paralysis
Special Defenses;	Carrion Stench
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	3
Save as;	F9
ML	11
XP	1400
TT	B
Body Weight	150-250 LBS



Greater Agarats are a more powerful form of ghoul, naturally evolving when the Agarat has survived for over 50 years (5 decennia)—a rare case indeed. As most Ghouls start devouring each other when not having eaten at least a pound of flesh a month. As with Elder Ghouls, Greater Agarat's need a Full moon to evolve.

Very rarely encountered, the greater Agarat is even more powerful than the common type. It boasts 8+6 Hit Dice, has an Armor Class of 0, and cannot be harmed by weapons of less than +2 enchantment. Its scream drains two levels, and all of its attacks do 1d6 points of damage.

Worse, the Greater Agarat shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a Ghast lasts for 4+1d6 rounds or until negated by a priest's remove paralysis spell.

Its carrion stench gives those who fail a saving throw vs. poison a -2 penalty to their attack rolls. A greater Agarat has a much higher Intelligence rating than a common Agarat (11 to 14).

Rumors hold that somewhere exists at least one greater Agarat with maximum Intelligence and the powers of a 5th level wizard. The greater Agarat is tamed as a "special" creature. Any group of 8 Agarats is 10% likely to be led by a greater Agarat. In this case, the pack also includes 2d12

ghouls and possibly 2d4 ghosts (50% likely)

Link with Limbo

Completely as with Ghouls.

Vapor Ghoul (*Corpus carnivorus Vapores*)'

Ghoul	Vapor Ghoul*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Corpses
AL	CE
NA	1d6(2d6)
Size	M; 5'-6'
ST	9
IN	3
WI	7
DX	8
CO	9
CH	3
Languages	1d3 as former (N)PC
Spellcaster Limits;	0
AC	2
AV	0
HD	5**
HP	5d8
MV	160'(40')
THACO	15
Attacks	1Touch
Damage	1d4
Attacks	1Bite
Damage	1d6
Special Attacks;	Mind Paralysis Insanity (IN-1)
Special Defenses; Immune to;	Weakness Light Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Wraith 2d4
AM	0
Horror Rating	3
Save as;	F5
ML	9
XP	65
TT	Essence, N
Body Weight	150-250 LBS (1d4-2*10cn remaining)



These creatures form I (probably by magic mishaps or natural magical gaseous conditions) n areas of strife where the vapors are healing them. They cannot stray far from their spot of origin, (no more than 2 rounds movement away from these vapors) but need not remain contact with it. In appearance they are similar to wraiths, but the mist-shrouded forms are hard to discern clearly. They have Meta plasmatic forms.

Vapour ghouls can only be harmed by magic and magical weapons. They may be turned as wraiths.

Anyone hit by one must make a successful Saving Throw vs. Paralysis or he mind-paralyzed. This mind-paralysis causes the character to continue his or her present activity until the mind-paralysis wears off in 2d4 rounds. This means that if he is attacking the ghoul, he will continue to do so, even when the ghoul has moved away. Meaning the character still attacks that specific location thinking the ghoul is there.

Moreover, each hit lowers the character's intelligence by 1 point. Any character reduced to zero intelligence goes insane for 2d10 days. Insane characters should behave in a manner that is as much unlike their sane behavior as possible. For example, a lawful fighter might imagine that she or he is a chaotic magic user, and even though the

character would obviously be unable to cast any spells, he or she would believe that their insane gestures and rituals actually produce magical effects. Lost intelligence will return at the rate of 1 point per day.

If a Vapor Ghoul is slain it will transform into an ethereal liquid, which may be collected. The amount collectable will be (1d4-2)x10 cn—which could result in no liquid at all. The rest will be evaporated instantly. The golden ethereal liquid can be used instantly, or later, as long it is stored in a glass or golden container. When a character swallows 10 cn of this Vapor Ghoul essence he or she will be instantly healed of 1d6 intelligence draining, or active insanity (even when not caused by the Vapor Ghoul).

Link with Limbo

Completely as with Ghouls.



Ghoul Fish (*Pisces-corpore carnivorus species*)

Ghoul	Ghoul Fish		
	Ghoul	Ghast	Elder
Type	Undead		
Climate/Terrain	Enchanted		
Frequency	Any Ocean		
Organization	Uncommon	Rare	Very Rare
Activity Cycle	Pack		
Diet	Night (dep sea any)		
AL	Corpses		
NA	CE		
Size	2d12	1d4 (with Ghouls)	1d4(2d6)
ST	M; 2'-12'		
IN	6	11	6
WI	9		
DX	6		
CO	9		
CH	3		
Languages	0		
Spellcaster Limits;	0		
AC	6	4	5
AV	0		
HD	2*	4*	5*(*)
HP	2d8	4d8	5d8
MV/SW	90'(30')	150'(50')	90'(30')
THACO	18	16	15
Attacks	1bite		
Damage	1d6	1d8	1d6
Special Attacks;	Paralysis		
Special Defenses;	0	Carrion Stench	Weakness Light
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Fire, Fear Cold, Sleep Paralysis		
Extra Vulnerable to;	0		
Turning as Holy Water	Ghoul	Wight	Wraith
AM	2d4		
Horror Rating	0		
Save as;	F2	F4	F4
ML	12	12	11
XP	25	125	175(225)
TT	B		B, Q, R, S
Body Weight	50-550 LBS		

Link with Limbo
Completely as with Ghouls.

These creatures of the Deep have huge pale eyes which bulge out of their heads, and they have an impressive array of teeth (elongated by the affliction). Once scavengers and hunters (of common species like Shark, Barracuda, etc.), they have been turned into Ghouls by the Devilfish with the use of the necromantic wizard spell Ghoul production.

They can't make claw attacks, but in all further aspects they are equal to normal Ghouls or even Elder Ghouls (shining light from their eyes).

Other variations of Ghoul fish could be possible but—as far as 1010AC—they haven't been encountered by anybody, and survived it to tell.

Fish can only become Ghouls when they were flesh eater/fish eaters in the first place. They can't become any other Ghoul variant than Ghoul, Elder Ghoul and Ghast.

These fish are not edible by living creatures as they cause paralysis even beyond death, resulting in death by paralysis of internal organs when eaten. A victim died this way will become a normal ghoul as per ghoul rules.

These fish are often controlled by the devilfish Vampiric cleric in the Sea of Dread.



Ju-Ju Zombie* (*Corpus carnivorus Illuminatae*)

Ghoul	Juju Zombie*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any
Organization	Very Rare
Activity Cycle	nil
Diet	Night
AL	nil
NA	NE
Size	1d4(1d4)
ST	M; 8'-12'
IN	15
WI	6
DX	0
CO	12
CH	13
Languages	5
Spellcaster Limits;	0
AC	6
AV	0
HD	3+12*
HP	3d8+12
MV	90'(30')
THACO	15
Attacks	1Claw or Bite
Damage	3d4
Special Attacks;	CW92%/Hurl weapons
Special Defenses;	50% Fire, Blunt/piercing
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Sleep Paralysis Psionics Electricity, Magic Missile
Extra Vulnerable to;	0
Turning as Holy Water	Spectre 2d4
AM	0
Horror Rating	3
Save as;	F3
ML	12
XP	75
TT	nil
Body Weight	150-250 LBS



These creatures are made when a wizard drains the life force from a man-sized humanoid creature with an energy drain directly followed by

an Animate Dead spell. Their skin is hard, gray, and leathery. Ju-Ju zombies have a spark of intelligence, as their soul is remains in the body.

Combat

A hateful light burns in their eyes, as they realize their condition and wish to destroy living things (there seems to be a Ghoulish resemblance in this behavior, so sages doubt if this creature is a true Animated or more actually should belong with the Ghouls—due to this it is listed here under Ghouls). They understand full-sentence instructions with conditions, and use simple tactics and strategies.

Since they became zombies at the moment of death, their bodies tend to be in better condition. Ju-Ju zombies use normal initiative rules to determine when they strike. They are dexterous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl weapons like javelins or spears, and can fire bows and crossbows. Their Dexterity allows them to climb walls as a thief (92%) and they strike as a 6 Hit Die monster. Ju-Ju zombies are turned as specters.

The animating force of a Ju-Ju zombie makes it that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, Ju-Ju zombies are immune to mind affecting spells and psionics, illusions, and to electricity and magic missiles. Fire causes only half damage.

Link with Limbo

None. The undead body is animated and controlled by encoded magical commands at the moment of Creation when the drained and captured soul is bound to the dead animated body. The undead is not able to reproduce. The former soul inhabiting the undead body is in bound in the body. The undead must be defeated, before a Raise Dead can be applied.



Zombie Lord (*Corpus animatea Ressurrectum-incorrectus*)

Ghoul	Zombie Lord
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Carrion
AL	NE
NA	1
Size	M; 8'-12'
ST	16
IN	9
WI	0
DX	13
CO	15
CH	5
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6*
HP	6d8
MV	60'(20')
THAC0	15
Attacks	2 Claws
Damage	2d4 each
Special Attacks;	Odor power
Special Defenses;	50% Blunt
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Paralysis Cold
Extra Vulnerable to;	0
Turning as Holy Water	Vampire 2d4
AM	0
Horror Rating	3
Save as;	F6
ML	8
XP	500
TT	A
Body Weight	350-500 LBS

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a Raise Dead spell gone awry. Zombie lords look as they did in life, save that their skin has turned to the pale grey of death, and their flesh is rotting and decaying. The odor of vile corruption and rotting meat hangs about them, and carrion feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies.

The zombie lords can speak those languages the character knew in life and they seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can speak with dead merely by touching a corpse. Zombie lords are turned as vampires.

Combat

When forced into combat, it relies on the great strength of its two crushing fists. The odor of death surrounding the zombie lord is so potent it causes horrible effects in those who breathe it. On the first round a character comes within 30 yards, he must save vs. poison or be affected in some way. See Table.

1d6	Odor Effect
1	Weakness (as the spell).
2	Cause disease (as the spell).
3	Constitution -1
4	Contagion (as the spell).
5	Character unable to act for 1d4 rounds due to nausea and vomiting.
6	(N)PC dies instantly and becomes zombie controlled by zombie lord

All uncontrolled zombies within sight of the zombie lord are subject to its mental instructions. Further, the creature can use the senses of any zombie within a mile of it to learn all that is happening within a very large area. Once per day, the zombie lord can animate dead to transform dead creatures into zombies as per spell Animate Dead except that it can be used on the living. Any living creature with fewer Hit Dice than the zombie lord can be attacked in this manner. A target who fails a saving throw vs. death is slain. In 1d4 rounds, the slain creature rises as a zombie under the zombie lord's command. Sleeping target always fail their save.

Habitat / Society

Zombie lords seek out places of death as lairs. Often, they live in old graveyards or on the site of a tremendous battle—any place there may be bodies to animate and feast upon. The mind of the zombie lord tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, half eaten, of those who have tried to confront the foul beast.

Ecology

The zombie lord comes into being by chance, and only under certain conditions. First, an evil human must die at the hand of an undead creature (other than animated corpses). Second, an attempt to raise the character must be made. Third, the corpse must fail its Raise Dead roll. Fourth and last, an entity (Master of Chaos or Demon) must notice the summoning of the soul in Limbo, and decide to take its place. This can be any evil creature. Within one week of the raise attempt, the corpse awakens as a zombie lord.

Link with Limbo

None. The undead body is animated and controlled by the Master of Chaos. The undead is not able to reproduce. The former soul inhabiting the undead body is in Limbo or has passed on. The undead must be defeated, before a Raise Dead can be applied.



Sea Zombie (Corpus Animatea Thanatos)

Ghoul	Sea Zombie
Type	Undead Enchanted
Climate/Terrain	Sea/Shallow Water
Frequency	Rare
Organization	Pack
Activity Cycle	Night
Diet	Scavenger
AL	NE
NA	1
Size	M; 6'
ST	12
IN	6
WI	0
DX	13
CO	15
CH	5
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	5***
HP	5d8
MV	60'(20')
SW	120'(40')
THACO	15
Attacks	1 Claw or Bite
Damage	1d10
Special Attacks;	Stench Disease Spell use
Special Defenses; Immune to;	50% Blunt Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Paralysis Cold
Extra Vulnerable to;	0
Turning as Holy Water	Ghoul 2d4
AM	0
Horror Rating	3
Save as;	F3
ML	12
XP	550
TT	A
Body Weight	350-500 LBS



Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the Immortal Thanatos the Grim Reaper (or another similar evil Immortal).

The appearance of drowned ones matches their name: they look like human corpses that have been underwater for some time; bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and the stench of decay surrounding them are so disgusting that anyone seeing a drowned one or coming within 20 feet of one must roll a saving throw vs. poison. A failed saving throw indicates that the character is nauseated, suffering a -1 penalty to his attack roll and a +1 penalty to his AC for 2d4 rounds. On land, drowned ones move slowly, with a clumsy, shambling gait. In water, however, they can swim with frightening speed.

Drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, belaying pins, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d10 points of damage. The putrid water that drips from the drowned ones contains many bacteria, so any successful hit has a 10% chance of causing a severe disease in the victim. The water-logged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning, electrical, and cold-based attacks inflict double damage. Drowned ones are immune to sleep, charm spells, illusions, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned.

Many of the humans who become drowned ones were priests while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a priest of level 1d4. These creatures are granted their spells directly from Thanatos (or similar deity), receiving only baneful spells.

Drowned ones congregate in loose packs. Their only motivation is their hatred for the living. They have no need to eat, although they rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are active above the surface during the night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water. Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers. Drowned ones are vulnerable to drought, so dehydration magic or continuous warmth on land will greatly hinder them. In effect a dehydration spell drains 4 HD from the creature, an extreme drought/warmth 1 HD/ Turn. However, when ever exposed to water before being consumed by vermin, they will reanimate in 1T/lost HD as if nothing happened.

Link with Limbo
Equal to normal Ghouls.



Tuyewera (*Corporus animasi tuyeweras*)

Ghoul	Tuyewera*
Type	Undead
	Enchanted
Climate/Terrain	Any
Frequency	Uncommon Davania Else very rare
Organization	band
Activity Cycle	any
Diet	nil
AL	CE, NE, LE
NA	1d3
Size	M; 3'-67'
ST	15
IN	8-10
WI	8-10
DX	9
CO	10
CH	6
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	6**
HP	6d8
MV	60'(20')
THACO	15
Attacks	1Claw
Damage	1d4
Attacks	or 1weapon
Damage	by weapon
Special Attacks;	Steal Breath Cause Disease
Special Defenses;	100% all weapons (see text)
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Sleep Paralysis
Extra Vulnerable to;	Dispel magic (see text)
Turning as	Ghoul
Holy Water	2d4
Horror Rating	2
AM	0
Save as;	F1
ML	12
XP	20
TT	nil
Body Weight	150-200 LBS



The tuyewera is a horrible type of undead monster created by evil clerics in remote jungle villages.

The tuyewera moves about on its hands and leg stumps. It is as intelligent as a man and has the following thieflike skills: MS 50%; HS 90%; OL 50%. It serves as a thief and bodyguard to the cleric in addition to being an assassin.

Combat:

A tuyewera can use a weapon in melee, but it is restricted to using weapons that can be held in one hand, since the other hand is needed for balance and movement. If disarmed, a tuyewera will strike with its gnarled hand for 1d4 points of damage. Furthermore, each successful hit by the hand has a 25% chance to inflict a fatal disease on its

opponent (as per the spell *cause disease*).

The deadliest attack of the tuyewera is its ability to *drain breath*. If it encounters a sleeping, unconscious, or helpless person, a tuyewera can suck the breath out of the victim's mouth, thereby slaying him. This requires one full round, at the end of which the victim must roll a successful saving vs. death magic with a -4 penalty. If he fails to save, he is instantly slain, but if he successfully makes his saving throw, he falls into a deathlike coma for 1d4 days.

As undead, tuyeweras are immune to all mental attacks, *cold*, *sleep*, and *fear*. Holy water inflicts 2d4 points of damage per successful attack with a full vial. Tuyeweras are turned as spectres, but an evil cleric cannot take control of a tuyewera away from the cleric who created it.

A special enchantment goes into the making of a tuyewera that renders it immune to all weapons (turning and destructive magic such as *fireball* are still effective). However, *dispel magic* removes this enchantment for 1d4 rounds. Clerics who create tuyeweras keep this counter spell handy just in case they meet someone else's tuyewera.

Habitat/Society:

The spells and counter spells used for creating tuyeweras are granted only by the deities of evil witch doctors in tropical lands. Such spells are not normally available to PCs who do not visit these lands. It is recommended that PCs be unable to create such monsters, but they should be able to use the counter spells to make tuyeweras vulnerable to attack.

Ecology:

As created undead, tuyewera have nothing to contribute to the ecology. They are little more than despicable machines made to do their misguided masters' bidding. They eat nothing, and there is no known use for their parts once they are slain.

Link with Limbo

The cleric takes the corpse of a man slain by *death magic* spells and ritually removes the legs at the knees. The tongue is also severed. The cleric then enchants the corpse, bringing the ancestral spirit of a wizard or priest into it, which gives the corpse a horrid animation.

The soul of the original body is free to find eternal rest in limbo, and the soul of the implanted wizard or priest will be able to do so if slain.

Undead Dwarf (Corpore Pumilus Concernus)

Ghoul	Undead Dwarf*
Type	Undead
Climate/Terrain	Enchanted subterranean
Frequency	very rare
Organization	clan
Activity Cycle	special
Diet	soul points to heal
AL	N
NA	2d4
Size	M; 4'-5'
ST	12-15
IN	9
WI	9
DX	6
CO	13
CH	6
Languages	as former body
Spellcaster Limits;	0
AC	6
AV	By armor
HD	3+12*
HP	3d8+12
MV	90'(30')
THAC0	17
Attacks	1 fist
Damage	3d4
Attacks	or 1 weapon
Damage	by weapon
Special Attacks;	Phase Door Suprise
Special Defenses; Immune to;	+2 weapon to hit] Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Ghoul 2d4
AM	25
Horror Rating	3
Save as;	D4
ML	11
XP	75
TT	U
Body Weight	100-200 LBS

Undead dwarves are created by residual essence on the part of dwarves who are concerned, just before they die, that their final resting places will in some way be disturbed. It is this essence that allows the bodies of the dwarves to transform into protectors.

Undead dwarves appear in ceremonial burial armor and are armed with ceremonial weapons, yet their bodies look thin and dissicated, with fragments of bone showing, and stark white, wiry hair. They are corporeal creatures, yet they are faintly transparent.

Undead dwarves speak any languages that they spoke in life.

Combat:

Undead dwarves do not leave the sanctified place where they were laid to rest. If this location is ever violated or desecrated, the undead dwarves appear from the very stones of their cairns or crypts by means of an innate *phase door* ability, which they use at will. This sudden appearance imposes a surprise roll of 1-6 on 1d8 for those who are the subject of the undead dwarf's wrath. Once they appear, the creatures attack with short, powerful thrusts of their fists, causing 3d4 points of damage and knocking victims backward. In this way, they drive invaders from their sacred burial area. Once all intruders have been driven beyond the boundaries of the sacred area, the undead dwarves dissipate into nothingness with a tired sigh, returning immediately to their places of rest.

Undead dwarves are immune to weapons of less than +2 magical power; and they have a 25% magic resistance. They are completely immune to any sort of mind-control spells such as *charm* and *sleep*. They can never be permanently destroyed. If one is reduced to 0 hit points, it dissipates with a sigh of disgust and its essence returns to its place of rest, where it may immediately reform at full hit points and reappear before a violator 1d4 rounds later.

Sometimes when a dwarf needs an item of the undead dwarf, it will die with a sigh, a thank you or success (or similar) as last words.

Habitat/Society:

Undead dwarves do nothing beyond protecting their graves. When there is no threat to their final resting places, they simply exist within their own crypts or cairns. If approached cautiously and spoken to obsequiously in dwarvish, they may be inclined to hold their attacks and listen to whatever respectful apology or question is put before them. There have even been cases where regular ritual worship services or prayer sessions for the dead have been formed by humble or lesser beings in honor of the deceased. When this happens, the undead dwarves do not attack so long as no part of the tomb area is defiled. They may even appear and listen to the prayers and worship, although they rarely, if ever, speak or involve themselves in the affairs.

Ecology:

There is no known understanding of how undead dwarves are formed or why they exist except to protect their sacred tombs. It is not known if, once a place of rest has been made safe from intruders, undead dwarves go permanently to their rest. Whenever other dwarves discover a sacred burial area that is guarded by undead dwarves, they typically beg forgiveness for the intrusion and retreat to the exit. It is common for them to then seal up the entrance with good stone and mortar so as to conceal the area completely in the hope that the undead dwarves may go to a final rest, not to be bothered again. It has been documented that some dwarves have gone so far as to collapse entire subterranean systems, permanently sealing crypts guarded by undead dwarves.

Link with Limbo

These creatures exist in the Prime Plane due to Entropic magic and the antimagic that a dwarf possesses, together with his or her will power. Undead Dwarves do not feed, but they may enter limbo to acquire soul points to restore damages to its body. They do not otherwise require food to survive. They do not reproduce, like ghouls. But in effect their link with limbo is similar to that of a common ghoul, although the body link seems more like that of a ghost with some heavy task resting on its thoughts. No Raise Dead can be applied.



Zombie, Red (*Corpus animatea Cinnabrylus*)

Ghoul	Red Zombie
Type	Undead Enchanted
Climate/Terrain	Any Savage Coast only
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Cinnabryl
AL	NE
NA	1d6(1d6)
Size	M; 4'-7'
ST	9
IN	6
WI	5
DX	8
CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	2*
HP	2d8
MV	90'(30')
THACO	19
Attacks	1Claw or Bite
Damage	1d8
Special Attacks;	Deplete Cinnabryl
Special Defenses;	50% non edged
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Paralysis
Extra Vulnerable to;	Cold Red Steel weapons
Turning as	Wight
Holy Water	2d4
AM	0
Horror Rating	2
Save as;	F2
ML	8
XP	25 (30 with Legacy)
TT	0
Body Weight	125-250 LBS

Red zombies are usually formed when a wicked mage or priest uses the spell *animate dead* to enchant the corpse of an Afflicted person. A red zombie will sometimes spontaneously form when somebody dies from the "red blight," a form of illness that causes non-Legacy using creatures, or those beyond the limits of the Haze, who wear cinnabryl to lose 1 point of Constitution per day until dead. A person who dies from the red blight and is not blessed during the burial has a 10% of rising one day later as a red zombie. The spirit inhabiting the corpse will be the same as that of a Ghoul.

Red zombies ceaselessly pursue cinnabryl-using creatures. Because the malady that killed them was caused by wearing cinnabryl, they are obsessed with destroying as much of the magical metal as they can. Regardless of the creature's alignment in life, the desire for destruction warps the red zombie into an evil creature. Their dim intelligence and ability to follow complex orders makes them slightly more useful than normal zombies to the evil mages and priests who animate these creatures. Still, their obsession with cinnabryl makes red zombies difficult to control. While under the control of a priest or mage, a red zombie is allowed a save vs. spell once every four weeks. If the saving throw succeeds, it escapes control and turns on its master.

A red zombie looks much as it did at the moment of its death, except for its dull red skin. It also emanates a bright red glow from the eyes and mouth. Red zombies have terrible mutations as a result of their Afflictions. Even if they do not have Legacies, the curse still warps them horribly.

The Red Curse: A red zombie that was a non-Legacy-using creature in life never acquires any Legacies. However, a red zombie that did have Legacies in life retains them in Undeath. A red zombie that was an Inheritor in life will have at least two Legacies, and may have more (DM's option).

Combat:

Red zombies behave much like standard zombies in combat. They are slow and unsteady, so they strike last in the combat round. They claw and gouge the flesh from their victims, eating it as they go. Red zombies prefer to attack creatures carrying cinnabryl. Red zombies are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2d4 points of damage (as acid) if it successfully strikes a red zombie.

Red zombies also deplete cinnabryl. They do this by eating the raw flesh of their victims. For each point of damage the red zombie inflicts, it depletes one day's worth of cinnabryl from its victim. A victim struck for 7 points of damage would immediately lose 7 day's worth (1 ounce) of cinnabryl. In addition, the red zombie gains 1 hit point for each full ounce of cinnabryl that it depletes from its victims. These extra hit points are temporary and vanish when the sun rises the next morning. A red zombie will keep attacking relentlessly, stopping only when all of its potential victims are dead. Red zombies also suffer double damage from weapons forged of red steel.

Habitat/Society:

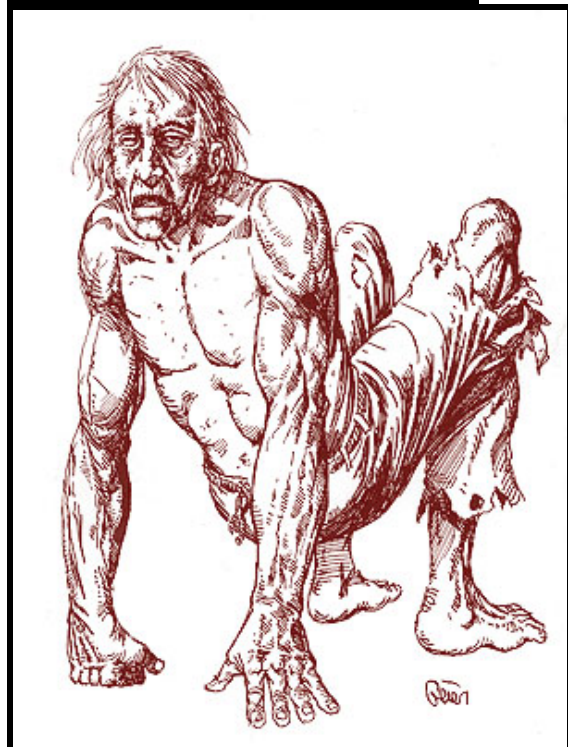
Red zombies congregate near sources of cinnabryl and pursue creatures that use cinnabryl. They have the ability to automatically detect this magical metal. Each red zombie is an individual creature; they rarely act as a group unless controlled by some outside force. They can be controlled by evil mages and priests.

Ecology:

Red zombies are not natural creatures, so they play little or no role in the ecological system. They do, however, present a danger to cinnabryl-using creatures.

Link with Limbo

Equal to normal Ghouls.



Wyrd' Normal (*Corpus carnivorus Sylphus*)

Ghoul	Wyrd*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	CE
NA	1d6(1d6)
Size	M; 5'-6'
ST	9
IN	6
WI	11
DX	13
CO	11
CH	8
Languages	1d3+3 as host
Spellcaster Limits;	0
AC	4
AV	0
HD	4*
HP	4d8
MV	120'(40')
FL	240'(80')
M F	5 B
THACO	16
Attacks	2 Spheres
Damage	1d6 each
Special Attacks;	
Special Defenses;	50% non edged
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Sleep, Paralysis Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	0
Turning as	Wraith
Holy Water	2d4
AM	0
Horror Rating	3
Save as;	E4
ML	12
XP	125
TT	B
Body Weight	125-250 LBS



A Wyrd (Pronounced "weerd") is an undead spirit inhabiting the body of an elf. It usually appears as an immaterial dark robed figure holding a small, diffuse, red or green, glowing sphere in each hand. A dark skeletal face is faintly visible in the depths of the hood. Wyrds feet are mostly booted (as the former living elf—so there is a chance the creature wears magical Elven boots 2%). Its hands and body have flesh but are thin and gnarled. They have strong connections with the Plane of Limbo.

Wyrds are actually the Elvish variant of Ghouls and Wight, in Wyrds and Greater Wyrds, respectively. There exist no such thing as an Elven Ghoul, or Human or Humanoid Wyrd, this due the inherent magic in the Elven Race.

Combat

In combat, the Wyrd can either strike with two hands using the spheres as melee weapons, or fling the two spheres as missiles (ranges 30 / 60 / 90), or use one sphere in melee and one as missile.

If a sphere hits its target (normal hit roll adjusted by distance and dexterity o hit), it explodes with a loud thunderclap (audible up to 500 yards) and a

flash of brilliant energy, inflicting 1d6 magic damage against most opponents, but 1d6+3 against Elves and plants-like creatures. As each sphere explodes, a replacement instantly appears in the Wyrd's hand, but it can make only two attacks each round, even if hasted. Wyrds prefer to attack from a distance, concentrating on elves and on any character capable of returning the attack. Creatures killed by a Wyrd tend to be badly burned, but can be raised normally. They do not return from the dead as undead. Clerics have the same chance of Turning Wyrds as Wraith.

Habitat / Society;

Wyrds can be found haunting caves, ruins, moors and forests. During daylight, a Wyrd retreats into a dense thicket of undergrowth or a lightless crypt or cave. Like most undead, Wyrds loathe the living and relentlessly attack any creature they encounter. Forest-dwelling Wyrds are a particular bane to good sylvan creatures such as Unicorns and Dryads, and these creatures don't hesitate to destroy a Wyrd as soon as they can muster enough force to do so. Elves, for obvious reasons, despise Wyrds and try to see that they are destroyed as quickly as possible.

Ecology;

Except for their propensity to kill, Wyrds have no role in the ecology. The process that creates Wyrds is a mystery. It seems to be clear, however, that the spirit that animates a Wyrd prefers to occupy Elves who have died violently and have been left unburied. Elves who have been abandoned by their fellow elves and left to die alone seem to be the most likely to become Wyrds. Certain locales near places of ancient evil, such as ruined temples, battlefields where evil forces were once victorious, and scenes of great treachery also seem to be prone to produce Wyrds. What in fact happens is unknown to most. These places surely do attract existing Wyrds (or they are created here with the spell Ghoul Production from a Necromancer). When they find a weak or dying or alone Elf, they are eager to attack this creature. After the creature is killed by the magic charges of their globes, they wait to see of to see of the combination of an evil area with the magic of their globes will create a new Wyrd. A new Wyrd can arise (depending on the amount of magic needed to kill it) with the same percentage chance as magic was used to kill it. So a 50 hp elf killed by 45 hp of magic sphere damage will have a 90% chance, but when the same elf was more damaged earlier, to lets say 10 hp remaining, and then killed by 10 hp magic spheres it did not have a 100% chance of becoming a Wyrd but only a 20% chance. There exist no such thing as a Human or Humanoid Wyrd, this due the inherent magic in the Elven Race, creating this special undead.

Link with Limbo

Equal to normal Ghouls.





Wyrd' Greater (*Corpus carnivorus Sylphus-supremor*)

Ghoul	Greater Wyrd*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	CE
NA	1d2(1d2)
Size	M; 5'-6'
ST	9
IN	9
WI	11
DX	13
CO	11
CH	8
Languages	1d3+3 as host
Spellcaster Limits;	0
AC	0
AV	0
HD	8***
HP	8d8
MV	120'(40')
FL	240'(80')
MF	5 B
THACO	12
Attacks	2 spheres
Damage	1d10 each
Special Attacks;	Paralysis
Special Defenses;	50% non edged
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Paralysis Cold
Extra Vulnerable to;	0
Turning as Holy Water	Phantom 2d4
AM	0
Horror Rating	3
Save as;	E8
ML	12
XP	1200
TT	B
Body Weight	125-250 LBS



The more hideous variety of Wyrd, created when an undead spirit occupies the body of an exceptionally high level, elf, and is justifiably feared.

Any creature viewing a greater Wyrd must make a successful save vs. spells or be stricken with a dreadful chill that causes a -3 penalty to all attacks and damage rolls when fighting the Wyrd (successful attacks always inflict at least 1 damage).

The penalty remains in force until the greater Wyrd is destroyed, until the solar rays of the next sunrise, hit the character, or until the victim receives a Remove Curse from a caster of 9th level or better.

The victim, however, is still vulnerable and must make another save if the greater Wyrd appears again, whereas those who have made their saving throws when first encountering the greater Wyrd are immune to this effect until the last solar rays disappear behind the horizon (sunset).

A Greater Wyrd's globes glow a sickly green, but become red when used in melee. They explode for 1d10 damage when hit and must save vs. paralyzation or become paralyzed for 2d4 Turns. Elves suffer an additional 5 damage to this explosion but are immune to the paralysis. Greater Wyrds are turned like Phantoms.

Like the lesser Wyrd, the Greater Wyrd can only be hit by magical or silver weapons and is immune to poison and to sleep, charm, hold and similar effects like most undead.

There exist no such thing as a Human or Humanoid Wyrd, this due the inherent magic in the Elven Race, creating this special undead.

Link with Limbo
Equal to normal Ghouls.



Wight* (*Corpore carnivorus animosa*)

Ghoul	Wight*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	LE
NA	1d6(1d8)
Size	M; 4'-7'
ST	9
IN	8
WI	8
DX	9,
CO	10
CH	5
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	5
AV	by armor
HD	3*
HP	3d8
MV	90'(30')
THACO	16
Attacks	1Claw or Bite
Damage	1d4
Special Attacks;	Energy Drain
Special Defenses;	50% Blunt
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Sleep, Paralysis Cold
Extra Vulnerable to;	0
Turning as Holy Water	Wight 2d4
AM	0
Horror Rating	3
Save as;	F3
ML	12
XP	50
TT	B
Body Weight	350-500 LBS



A Wight is an undead spirit living in the body of a dead human or demihuman. A Wight looks much as its body appeared in life, but bone-white and thin, with hollow, lifeless eyes. Its burial garments will be tattered and filthy. Wights can only be hit by silvered or magical weapons. In ages long past, the word "Wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws. The mage Gargantua succeeded in even enlarging these creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs), All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit.

Combat:

Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or enchanted in some manner.

The Wight attacks with its jagged claws and powerful blows, inflicting 1d4 points of damage with each successful strike. In addition to this physical harm, the Wight is able to feed on the life essence of its foes. Each blow that the Wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th level wizard struck by a Wight loses 1d4 hit points and becomes an 8th level wizard; he has the spells and hit points of an 8th level wizard and he fights as an 8th level wizard. All memorized spells will also be affected. When the wizard's current maximum spells on any level will be exceeded due to the draining, he will also lose the amount of spells of that level randomly (roll dice) to its current maximum. He will however not lose a spell if he already has cast a spell and his current amount of remaining spells of a level becomes his maximum amount.

They are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die. Any person totally drained of life energy by a Wight will become a Wight in 1d4 days, and will be under control of the slayer.

A Wight, however, is far more than a hungry Undead. After being killed by a Wight, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wight's Mind, as the Prime Plane Wight enters a catatonic Trance that allows sending its own Soul after its victim. A Wight's Soul in Limbo looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wight's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wight can sense the general direction of its victim. When cast a spell it must first leave Limbo and return later again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wight's Soul uses the draining ability Prime Plane AND Limbo) to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, all those who come in between will come in handy). If it catches the hunted Soul, the Wight can instead bind it to the victim's corpse, thus creating another Wight.



If the victims Soul can stay clear of the Wight for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wight's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wight also destroys its Soul.

Persons who are slain by the energy draining powers of a Wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Wight but half their Hit Dice. If the Wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks. Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2d4 points of damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the Wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.

Habitat/Society:

Like the other undead that infest the world, wights despise light and places which are vibrant with living things. As a rule, the Wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology:

Like all undead, wights exist on both the Prime Material and Limbo simultaneously. It is this powerful link to Limbo that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the Wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

There exist no such thing as a Human or Humanoid Wyrd, this due the inherent magic in the Elven Race, creating this special undead.

Link with Limbo

Dual Planar existence, increased effects.

Creation Magic

Wight Production

Necromancy spell 4

Range:	Touch
Duration:	Permanent
Effect:	Special
Saving Throw:	None
Components:	a corpse and a bone from a Wight or an Amulet of the Planes (which will not be consumed).
Reading time scroll:	4

Wight production requires a corpse and a bone from a Wight. If an Amulet of the Planes or similar device is available, the Wight bone is not required, since the Death Master or Necromancer can then actually touches Limbo to gain the necessary powers. For every Wight so produced, the Death Master or Necromancer will lose 1 hit point permanently unless he saves vs. Death Ray. The Wight so produced will always have maximum hit points, and it can "procreate" itself and command those Wights to its service. Note that only the common Wight produced by the spell is "friendly" to the Death Master or Necromancer.

Wights created by the original Wight will attack the Death Master or Necromancer if they fail the aforementioned saving throw (recall that an Undead will not attack a Death Master or Necromancer unless it fails a Saving Throw of 8).



One in five Wights produced by this spell (1-2 on 1d10) is atypical. It can't drain energy levels. Instead, it drains hit points permanently with its touch (normal damage 1d4/hit). This type of Wight will cause the living victim (except Elves, Dragons and Fairies) to fight at -1 per touch for 1 full hour after each touch. For example; consider a victim of 4th level with 30 hit points. On the first touch the victim take 5 points of damage. His hit points total will drop correspondingly to 25 and he will attack as a 3rd level for 1 hour. If the second touch occurs, for say 2 points of damage, his permanent hit points will fall to 23 and he will fight as 2nd level for the next hour and then is back to 4th level. The lost hit points can be gained back by a restore spell (clerical, so some faith is required by the victim) at the rate of 3d4 points per application of the spell. A wish can restore 3d6 points. No other Magic will restore lost hit points. This sort of atypical Wight can't "procreate", is only formed by this spell and gives 75 extra XP when slain.

The Creation of Wights is an Evil Act!!!

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Arashaeem* (*Corpus carnivorus Araneus*)

Ghoul	Arashaeem*
Type	Undead
Climate/Terrain	Enchanted Any Land Savage Coast only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Carnivore
AL	CE
NA	1
Size	M; 6'diameter
ST	9
IN	13
WI	6
DX	9
CO	10
CH	4
Languages	as Host (1d3)
Spellcaster Limits;	MU 9
AC	3
AV	2
HD	9+3***
HP	9d8+3
MV	180'(60')
WB	120'(40')
THACO	11
Attacks	1Bite
Damage	1d8 each
Attacks	or 1weapon
Damage	or by weapon
Special Attacks;	Paralysing venom/web Spells Webbing
Special Defenses;	Spells Webbing 50% Cold 50% electricity
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Sleep, Paralysis
Extra Vulnerable to;	Fire +1/HD
Turning as Holy Water	Spirit 2d4
AM	20%
Horror Rating	4
Save as;	F 10
ML	12
XP	3250 (with Legacy 4000)
TT	H (T,U)
Body Weight	180 LBS



These undead araneas retain the High Intelligence of the spider-humanoid race and still possess superior magical ability. Though they are rumored to be failed lichs, no proof of this fact has been discovered, yet they aren't listed under lichs but under ghouls, this due to their ravenous appetite of living flesh.

Arashaeem can assume the same three forms as their living counterparts—arachnid, demispider, and humanoid. The arachnid form reflects the arashaeem's hideous nature: a giant, horrifying spider with loose flesh hanging from its body and poison constantly dripping from its fangs. In

humanoid form, the Arashaeem resemble zombies wearing noble, if somewhat tattered, trappings. The demispider form consists of a slightly altered version of the humanoid form (more spidery appearance).

Arashaeem still remember any languages they learned during their lifetime. In any of their three forms, they speak in quiet, ominous whispers. While all Arashaeem are evil, only about half are chaotic in nature.

The Red Curse:


Arashaeem cannot gain new Legacies. Cinnabryl is therefore useless to them, unless they possessed Legacies in life. If so, wearing cinnabryl maintains the Legacy. Because their Legacies drain cinnabryl at the regular rate, Arashaeem always need a fresh supply. As they never suffer from Affliction, many Arashaeem do not wear cinnabryl unless they need to use a Legacy.

Combat:

Arashaeem possess many of the powers and immunities of the undead. They are immune to sleep, charm, and hold spells; all poisons; and paralysis. Cold and electricity based spells inflict only half damage. In addition, the arashaeem's venom and webbing causes complete paralysis (successful saving throw vs. poison negates) for 1d6+2 rounds or until negated by a spell or special effect the venom must be injected by bite, but the webbing need only come into contact with skin. Simply touching an enemy will not paralyze victims like normal ghouls.

As when they were alive, these creatures prefer magic over physical combat. They cast spells as 9th level mages, still holding to the aranean preferences for illusion and charm and their aversion to all fire-based spells. They employ stealth when possible, attacking from behind webbing or dropping down quietly from above. Victims attacked in this way suffer a -1 penalty to surprise rolls. Arashaeem also value deception and preparation, perhaps herding victims into a web before attacking from a safe distance.





Arashaeem in arachnid or demispider form can attempt to bite or entangle their opponents. Both tactics call for a successful attack roll. An Arashaeem suffers no limitations on the number of poisonous bite attacks it can inflict; the venom flows freely. Likewise, all webbing attacks have the potential to cause paralysis. An Arashaeem can produce up to 90 feet of webbing per day. Webbing can be saved but will lose the ability of paralysis after 1d6 days (Arashaeem constantly replenish the poison in their own webs). The poison from their fangs and poison sacks, however, can be saved indefinitely and used on sword edges and arrow points. The potency of the poison diminishes after the death of the Arashaeem, causing paralysis for only 1d4 rounds and granting a +1 bonus to the victim's saving throw. Twelve ounces (12 sword applications, 24 dagger or arrow applications) can be removed from a dead Arashaeem within the first few moments. After that, the poison dries up at a rate of 1 ounce per round.

Special Abilities:

The Arashaeem shape changing ability works like that of the araneas. This grants the Arashaeem limited protection from polymorph spells, allowing the creature to return to its normal form after 1 round. Weapons that affect shape changers (+1 sword, +3 versus lycanthropes and shape changers) strike the Arashaeem for full effect. These creatures don't drain levels in any form however. Their greatest power of Limbo is the paralysis, which is like that of a Ghoul, even though the webbing.

Habitat/Society:

Failed lich or not, the Arashaeem are still among the most dangerous undead because of their magical abilities and High Intelligence. They live in solitude, driven by the desire for power. Arashaeem spend most of their time in arachnid form, enjoying this freedom after a lifetime of hiding and secrecy. However, so strong is the aranean education, that even after death, they will not divulge the secret of the living araneas. The Arashaeem do, however, build off the legends to broaden their own influence.

The Arashaeem are thought by most other races to be spirits of the outer planes. Those who do connect the Arashaeem to the araneas usually theorize that the araneas must have been punished by the Immortals, the entire race being turned into spirits of the netherworld. Quite often, the araneas themselves support such claims as a way of further shielding their own continued existence.

The Arashaeem crave power, sometimes making deals with humanoids and offering treasure to those who will serve. These few attempt to create a power base from which they might find a way to achieve levels of magic they failed to reach during their lives. Other Arashaeem are content to simply prey on humanoids. Still, all Arashaeem agree that they were meant to dominate.

Ecology:

Unlike many undead, the Arashaeem do affect the ecology. Some still require cinnabryl, and their taste for flesh makes them natural predators of the intelligent races of the Savage Coast. These creatures do not procreate themselves in any way. Their affliction can create ghouls as per ghoul rules however in any humanoid, human or demihuman, except elves. They release these ghouls instantly and refrain from controlling undead. These ghouls will move away and never attack the Arashaeem.

More people know of the Arashaeem than the araneas, and some adventurers hunt the creatures for their treasure and powerful venom. Araneas also listen for details that might indicate Arashaeem presence; because the undead creatures are a possible weakness in their camouflage, araneas try to eliminate them quickly and discreetly.

Lair:

An Arashaeem prefers to take a cave or ruined castle as a lair, but it can make do with a dense stretch of forest. Strung with enough webbing to make concealed blinds, hidden passages, and deadly traps, each lair will have 10d10 Hit Dice worth of spiders in it, all under the care and training of the Arashaeem.

Traps can amount to almost any web-related design: a net of webbing that falls from overhead (successful saving throw vs. death magic or be automatically entangled) or webs holding up a deadfall of rocks (cut the webbing and pillars of rocks fall). Arashaeem almost always create at least one dead-end, where they can lure adventurers and seal the opening behind them. Though Arashaeem webbing is slightly resistant to fire, it will burn.

Arashaeem collect both treasure and magical items, stored in the upper portions of webbing where humanoids cannot reach without great difficulty. This often deters adventurers from relying on fire, as it might destroy the magical items they hope to recover.

Link with Limbo

These creatures also have the same link with Limbo as normal ghouls have, but in limbo, there they have only the Ghoul extra powers, not their own.

Dread Wolf (*Corpus Lupus animae*)

Ghoul	Dread Wolves
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Very Rare
Organization	Pack or special
Activity Cycle	any
Diet	none
AL	NE
NA	3d4
Size	S; 2'-4' long
ST	12
IN	8-10
WI	6
DX	6
CO	8
CH	5
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	4+4*
HP	4d8+4
MV	180'/60'
THAC0	15
Attacks	1bite
Damage	1d10
Special Attacks;	Disease
Special Defenses;	Regeneration
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Fear Sleep, Paralysis
Extra Vulnerable to;	0
Turning as Holy Water	Ghoul 2d4
AM	0
Horror Rating	3
Save as;	F2
ML	12
XP	200
TT	B
Body Weight	50-75 LBS



These creatures were originally created by a renegade mage, but word of how to create these horrid creatures seems to have spread across the Prime Material Plane. These undead beasts are the eyes and ears of any mage who creates them.

Combat:

A dread wolf fights like any other wolf, biting and tearing with its fangs, but if a group of dread wolves is within its 50-mile control limit (see "Ecology"), it will fight under the direction of the controlling mage. If a group is outside this limit, the wolves will fight using normal pack tactics.

Dread wolves cause a nasty rotting disease that can infect a bitten opponent who fails a save vs. poison within one hour of the fight – he loses 1 hp per hour until death. Treatment within the first hour by someone with the herbalist skill adds +2 to the saving throw. A *cure disease* spell stops the disease.

During combat, a dread wolf regenerates like a troll, regaining 3 hp per round after the first combat round. Only acid, fire, or total dismemberment will inflict permanent damage. It is immune to *charm*, *hold*, and cold-based spells. Electricity-based spells cause only half damage.

Total dismemberment occurs when the creature's negative hit-point total is equal to or greater than its full positive hit-point total. However, the creature continues to fight until it reaches -10 hp. It then goes down until it regenerates to at least 0 hit points.

Habitat/Society:

As undead creatures, dread wolves have no society. They reach a state of rotten decay soon after they are made. Their fur falls out and they stink so badly that they can be smelled 120 feet downwind.

A mage can have no more than one group of wolves (see "Ecology") under control at a time and cannot give over control of his dread wolves to anyone else. To try either action causes the cessation of the spells animating the wolves and leads immediately to their permanent destruction.

Dread wolves have no interest in treasure, but the controlling mage can order them to find and bring back anything one of them can carry away in its mouth.

Ecology:

As magically animated undead, dread wolves have no natural place in any ecosystem. To create these servants, a mage must be evil and at least 9th level, and he must have 3d4 wolves that have been dead for no more than a day. The Spellcaster begins an incantation over the dead wolves that combines modified versions of *animate dead*, *summon shadow*, and *dismissal*. By doing this, the mage summons a shadow from Limbo and breaks it into parts which are infused into the wolves, creating the dread wolves.

The spellcasting takes an hour. If the spell is interrupted, the energies of the shadow's separate parts are unleashed. When this happens, the mage suffers 3d10 points of damage (no save) from the other-worldly energy blast.

At the end of the hour, the mage will have 3d4 servants that can travel up to 50 miles away and enable him to see and hear everything they see and hear. The wolves are directly under the control of the mage's mind within this distance.

The wolves can venture outside the 50-mile limit, but they lose contact with the controlling mage. Unless previous commands prevent this, the wolves will immediately try to get back within the limit to regain contact. The dread wolves can be given a command of up to three short sentences (a total of 30 words), which they will cover any distance to fulfill. This command will always be fulfilled unless the dread wolves are destroyed first.

For some unknown reason, the spell that makes dread wolves will not work on dogs. A mage who attempts this on dogs suffers 3d10 points of damage as described earlier.



Cursed One (*Corpus cinnabryllus glutoneus*)

Ghoul	Cursed One
Type	Undead Enchanted
Climate/Terrain	Any Savage Coast Only
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Cinnabryl
AL	CN
NA	1d4
Size	M; 4'-7'
ST	12
IN	6
WI	7
DX	7
CO	10
CH	3
Languages	0
Spellcaster Limits;	0
AC	2
AV	by armor or 1
HD	6*
HP	6d8
MV	150'(50')
FL	150'(50')
MF	
THACO	15
Attacks	1Fist
Damage	1d8
Special Attacks;	Depletes Cinnabryl
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Legacies
Extra Vulnerable to;	Sunlight Inheritor Liches
Turning as Holy Water	White 2d4
AM	25%
Horror Rating	3
Save as;	F6
ML	10
XP	by HD**
TT	0
Body Weight	0

The onset of the Red Curse always causes the loss of ability score points, and in some cases, cinnabryl cannot be found in time to stop this loss after the first point. When any of a person's ability scores is lowered to 0, that person dies. If special measures are not taken, that person will rise again as a cursed one. Cursed ones always seek out the substance that could have saved their lives: cinnabryl.

A cursed one appears insubstantial—a faint, reddish, skeletal silhouette within a translucent red specter. The creature's eyes are gaping pools of darkness, while its body gives off a faint red glow, making it appear more evil than it actually is.

The Red Curse: Though cursed ones never acquire Legacies, they must constantly search for cinnabryl, which can temporarily relieve their pain.

Combat:

Only magical weapons can effectively strike a cursed one. These undead creatures can detect both cinnabryl and red steel within 10 yards. Though they hunt cinnabryl, they are visibly frightened of red steel. Only red steel can permanently kill a cursed one. A cursed one destroyed by anything other than a red steel weapon reforms after 24 hours.

When it detects cinnabryl, a cursed one rushes forward to attack. A cursed one can absorb cinnabryl by simply assaulting someone wearing it and overlapping the body of the target with its own insubstantial essence. This requires a normal attack roll against the victim's AC (with no armor adjustments of magical armor). A cursed one cannot drain cinnabryl from a person wearing red steel armor.

If a cursed one's attack is successful, simultaneous hot and cold sensations flood the victim's body; sapping 1d8 hit points. In addition, a successful attack allows the undead creature to deplete some of the victim's cinnabryl, one ounce (one week's worth) for each successful hit. If the victim has less than one ounce left, the victim suffers an appropriate number of days of the Time of Loss and Change. (If the cursed one hits a character with only a two-day's supply of cinnabryl, the victim suffers five days worth of the Time of Loss and Change). A cursed one stops only when no cinnabryl is left nearby. Cursed ones are immune to sleep, charm, and hold spells, all Legacies, and all mind-affecting attacks. Unlike Ghouls, the touch of a Cursed one is not contagious, and it never travels to Limbo. Cinnabryl is just too important. Talking about some addiction; Cinnabryl-junkie.

Habitat/Society:

A cursed one leads a lonely existence, suffering constant pain that can be relieved only for a few fleeting moments by cinnabryl.

These undead creatures are not confined to their place of origin, but roam free. They wander mostly at night but can move around in darkened areas by day. In sunlight, cursed ones are completely powerless and immobile; however, sunlight also makes them invisible. If the sun's rays touch them, cursed ones freeze in place until the sun sets. A cursed one generally

travels as far as possible from the area of its demise to escape painful memories. Besides feeding cinnabryl to a cursed one, a temporary and rather foolish option, nothing can be done to help the creature. To prevent the rise of a cursed one, one ounce of cinnabryl must be buried with the remains of anyone who dies from the attribute point loss brought on by the Red Curse.

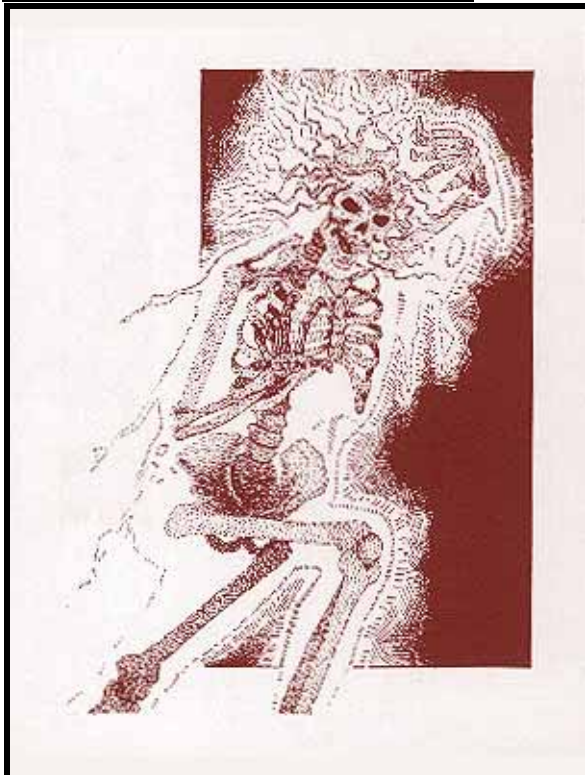
Cursed ones are also sometimes created by the touch of an Inheritor lich. Perhaps due to their link to the Red Curse, cursed ones cannot harm Inheritor liches in any way.

Ecology:

Unlike other undead, cursed ones do have some effect on the ecology. They uselessly deplete cinnabryl, keeping it from those who could be helped by it.

Link with Limbo

None. The captured soul is bound to the dead animated body, due to cinnabryl effects. The undead is not able to reproduce. The undead must be defeated, before a Raise Dead can be applied. However, the need for cinnabryl has not stopped.



Death mare* (Corpus equus ultimoSadiste)

Ghoul	Death Mare*
Type	Undead
Climate/Terrain	Enchanted Anyland Savage Coast Mostly
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Life Forces
AL	CE
NA	1
Size	L; 8'long
ST	13
IN	6
WI	5
DX	8
CO	9
CH	7
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	5+2**
HP	5d8+2
MV	240'(80')
THACO	15
Attacks	2 Hooves
Damage	1d3 each
Attacks	1Bite
Damage	1d6
Special Attacks;	Mummy Rot
Special Defenses;	Immunities
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold Silver
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	0
Save as;	F3
ML	11
XP	byHD**
TT	0, R
Body Weight	850 LBS

As undead creatures out for revenge against all living horsemen, deathmares present a fatal trap to the unwary. A Deathmare appears as a regular riding horse of average size. Their coats are always flawless black in color—a curious detail in itself, as vermeil causes a reddish tint in the coats of all other animals on the coast. However, because deathmares appear only at night or in the early evening, such a detail is hard to notice. These creatures normally stand idly by a roadside or field, patiently waiting to be approached or mounted, but sometimes one will walk up to a campsite as if wanting food. They appear completely docile, giving no outward sign of their undead status.

The Red Curse: Deathmares never acquire Legacies or require cinnabryl.

Combat:

Any person who mounts a Deathmare, whether bareback or using a saddle, will find it impossible to dismount. Only a remove curse allows the rider to jump from the deathmare's back. Also, the Deathmare cannot be controlled. It immediately bolts for the nearest danger, seeking to kill the rider. It might throw itself off the nearest cliff or wade into deep water; deathmares have even been known to ride into a campsite and strike at people as if attacking, forcing them to kill its rider.

If the nature of a Deathmare is discovered before a rider mounts, it will attack using its hooves and teeth. Deathmares are harmed only by magical or silver weapons, but even if confronted with these, it will remain and try to kill its potential victim.

Habitat/Society:

Deathmares can be found in any land or climate. They will rarely be far from some sort of lethal danger, but have been known to range farther in a desperate search for victims. A Deathmare does not collect treasure, but the wealth of its latest victims can sometimes be discovered. Deathmares will often use a method of killing riders several times before moving on, so a search of local dangerous locations might turn up a few dead bodies and their personal belongings.

Ecology:

A deathmares is the spirit of a horse that was abused and killed by an evil, sadistic owner. They return from the dead to exact revenge on all horsemen, regardless of alignment, feeding on the life forces of the riders they kill. The Deathmare continues to search for victims until its previous owner dies, at which time it simply fades away. If cared for by an innocent and truly loving and caring person, without the goal to saddle or use the animal ghoul, it will eventually die and set of to Limbo. But this must be true of heart, and is very very dangerous. A character succeeding in this will get an additional 1000 Xp as bonus, and will have a permanent bonus of 1 on

the morale of the horses he uses as long as he treats them rightfully. This bonus is non-cumulative and can be granted only once, if ever broken, it will become a permanent penalty instead (and this can only be removed by a Remove Curse of at least a caster of 16th level.

This creature exists solely on Savage Coast soil, but under the right circumstances (died under heavy mistreatment—while being more intelligent than a common Horse) could come into existence nearly anywhere.

Link with Limbo

None. The undead is not able to reproduce. The former soul inhabiting the undead body is in the undead body until it exacts revenge on its owner. No Raise Dead can be applied.



Dragon, Ghoul* (*Corpus carnivorus Draconis*)

Ghoul	Ghoul Dragon*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	CE
NA	1d3(1d3)
Size	By dragon
ST	as original+4
IN	as original -6
WI	6
DX	9
CO	as original+4
CH	as original +2
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	5
AV	By Race/Age/Rotting stage
HD	50% as in life
HP	1d12/HD
MV	90'(30') or as original
FL	50% original
THACO	By HD+2
Attacks	2 Claws
Damage	as original or 1d8 each
Attacks	1Bite
Damage	as original or 1d4+4
Special Attacks;	Rotting Breath every 1d4 rounds Ghoul Paralysis Fear Aura Crush (by jumping) Tail or wing sweep.
Special Defenses;	50% Blunt
Immune to;	Overwhelming Stench Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities
Extra Vulnerable to;	As Dragon Vulnerabilities
Turning as Holy Water	Haunt 2d4
AM	0
Horror Rating	6
Save as;	F 1/2 HD
ML	12
XP	By HD +***
TT	B
Body Weight	By Race/Age/Rotting stage



A ghoul dragon of any form is the body of a dead dragon re-animated by magic and an undead spirit. The spirit can make the dragon walk and attack, but it cannot make it fly, talk or cast spells. Authorities who have studied these creatures believe that the draconic corpses are inhabited by spirits other than a draconic, noting the loss of many draconic abilities and the awkwardness of the undead dragon. Some have also suggested these creatures are a result of a dragon failing in an attempt to transform into a more powerful undead form, such as a lich. Others—especially necromancers, say they are created as the strongest help they can acquire.

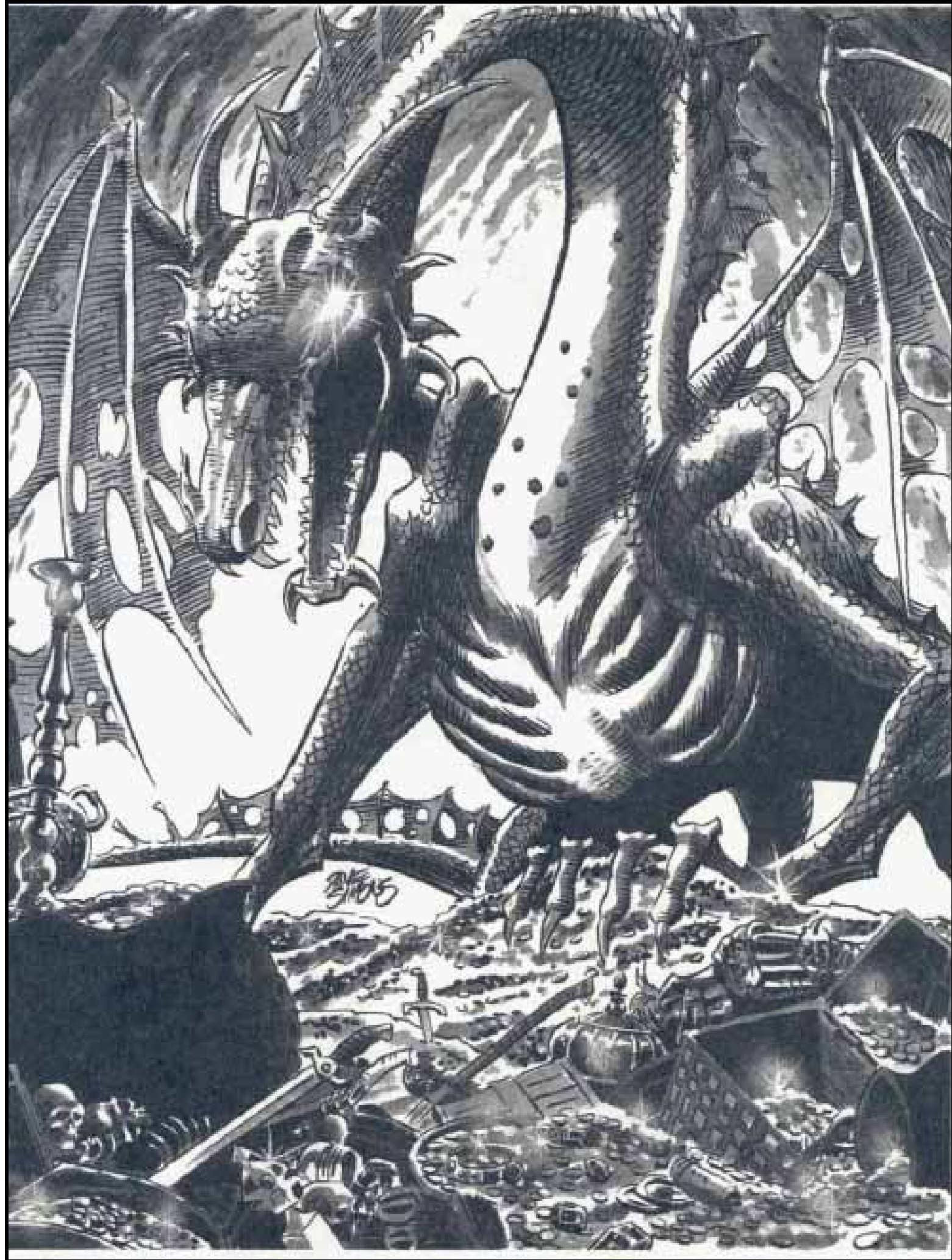
The dragon corpse may be of any color and retains any resistances it had in life, so that an undead red dragon is immune to normal fire and always makes its Saving Throw against fire spells. In addition, all undead dragons, irrespective of color, are immune to cold. From a distance of 90' or more an undead dragon is indistinguishable from a live dragon, but closer inspection reveals rotting dragon hide, sightless eyes and possibly many gashes incurred when the dragon was killed. An undead dragon has half as many Hit Dice as it possessed in life. Its AV is as equal to as in life, but will decrease by 1 for each ten years of age.


Undead dragons are Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised. They are also immune to poison or paralysis and are turned by clerics as haunts, yet the Turning only causes it damage (as per 2d6, 3d6 or 4d6 dice the cleric normally uses to Turn Undead), and it may save against the turning to fully negate it. They save as Fighters of a level equal to their Hit Dice divided by 2.

Combat

Dragon Breath: The breath weapon of an undead dragon is a noxious cloud of fetid gas which billows forth from the creature's mouth to form a cloud 20' high, 40' wide, and 40'+5'/HD of the Dragon long. All characters caught in the cloud must make a Saving Throw vs. Dragon Breath or take damage equal to the dragon's current hit points and become afflicted by a foul rotting disease. Characters who successfully make their Saving Throw take only half damage and are unaffected by the rotting disease. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates.

After 6 hours, afflicted characters' will notice their skin starting to decay and will lose 1 point from each of their strength, dexterity and constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of their strength, dexterity and constitution.





The disease can be cured by the casting of a cure disease spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity and Constitution points are recovered at the rate of 1 point per day. The disease (an increased form of Mummy Rot) will also come into effect on touch. Incubation period 6 Hours, thereafter no healing works, natural healing is doubled in time. Victims dying by their disease will become Ghouls as per Ghoul rules after their death, but are under control of the dragon.

Paralysis: The physical attacks of a ghoul dragon are also greatly to be feared, for its bite and claws cause paralysis for 3d4 turns unless a successful Saving Throw vs. Paralysis is made. Elves have immunity to this paralysis.

Rotting Stench: A ghoul dragon emits a disgusting scent of rotting flesh, which can be smelled several hundred feet away depending on environmental conditions (DM!). Any creature within 20ft of the undead dragon must make a Saving Throw vs. Poison or become overwhelmed by the stench of decay that emanates from it and be sickened (the character takes a -3 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). A sickened character remains sickened up to 1d4+4 rounds after leaving the presence of the undead dragon. Characters the dragon can't actually see still have total concealment against the undead dragon.

Crush: This special attack allows a jumping undead dragon to land on opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the dragon's body, which is as per original body. Creatures in the affected area must succeed on a death ray -1 per 5' area the dragon can crush, or be pinned, automatically taking 4d6 bludgeoning damage during the next round unless the dragon moves off them. If the undead dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Fear Aura: An undead dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges. Creatures within a radius of 10'/HD are subject to the effect if they have fewer than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that night dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THACO and skills due to the fear for 4d6 rounds. Undead dragons ignore the frightful presence of other dragons.

Tail Sweep: This special attack allows this undead dragon to sweep with its tail as a standard attack instead of its claw attacks. The sweep affects a half-circle with a radius equal to the dragon's tail length. The tail sweep automatically deals 2d6 + HD damage, and a saving vs. TS if aware of this attack will reduce the damage by 50%.

Habitat/Society

Though corrupt and evil, undead dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Undead Dragons greatly affect their surroundings due to the ambient draconic magic residing within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Plants will wither and die but fungi and common (not giant) insects will increase their growth rate in the desecrated areas. Intelligent fungi or insects will thus more easily try to protect their environmental creator.

This will also mean that molds that devour corpses have double effect, halving the life spans of corpses, and ghouls.

All draconic magic effects created by their gaining their ritualistic circle effects (see Dragons) are suppressed until the undead dragon is slain and buried. Its effects will permanently diminish with 1 mile for each hour buried.

All fires are less easily suppressed, and while magical fires are unaffected in strength the more easily set something else aflame. This percentage is double the normal chance. Smoke will stay in the air longer as no winds will be existent within the area of the desecrating effect. This includes any weather control, or other wind spells. Flying and levitation are also impossible except when naturally able to without using magic. So birds can fly as Ee'ars can do, but a flying tapestry or broom or wizard with spell or a fighter with boots of flying or any flying ship will lose all flying magic and will crash if coming in contact with the effect when airborne. The effect reaches no higher than 1000' above the dragon. So if it enters a valley the effect will be lower also.

Creation

Ghoul dragons may be created from the intact corpse of any dragon of young age or older. Evil and greedy dragons make the most suitable ghoul and ghastr dragons. In combat, any physical blow by the dragon can cause paralysis in the same manner as a normal ghoul or ghastr.

Ghoul dragons likewise exude the typical ghastr stench, but in a 20' radius due to their larger size. A protection from evil spell prevents physical attacks but does not stop a ghoul or ghastr dragon from using its breath weapon. Ghoul dragons would be indistinguishable from living dragons if it were not for their thick, charnel odor, scabbed hide showing beneath the odd missing scale, and the dull eyes, teeth, and scales. Preparation; 6-10 days, Cost 2000-5000gp, minimum age; young, saving throw modifier; -1.

They consume carrion in order to fuel their breath weapons. These dragons retain a glimmer of evil intelligence and can cope with a wider variety of instructions and situations than the unintelligent skeletons and zombies, while they possess a keen cunning that makes them even more dangerous.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

As with ordinary Ghouls.

Wight dragons (*Corpore draconis carnivorus animosa*)

Ghoul	Wight Dragon*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Uncommon
Activity Cycle	Solitary
Diet	Night
AL	Scavenger
NA	CE
Size	1d3(1d3)
ST	By dragon
IN	as original+4
WI	as original -4
DX	8
CO	9
CH	as original+4
Languages	as original +2
Spellcaster Limits;	as Host (1d3)
AC	0
AV	5
HD	By Race/Age/Rotting stage
HP	50% as in life
MV	1d12/HD
FL	90'(30') or as original
THACO	as Dragon
Attacks	By HD+2
Damage	2 Claws
Attacks	as original or 1d8 each
Damage	1Bite
Special Attacks;	as original or 1d4+4
Special Defenses;	Level Drain Fear Aura Crush (by jumping) Tail or wing sweep.
Immune to;	50% Blunt Overwhelming Stench Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities
Extra Vulnerable to;	As Dragon Vulnerabilities
Turning as Holy Water	Haunt 2d4
AM	0
Horror Rating	6
Save as;	F 1/2 HD
ML	12
XP	By HD +***
spellcasting	+7/2 spell levels
TT	B
Body Weight	By Race/Age/Rotting stage

The tattered wings of a Wight dragon allow flight at maneuverability class E. These creatures are harmed only by magical weapons and are immune to cold. Wight dragons inflict normal claw and bite damage, but they also drain one energy level on any successful claw or bite attack. Multiple hits on an opponent in the same round do not drain multiple energy levels. This creature cannot reproduce except with humanoids. An intelligent living humanoid completely drained of life levels by a Wight dragon becomes a normal Wight under the control of the Wight dragon. Wight dragons have some memory of their prior existence and a few (25%) retain their spell-casting ability. They dislike bright light and avoid it, though it does them no actual harm.

Combat:

Wights (even Dragons) are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or enchanted in some manner.

The Wight attacks with its jagged claws and powerful blows, inflicting 1d4 points of damage with each successful strike. In addition to this physical harm, the Wight is able to feed on the life essence of its foes. Each blow that the Wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th level wizard struck by a Wight loses 1d4 hit points and becomes an 8th level wizard; he has the spells and hit points of an 8th level wizard and he fights as an 8th level wizard. All memorized spells will also be affected. When the wizards current maximum spells on any level will be exceeded due to the draining, he will also lose the amount of spells of that level randomly (roll dice) to its current maximum. He will however not lose a spell if he already has cast a spell and his current amount of remaining spells of a level becomes his maximum amount.

Level drain

They are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die. Any person totally drained of life energy by a Wight will become a Wight in 1d4 days, and will be under control of the slayer.

A Wight, however, is far more than a hungry Undead. After being killed by a Wight, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wight's Mind, as the Prime Plane Wight enters a catatonic Trance that allows sending its own Soul after its victim. A Wight's Soul in Limbo looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wight's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wight can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wight's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those

who come in between will come in handy). If it catches the hunted Soul, the Wight can instead bind it to the victim's corpse, thus creating another Wight.

If the victim's Soul can stay clear of the Wight for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wight's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wight also destroys its Soul.

Persons who are slain by the energy draining powers of a Wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Wight but half their Hit Dice. If the Wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks.

Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2d4 points of damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the Wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.





Dragon Breath: The breath weapon of a Wight dragon is a noxious cloud of fetid gas which billows forth from the creature's mouth to form a cloud 20' high, 40' wide, and $40'+5'/HD$ of the Dragon long. All characters caught in the cloud must make a Saving Throw vs. Dragon Breath or take damage equal to the dragon's current hit points and become afflicted by a foul rotting disease. Characters who successfully make their Saving Throw take only half damage and are unaffected by the rotting disease. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates.

After 6 hours, afflicted characters will notice their skin starting to decay and will lose 1 point from each of their strength, dexterity and constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of their strength, dexterity and constitution.

The disease can be cured by the casting of a cure disease spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity and Constitution points are recovered at the rate of 1 point per day. The disease (an increased form of Mummy Rot) will also come into effect on touch. Incubation period 6 Hours, thereafter no healing works, natural healing is doubled in time. Victims dying by their disease will become Ghouls as per Ghoul rules after their death, but are under control of the dragon.

Paralysis: The physical attacks of a Wight dragon are also greatly to be feared, for its bite and claws cause paralysis for 3d4 turns unless a successful Saving Throw vs. Paralysis is made. Elves have immunity to this paralysis.

Rotting Stench: A Wight dragon emits a disgusting scent of rotting flesh, which can be smelled several hundred feet away depending on environmental conditions (DM!). Any creature within 20ft of the Wight dragon must make a Saving Throw vs. Poison or become overwhelmed by the stench of decay that emanates from it and be sickened (the character takes a -3 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). A sickened character remains sickened up to 1d4+4 rounds after leaving the presence of the undead dragon.

Crush: This special attack allows a jumping Wight dragon to land on opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the dragon's body, which is as per original body. Creatures in the affected area must succeed on a death ray -1 per 5'area the dragon can crush, or be pinned, automatically taking 4d6 bludgeoning damage during the next round unless the dragon moves off them. If the undead dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. This also causes level drain.

Fear Aura: A Wight dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges. Creatures within a radius of $10'/HD$ are subject to the effect if they have fewer than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that night dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THAC0 and skills due to the fear for 4d6 rounds. Wight dragons ignore the frightful presence of other dragons.

Tail Sweep: This special attack allows this undead dragon to sweep with its tail as a standard attack instead of its claw attacks. The sweep affects a half-circle with a radius equal to the dragon's tail length. The tail sweep automatically deals 2d6 + HD damage, and a saving vs. TS if aware of this attack will reduce the damage by 50%. This also causes level drain.

Habitat/Society

Though corrupt and evil, undead dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Undead Dragons greatly affect their surroundings due to the ambient draconic magic reciding within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Creation

A Wight dragon spirit must inhabit an intact dragon corpse; however, the time required to prepare the body generally means that the animated body is in a state of advanced decomposition. Most are similar in appearance to a dragon zombie, except that they have glowing eyes (and could be mistaken for dracoliches). The dragon that supplies the corpse must have been at least of young adult age when it died; Wight dragons are best created from especially vicious or territorial evil dragons. Preparation; 2 weeks, cost; 7500gp, minimum age; adult, saving throw modifier; -1.

Saving throw modifiersummary	Condition modifier
Wisdom bonus of creator	-4 to +4
Dragon species and undead type are different alignment	-1 to -4
Dragon species is a "preferred" type	+4
Dragon is a mature adult or older	-1 to -6

Example: A 9th level necromancer (Wisdom 15) attempts to create a Wight dragon from a dragon of chaotic neutral alignment. His unmodified save vs. spell is 10, adjusted by +1 for Wisdom, -3 for three degrees of alignment difference (CN vs. LE), +4 for a preferred type, and -5 for a Wight dragon. A d20 roll of 13 grants success, a roll of 5-12 means failure, and a roll of 4 or lower means total failure and the spirit can never be recalled.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

Dual Planar existence, increased effects. As with normal Wights.

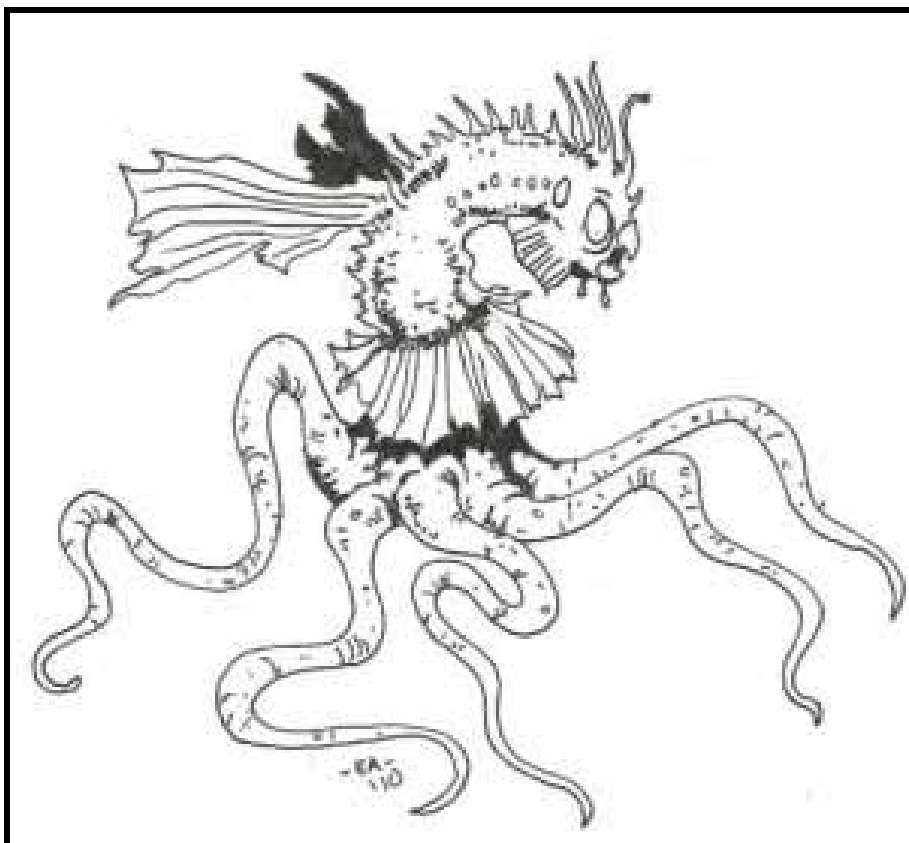


Mesmer* (*Corpus carnivorus Mesmericum*)

Ghoul	Mesmer*
Type	Undead Enchanted
Climate/Terrain	Ocean Floor
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night or Darkness
Diet	Carnivore
AL	CE
NA	0(1)
Size	M ; 6'long
ST	15
IN	17
WI	12
DX	9
CO	11
CH	6
Languages	1d4 ocean only
Spellcaster Limits;	special
AC	3
AV	1
HD	7***
HP	7d8
SW	180'(60')
THACO	13
Attacks	1Bite
Damage	1d10
Special Attacks;	Hypnotic Pattern Maze 2 Charm spells
Special Defenses;	Reflection
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold Fire
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	3
Save as;	MU7
ML	12
XP	1650
TT	0 or special
Body Weight	465 LBS



Of all the creatures that inhabit the deep, only the kraken exceeds the Mesmer in malice and cruelty. Also known as the "wraith of the deep", the Mesmer lurks in tunnels hoping to lure its victims into a trap from which they cannot escape. This creature, when alive was called a Morkoth, but these living creatures no longer exist, all of these evil and malicious creatures have become undead, wherever they might have come from (another dimension or Plane.)



The descriptions given by those who have encountered Mesmer contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have arms for fins and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths. Even their face might be more human-like. They have Infravision with a 90' range. They speak their own language, and often those of neighboring ocean tongues (rarely those of surface dwellers).



Combat:

A Mesmer attacks by snapping with its squid-like beak, which inflicts 1d10 points of damage.

This undead Wight-like creature lives on the Ocean floor at the center of six maze-like spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one size M creature can enter at a time and no size L). As a victim passes over a tunnel, he is drawn in by a hypnotic pattern, which leads him toward the central chamber. As the victim is drawn into the central chamber, he approaches the Mesmer without realizing it.





This pattern affects all creatures viewing it (from above) within 240'. Creatures viewing the pattern will be irresistibly drawn into the monster's lair (no Saving Throw); it can only be approached safely by way of the ocean floor. The insatiably hungry Mesmer waits at the centre of the pattern, dining on its victims.

It can cast 2 powerful charm monster spells per round (60' range); a victim may make a Saving Throw vs. Spells to avoid the effect, but with a -6 penalty to the roll. Characters attacked by the Mesmer are no longer affected by the hypnotic pattern of the A creature's lair.

A charmed victim is devoured at the Mesmer's leisure. If the Mesmer doesn't charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

A Mesmer is highly resistant to magic. Any spell cast at a Mesmer is completely reflected back on the caster and expanded, affecting the caster and all other creatures within 10

feet. This includes spells with an area of effect. If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the Mesmer will be unable to reflect it, though it is entitled to a saving throw vs. to the dispel spell.

A Mesmer can be turned by a cleric as if a special. It can only be harmed by magical weapons

Habitat/Society:

Mesmers are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, Mesmers may strike a bargain but often betray their "allies" at the most opportune moment.

Mesmers rarely leave their tunnels. The tunnels are originally natural, but are slowly carved over the course of centuries by the Mesmers so that the central chamber grows larger. Mesmers sometimes build their tunnels near hot air vents, so the water in Mesmer lairs may be warmer than normal.

Mesmers realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Mesmers enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

Ecology:

According to the most popular theories, Mesmers are a species of fish with human and squid influences. Sages are unsure if this species occurred by chance or design. Mesmers are carnivorous and will eat nearly any sea creature. Their usual diet is deep-water creatures such as sharks, octopi, Sharkin, Mellow and Kna.

Spawn of Nimmur (*Corpus Scorpionamus Sollicuïdes*)

Ghoul	Nimmurian Spawn	
	Spawn of Nimmur*	Ziggurat Horror
Type	Undead	
	Enchanted	
Climate/Terrain	Tropical or subtropical deserts or caves	
Frequency	Very Rare	
Organization	Solitary	Squad
Activity Cycle	Night or Darkness	
Diet	Life	
AL	NE	
NA	1	1d4+1
Size	L 6" Tall 4' long +10' tail	
ST	12	12
IN	9	0
WI	11	0
DX	9	8
CO	10	10
CH	5	5
Languages	1d3	0
Spellcaster Limits;	varies C/M/U 12	
AC	4	6
AV	2	1
HD	11**+/2 spell levels	3*
HP	1d8	3d8
MV	120'(40')	90'(30')
THACO	9	17
Attacks	2 Claws	
Damage	1d4+1each	
Attacks	1 Tail	
Damage	1d4	
Special Attacks;	Poison	
Special Defenses;	50% Blunt weapons	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Feblemind, etc.	
	Cold, Sunlight	
Extra Vulnerable to;	Fire	
Turning as Holy Water	Lich	Zombie
	2d4	
AM	0	0
Horror Rating	4	4
Save as;	F HD	F3
ML	12	Special
XP	2700+(800/2 spell levels*)	50
TT	0 or special	0
Body Weight	275 LBS	



When a powerful (11 or more Hit Die) Nimmurian manscorpion dies from exposure to sunlight, it has a 1% chance per Hit Die of becoming undead, rising as an avenging spawn of Nimmur when the sun sets. Spawn of Nimmur retain any combat or spell casting abilities they had in life but can no longer gain levels. Spawn of Nimmur appear as tattered and burned manscorpions. Their flesh is blackened and crisp, crackling as they move with bits continually flaking off. Their red eyes glow with an eerie inner fire.

The Red Curse: Spawn of Nimmur and ziggurat horrors never acquire Legacies or need cinnabryl.

Combat:

All spawn of Nimmur have the ability to inject a deadly poison with their sting. The victim must make a successful saving throw vs. poison with a -3 penalty or die instantly. Even if the saving throw succeeds, the victim permanently loses one point of Strength, Constitution, and Dexterity. A spawn that had spellcasting abilities in life retains those abilities in its new undead form. Spawn of Nimmur are turned as liches. The Spawn of Nimmur are immune to sleep, charm, hold, cold, death magic, poisons, and mind-affecting spells. Red steel or +1 or better magical weapons are required to hit a spawn of Nimmur. A spawn of Nimmur exposed to sunlight takes damage as a manscorpion, but this damage cannot permanently destroy it. The creature will reform once the night falls. Spawn of Nimmur regenerate 1 hit point per turn spent in darkness and can pull themselves together from dust if need be. Idu's curse has already had its worst possible effect of the spawn of Nimmur, so they are relatively immune to further danger from sunlight. If the ashes of a sun-burned manscorpion are sprinkled with holy water from a temple dedicated to the Immortal Idu (Ixion), blessed, and scattered to the four winds, the manscorpion cannot rise as a spawn of Nimmur. A spawn of Nimmur can also be permanently destroyed with this procedure.

Habitat/Society:

Spawn of Nimmur are highly regarded in the twisted and warped Nimmurian manscorpion society. The manscorpions revere anyone with the strength of will to withstand Idu's fire and become undead. The spawn of Nimmur are also regarded as having the favor of Nin-Hurabi (Nyx), a manscorpion Immortal patron. The spawn are often driven and obsessed with exacting horrible revenge on whoever caused them to be "burned and reborn" under the sun.

Ecology:

Only very powerful manscorpions can "survive" the burning process to become true Spawn of Nimmur. They also often serve as fearsome predators in the night. The distinction between a spawn of Nimmur and a ziggurat horror is not well known, and the Nimmurian priesthood certainly does not spread information about them. To most outsiders, the two would appear identical.

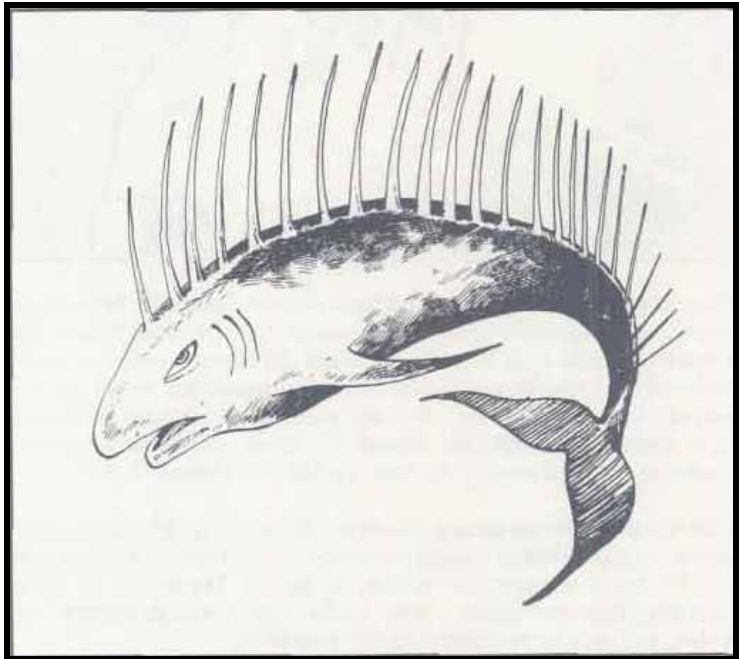
Ziggurat Horrors (*Corpus animataea Scorpionamus*)

Ziggurat horrors are identical in appearance to the more powerful spawn. Ziggurat horrors are intentionally made by Nimmurian priests, under carefully controlled conditions. Ziggurat horrors are used to defend the darker crypts of Nimmurian temples, often under the control of a spawn of Nimmur. Ziggurat horrors are much weaker than the spawn. Ziggurat horrors are turned as zombies, do not regenerate, can be hit by normal weapons, and are essentially mindless. Like most undead, ziggurat horrors are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. The sting of a ziggurat horror injects a poison which causes 3d8 points of damage. A successful saving throw vs. poison lowers this to half damage



Phygorax (*Phygorax carnivorus Pesci*)

Ghoul	Phygorax*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Deep Water
Organization	Very Rare
Activity Cycle	Solitary
Diet	Night or Darkness
AL	Life energy
NA	CE
Size	0(1d4)
ST	M; 6'long
IN	7
WI	14
DX	14
CO	11
CH	10
Languages	12
Spellcaster Limits;	0
AC	1
AV	0
HD	8****
HP	8d8
SW	120'(40')
THACO	12
Attacks	1spine
Damage	1
Special Attacks;	Level Drain ESP Powerful illusions
Special Defenses; Immune to;	immunities Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Febblemind, etc. Cold 1st to 4th level magic
Extra Vulnerable to;	0
Turning as Holy Water	Vampire 2d4
AM	0
Horror Rating	1
Save as;	F 12 special
ML	11
XP	2850
TT	G
Body Weight	450 LBS



Phygorax are beautiful but very rare, undead fish, averaging 6 feet in length. They live deep under the sea where little light penetrates. They have two dozen sharp spines along their backs that spread out like a deadly fan,

Combat

The touch of one of these spines will drain one level of Life Energy, but the creature does not actually attack with them. Phygorax have the natural abilities of ESP and full (affecting all normal senses) illusions. The creature reads the thoughts of those nearby, picks a victim, and then creates an attractive illusion. The usual result is that the victim touches some part of the illusion, which, of course, is actually a spine.

The victim will, of course, realize that the drain has occurred, but the illusion will not be dispelled by the touch, as the Phygorax will have it react accordingly.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Phygorax can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Phygorax's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Phygorax can instead bind it to the victim's corpse, thus creating another Wight.

If the victim's Soul can stay clear of the Phygorax for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Phygorax's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Phygorax also destroys its Soul.

Persons who are slain by the energy draining powers of a Phygorax are doomed to rise again as wights or as Phygoraxi under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Wight but half their experience levels, class abilities, and Hit Dice. If the Wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Wight, recovery is nearly impossible, requiring a special quest.

Phygoraxi are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks.

Phygoraxi can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to Phygoraxi and each vial splashed on one burns it for 2d4 points of damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the Phygorax. Such magic is instantly fatal to the creature, utterly annihilating it.

Phygoraxi cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that Phygoraxi are not harmed by exposure to sunlight as vampires are.

Habitat/Society:

Like the other undead that infest the world, Phygoraxi live in crevices, catacombs, and other sepulchral places in the dark and deep seas. They despise light and places which are vibrant with living things. As a rule, the Phygorax hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although Phygoraxi are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple Phygoraxi will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology:

Like all undead, Phygoraxi exist on both the Prime Material and Limbo simultaneously. It is this powerful link to Limbo that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the Phygorax's presence. Dolphins will spook and scream with alarm, sharks will refuse to enter an area which Phygoraxi inhabit, and Fish and lowlife will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

The creature normally feeds on small fish, which are killed instantly by the Phygorax's touch. A Phygorax is immune to all spells of 4th level or less, and can only be harmed by magical weapons.

It can be turned by a cleric as if it were a vampire. Any human or humanoid creature totally drained of life by a Phygorax will become a Wight in 1d6 days. A Shark or big fish will become a Phygorax instead. In all respects it will be similar to a normal Wight including all Limbionic powers. It will exist in Limbo waters when in Limbo.

A Phygorax, however, is far more than a hungry Undead. After being killed by a Phygorax, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Phygorax's Mind, as the Phygorax enters a catatonic Trance that allows to send its own Soul after its victim. A Phygorax's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Phygorax's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks.

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Living Wall (*Murus corpori incorporus*)

Ghoul	Living Wall
Type	Undead Enchanted
Climate/Terrain	any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	assimilation
AL	CE
NA	1
Size	L to G rectangular
ST	Variable
IN	Variable
WI	Variable
DX	Variable
CO	Variable
CH	Variable
Languages	Variable
Spellcaster Limits;	Variable
AC	8 base
AV	0
HD	8* Base
HP	8d8
SW	0
THAC0	Variable
Attacks	Variable
Damage	Variable
Special Attacks;	Variable
Special Defenses;	Variable
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	0
Turning as	not
Holy Water	2d4
AM	20
Horror Rating	8
Save as;	Variable
ML	12
XP	Variable DM !!
TT	Variable
Body Weight	Variable



Living walls appear to be normal walls of stone or brick, although they radiate both evil and magic if detected. Infravision will not detect any peculiar patterns. However, a character who casts a true seeing spell or who peers through a gem of seeing will see past the illusion: the wall actually consists of greying and sinewy flesh -- of faces, hands, broken bones, feet, and toes jutting from the surface. Characters within 5 yards of the wall can hear low moans of horror, pain, and sorrow issuing from it. Even if a silence spell is cast, the moans still rise.

A living wall contains the melded bodies of humanoids and monsters that died within 100 yards of the wall since its creation. Those who die fighting a living wall are absorbed into it and actually strengthen it. Characters and monsters captured by the wall retain all the abilities they had in life; as part of the wall, they become chaotic evil and fight any creature that approaches it to the best of their abilities.

If a wizard becomes melded with a living wall, his spellcasting abilities are retained and can immediately be used for attacks. The wizard retains any spells that were memorized at the time he was absorbed into the wall; these are renewed each day. If a warrior loses his life in combat with a living wall, his fighting abilities and his weapons come under control of the beast: the weapons are hidden within the wall until the wall attacks, and then are pushed through the mass of graying flesh to the surface. A hand attaches itself to the weapon, and eyes jutting from the wall guide the attack of the weapon. If the wall absorbs characters with ranged weapons, the weapons become useless once arrows, quarrels, or other necessary projectiles are expended.

Combat:

A living wall never initiates combat, except against its creator, whom it despises. When such a wall is attacked, every creature that is part of the wall returns one attack, per strike against the wall. If a wall is made up of 12 creatures and one creature lands a blow on the wall, the attacker is subject to a dozen return blows from the wall.

All creatures in the wall fight according to their normal attack modes. These attacks can be magical, physical, or mental in origin. The type of attack and its damage often depend upon who or what is melded into the wall.

If a 10th level fighter and a 6th level fighter are absorbed into the wall, the wall attacks as one 6th level fighter and one 10th-level fighter. For every mage or priest absorbed, the wall gains spell attacks. The only spells that can be used, however, are those that the mage or priest had memorized (and had material components for) at the time of absorption. Each of these spells may be cast once per day. The material components of the spells are not consumed. If one absorbed mage has three fireball spells memorized and a second mage has one fireball in memory, the living wall can attack with four fireballs per day. If the wall assimilates a paladin or a lawful good priest, all his special powers are reversed (e.g., detect good rather than detect evil, harm by laying on hands rather than heal, etc.).

Magical items absorbed with characters grant the wall their spell effects, though items that grant AC improvements are less effective because of the wall's size. The wall gains 1 point improvement in Armor Class for every 3 points of magical improvement to AC. Thus, a ring of protection +3 lowers the wall's AC by 1.

When a character is absorbed, his hit points, at full health, are added to the wall's base hit point total of 64. Nonmagical armor, packs, and purses are lost by absorbed characters. The piles of loot at the base of the wall often attract bystanders, bringing them close enough to be seized by one of the wall's hands.

Though a living wall will not initiate an attack, characters that come within 2 feet of the wall may be weakly grabbed by its many beseeching hands, tugging at them and imploring them for deliverance. (Any character, regardless of Strength, may break the hold.) Sometimes PCs who hear voices imploring, "Help me! Pull me free, help me!" grope about until they grab a hand. In this case, the character must roll a save vs. spell or become absorbed. If another character is holding onto the first character, he must also roll a saving throw vs. spell or become absorbed into the wall. If the save vs. spell succeeds, the character is able to break free. A character who views the absorption of any creature into the wall must make a horror check. Once absorbed, characters are lost forever. A wish spell, worded carefully, can remove one or more trapped characters. Passwall spells do not allow individuals to go through a living wall. Characters must either cut through or blast through using magic. This, however, allows the wall to return attacks. When cutting or blasting through the living wall, the stench that rises from the exposed underflesh is nauseating and horrifying. A saving throw vs. poison is required to avoid passing out from the smell. A successful saving throw indicates the character is only nauseated.

Living walls are immune to all planar and temporal spells. Speak with dead, ESP and similar spells reveal a cacophony of tortured minds and voices. The caster learns nothing and must make a horror check.



Habitat/Society:

Living walls never reproduce and always remain active until they are killed. Living walls encountered in the lairs of malevolent creatures often serve as part of a torture chamber, or to cover the true openings to secret passageways or corridors. No one knows whether these monstrosities are limited in size or longevity. Walls as large as 15 feet high, 30 feet long, and 10 feet thick have been reported. Living walls do, however, seem to be limited to one section of wall. Thus, a cemetery or castle could not be surrounded by one large living wall.

Nor can a wall section spread beyond itself: a house with a living wall in its basement will not slowly become a living house. The wall desires, above all else, to slay the creature who created it. If it does so, or the creature meets its end within 100 yards of the wall, the corpse of the hated creator is assimilated and the beings trapped in the wall are freed to return to the peace of death. The wall reverts to being a structure of stone, with the corpse of its creator entombed within. However, it is possible for a living wall to contain a passage of no greater length than its diameter; here the wall could attack from several sides.



The living wall mythology originates from the real world creation of the Great Wall of China, where some sections of wall were literally composed of dead workers (and/or Criminals, Prisoners, Enemies). This is however seen as wrong as a decomposing body would weaken the wall, but thousands of bodies were found in the foundations instead. The latest mention of a dead person being disappeared (and rumored to be absorbed) is in 1995. Paranormal persons literally see the dead souls trying to fight their way out of the stone.



There is a famous story/legend known by many Chinese about a wife of a worker of the Great Wall. After years of separation, the wife decided to visit her husband at the construction site. Upon learning the death of she jumped off the walls, committing suicide. But her body slowly sank within the foundation, never to be found again.

It has been said and has been proven that some of the workers, who died while building the Great Wall of China, were buried amongst the stones. Recently (2012) someone found an 'upright' skeleton in a part of the wall that had begun to deteriorate. This skeleton was in a standing position, uncrushed, in what was a piece of solid stone. It was speculated to be a monk. Apparently, (this may or may not be true) there was a group of monks who were trying to pass through solid matter. There are some rumors that they were truly able to do this, some rumors stating other wise.

These two legends clearly state of bodies within the walls (found and proven) and a sofar strange tale to make it understandable. How far real or unreal has yet to be proven, ... but don't let a clever DM ban this from creating a nice story to the existence of the wall.

Ecology:

Chaotic evil mages occasionally create these monoliths. The exact method is unknown, but several years of preparation and spellcasting are required. A minimum of three corpses are necessary for the spells.

A fact known only to a few sages is that living walls also arise as rare manifestations of wild magic, as responses to despair and dread. These walls are born in curses, midwived by death, and nursed on massacre. The seed for such a living wall is planted when one sapient creature willfully entombs another in a wall. The hapless victim may be bound and walled alive in a rock niche on a windswept mountain trail, a sill in a fetid catacomb, a corner in an asylum, a cave wall, a mausoleum facade, or any other stone or brick wall. Once entombed, the victim will suffocate, dehydrate, or starve in utter darkness and solitude. But even this agony is not sufficient to wake the land's attention—the entombed creature, in his terror, must curse his slayer, screaming loudly enough for his voice to carry beyond his tomb of stone. Only then does the land hear his agony.

When the victim dies, his life force is trapped within the wall. As he struggles to escape, his life energy becomes soiled by the soot of his screams and curses, which thickly coat the inside of his stone sarcophagus. In a matter of days, madness corrupts the trapped life force, changing it to chaotic evil.

At this point, the bodies of any creatures that have died within 100 yards of the wall within the last month rise, shamble to the wall, and meld into it. Even corpses that have been buried will dig their way to the surface and converge upon the wall. Although the wall retains its previous appearance, it is no longer stone, but a gray and rotting bulwark of limbs, ribs, hands, bones, and faces, twisted and fused together. Bodies of any subsequent deaths occurring within 100 yards also rise and wander to the wall for assimilation.



Most cultures, and all good-aligned characters, attempt to destroy these creations wherever they are found. But many of these assaults merely strengthen the wall with deposits of more corpses.

Heucuva (*Corpus carnivorus Heucavus*)

Ghoul	Heucuva*
Type	Undead
Climate/Terrain	Enchanted
Frequency	any
Organization	Very Rare
Activity Cycle	Solitary
Diet	any
AL	nil
NA	CE
Size	1d10
ST	M; 5'- 7" tall
IN	16
WI	2-4
DX	2-4
CO	11
CH	0
Languages	0
Spellcaster Limits;	0
AC	3
AV	0
HD	2*
HP	2d10
THACO	19
Attacks	1claw
Damage	1d6
Special Attacks;	disease
Special Defenses;	image camouflage
Immune to;	hit only by +1/silver weapons
Extra Vulnerable to;	Charm, Hold, Illusion, Discord
Turning as	Poison, Death Magic
Holy Water	Insanity, Feeblemind, etc.
AM	0
Horror Rating	8
Save as;	0
ML	C2
XP	12
TT	25
Body Weight	C
	75-150 LBS



The Heucuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel. The Heucuva appears to be a humanoid skeleton of normal size. The bones are covered by a robe that is little more than tattered rags.

Combat:

The Heucuva attacks by swiping with one of its hands; the sharp finger bones are capable of tearing into wood. A victim must roll a successful saving throw vs. poison or be afflicted with a disease. The victim suffers a daily loss of 1 point each of Strength and Constitution. A *cure disease* spell must be cast on the victim to prevent death and restore the lost points. Heucuva are treated as wights on the Turning Undead table. They are resistant to all mind-influencing spells. Heucuva bones soon crumble once the monsters are destroyed. Heucuva have a special hatred of priests. Once a priest uses his spells or tries to turn the Heucuva, they will concentrate on attacking that priest. They may even ignore everyone else except for the priest and those defending him.

Heucuva are able to polymorph themselves up to three times a day. They may use this power to assume a nonthreatening shape in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Heucuva may assume the form of people they have met in the recent past, such as a past victim or a member of the party that encounters the monsters. If the Heucuva are in their lairs, they may assume their old (living) appearances. Groups encountered on the surface may appear to be pilgrims in procession. Such disguises fool only those who view the world solely via visible light; Heucuva appear the same as other skeletal undead if looked at with Infravision. The Heucuva are incapable of speech; they can only moan or wail.

Habitat/Society:

Heucuva roam the dark places of the world. They can be found in subterranean realms, as well as most temperate or tropical regions. Cold seems to prevent Heucuva activity, for they are not found in high, desolate mountains or in any cold regions.

Legends tell that Heucuva are the restless spirits of monastic priests who were less than faithful to their holy vows. In punishment for their heresies, they are forced to roam the dark. Their spirits, appearance, and holy powers have become perverted mockeries of their old selves. The tatters they wear are the unrecognizable remains of their monks' robes. Instead of healing, they can kill with a diseased touch. Instead of helping others, they seek to kill all who still live. Even their old power to turn undead is now used to help them resist the efforts of others to turn them.

Heucuva retain dim memories of their old lives. Their lairs are decorated as grotesque mockeries of their old abbeys and temples. The corpses of past victims may be used to represent parishioners. These corpses may retain their original possessions, which may represent a large portion of the Heucuva treasure trove. Other accumulated treasures may be scattered around the mock altar as decorations or offerings. Such a mock temple is a chilling sight to most and an abomination that few good-aligned cleric can resist destroying.

Some Heucuva are nomadic and constantly wander on a pilgrimage to nowhere. Even these are mockeries of real pilgrimages.

Ecology:

Heucuva are malignant spirits that seek to destroy those who still live. They are used as examples to remind priests the fate that befalls those who stray from their devotion or use their religion as a mask to hide unpius deeds. Powdered Heucuva bones may be used in the preparation of magical items intended to corrupt the spirits of living beings or to control undead.

Link with Limbo

Equal to normal Ghouls

These creatures do not reproduce. Yet still new ones appear worldwide, are they all sinners??

Some rumor that priests who are cursed by Piety loss become Heuceva's, but this must also clearly depend on the

immortal and his/her ideas about punishment in question.



Spectral Dead (*Incorpori species*)



Wraith* (*Incorpori maledictus animosa*)

Spectral Dead	Wraith*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Live
AL	LE
NA	1d4(2d6)
Size	M; 4'-7'
ST	9
IN	11
WI	12
DX	9,
CO	10
CH	5
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	5
AV	0
HD	4**
HP	4d8
MV	120'(40')
FL	240'(80')
M F	5B
THACO	16
Attacks	1Touch
Damage	1d6
Special Attacks;	Energy Drain
Special Defenses;	Immaterial
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	0 Wraith 2d4
AM	0
Horror Rating	5
Save as;	F4
ML	12
XP	175
TT	E
Body Weight	0



The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy, selfishly holding itself to the Prime Plane by draining life from the living.. These corrupted Souls of evil beings, returned to the Prime Plane by their hatred or were called back by evil Necromantic Magic These horrible creatures are usually seen as black, vaguely man-shaped clouds. They have no true substance, but tend to shape themselves with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

Wraiths dwell in deserted lands or in the dwellings of creatures they have slain or driven away. Wraiths are immune to sleep, charm, and hold spells.

Wraiths usually prefer to haunt an evil place. Wraiths hate all that lives. Destroying these Entities also eradicates their Souls,

Combat:

The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1d6 points of damage, even to creatures immune to cold. Second, such a hit drains a level of experience from its victim. This includes hit points and all abilities associated with that level, such as spell casting or combat ability. The damage from the chill can be healed normally, but the levels are gone forever and must be earned again or magically restored.

Wraiths are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver weapons cause only half normal damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the wraith. A wraith slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours). Like most undead, wraiths are immune to sleep, charm, hold, death and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 2d4 points of damage (as acid) upon striking the body of a wraith. A Raise Dead spell will utterly destroy one if a saving throw vs. spell is failed.

Wraiths attack humans or Demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of wraiths will try to get surprise when attacking, and will wait and position them for the most advantageous moment to attack. Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking.

Link with Limbo

A Wraith, however, is far more than a hungry Undead. After being killed by a Wraith, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wraith's Mind, as the Wraith enters a catatonic Trance that allows sending its own Soul after its victim. A Wraith's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wraith's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.





It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wraith can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wraith's Soul uses the draining ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Wraith can instead bind it to the victim's corpse, thus creating another Wraith.

If the victim's Soul can stay clear of the Wraith for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wraith, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wraith's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wraith also destroys its Soul.

Persons who are slain by the energy draining powers of a wraith are doomed to rise again as wraiths under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wraith but half their experience levels, class abilities, and Hit

Dice (e.g., a 10th level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him). If the wraith who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a wraith, recovery is nearly impossible, requiring a special quest.

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual) light sources in general, but will occasionally attack if the compulsion to do so is strong.

Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.

A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage. The touch of a wraith is an energy drain of 1 level, in addition to causing 1d6 points of damage. A victim slain by a wraith will become a wraith in one day, under the control of the slayer.

Habitat/Society:

A wraith is an undead spirit of a powerful, evil human. As such, it is usually found in tombs or places where such men and women would have died. Since such men and women are frequently buried together, in the case of the wealthy, or with their families, wraiths are most commonly encountered in packs. Those that died or were buried alone might still be encountered in packs, because a human who dies from the touch of a wraith becomes a wraith under the sway of its slayer. The treasure of the wraith is usually its possessions in life, now buried with it, or those of its victims. Wraiths exist only to perpetuate evil by absorbing the life force of as many people as possible. A character that becomes a wraith is nearly impossible to recover, requiring a special quest.

The wraith cannot communicate, except through a speak with dead spell. They do not even seem to communicate with each other, except as master to slave for combat strategy. Any attempt to speak to a wraith is met with scorn, unless by a very powerful party. In that case, the wraith desires only to flee. Wraiths can be dominated by powerful evil creatures, particularly other undead, priests, and wizards, and made to serve their will.

Ecology:

The wraith has no proper niche, serving no useful purpose in nature and providing no byproducts that others can use. It requires no nourishment, killing only for the sheer hatred of life. All creatures close to nature will shun the presence of a wraith. It exists more in the Negative Material Plane than in the Prime Material Plane, and thus is not a natural part of this world.

The mage Gargantua succeeded in even enlarging creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs). All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit.

Creation Magic

Wraith Production

Necromancy spell 6

Range: Touch
Duration: Permanent
Effect: Special
Saving Throw: None

Components: a corpse and a bone from a Wight or an Amulet of the Planes (which will not be consumed).

Reading time scroll: 4

Wraith production requires a corpse and a bone from a Wight (It can't be from a Wraith, since they are immaterial, so a close related Undead is used instead!!). If an Amulet of the Planes or similar device is available, the Wight bone is not required, since the Death Master or Necromancer can then actually touch the Negative Planes to gain the necessary powers. For every Wraith so produced, the Death Master or Necromancer will lose 1 hit point permanently unless he saves vs. Death Ray. The Wraith so produced will always have maximum hit points, and it can "procreate" itself and command those Wraiths to its service. Note that only the common Wraith produced by the spell is "friendly" to the Death Master or Necromancer. Lesser Wraiths will attack the Death Master or Necromancer if they fail the aforementioned saving throw (recall that an Undead will not attack a Death Master or Necromancer unless it fails a Saving Throw of 8). One in seven Wraiths produced by this spell (1-3 on 1d20) is atypical. It can't drain energy levels. Instead, it drains hit points permanently with its touch (normal Damage 1d6/hit). This type of Wraith will cause the living victim (except Elves, Dragons and Fairies) to fight at -2 per touch for 1 full hour after each touch. For example; consider a victim of 5th level with 30 hit points. On the first touch the victim take 5 points of damage. His hit points total will drop correspondingly to 25 and he will attack as a 3rd level for 1 hour. If the second touch occurs, for say 2 points of damage, his permanent hit points will fall to 23 and he will fight as 1st level for the next hour and then is back to 5th level. The lost hit points can be gained back by a restore spell (clerical, so some faith is required) at the rate of 3d4 points per application of the spell. A wish can restore 3d6 points. No other Magic will restore lost hit points. This sort of atypical Wraith can "procreate" lesser Undead with the same power.

The Creation of Wraiths is an Evil Act!!!

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

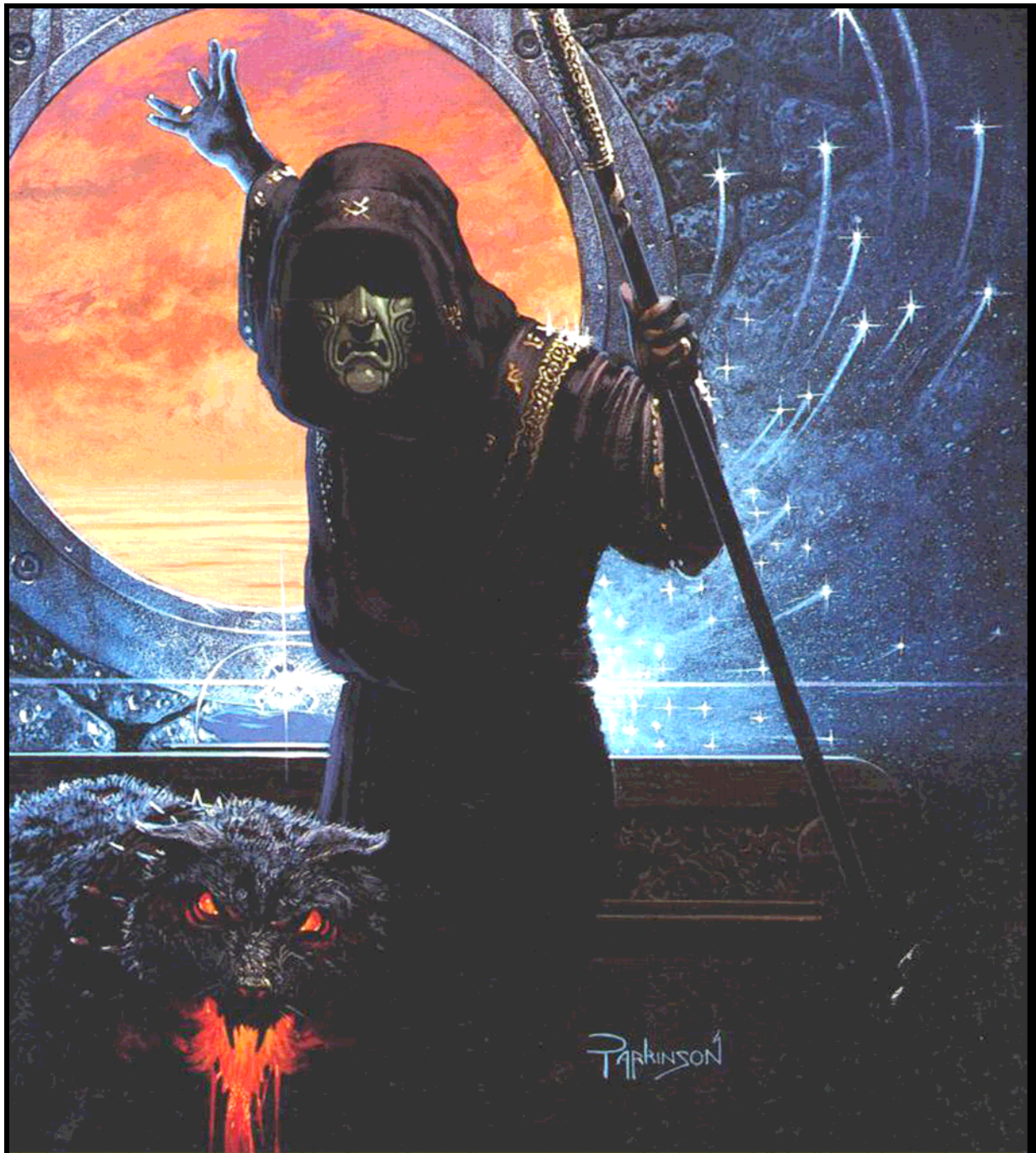
If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in undeath; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Wraith lord* (*Incorpori maledictus Landryn-Terriakii*)



History

Landryn Terriak first came to Denagoth about 970AC. Vanquished and overthrown in his own realm to the east, Landryn Terriak fled across the plains of Avien in a race for his life, for close on the evil magic-users heels was a Gold Dragon that had played an important part in the evil one's defeat.

At last the dragon swooped down on the magic user and burned him down in a terrible blast of fire. For two days the body of the evil one lay under the sun, a charred and blackened corpse. But the fates are capricious at times and so it was that a passing pilgrim, a cleric, chanced upon the remains. In his compassion the cleric cast a Raise Dead upon the corpse, assuming the deceased had been the victim of an evil dragon.

The magic user's soul and personality were restored, but the body was beyond repair. Treacherously, Landryn Terriak used a Magic Jar Spell (in a ring) to seize possession of the cleric's body. The cleric, now trapped within an enfeebled shell of a body, could not protect himself and was soon killed by Terriak's spells. Picking up the scarred remains of his old form, the evil one continued his journey west.

Upon entering Denagoth, Landryn Terriak found that he liked the primitive and barbaric country, a land ripe for the taking. Here in Denagoth he could make a new beginning. Before many years passed he established another kingdom of evil.

Things went well for Terriak except in one respect. To his horror the magic user discovered that his new (the cleric's) body was slowly degenerating. He tried everything to restore the deteriorating flesh but no spell or potion he new worked to forestall or reverse the corruption of the body. The power that had raised him was then a divine curse upon him

Spectral Dead	Wraith Lord*
Type	Undead
	Enchanted
Climate/Terrain	Desolate Dungeon/Ruin
Frequency	Very Rare (near to unique)
Organization	Solitary
Activity Cycle	Any
Diet	Life
AL	CE
NA	1
Size	M; 4'-7'
ST	as host LT 17
IN	as host LT 18
WI	as host LT 14
DX	as host LT 15
CO	as host LT 9
CH	as host LT 5
Languages	as Host (1d6)
Spellcaster Limits;	as host LT Mu10
AC	2
AV	0
HD	10 th +*****
HP	1d8
MV	120/90'
FL	300'(100')
M F	5B
THACO	14
Attacks	1Touch
Damage	2d6
Special Attacks;	+level draining Spell casting Spell Transfer Nightmare Illusion
Special Defenses;	(Im)material at will Spell casting
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	0 Vampire-5 1d4
AM	5%
Horror rating	4
Save as;	M U10
ML	12
XP	6400
TT	A, B, C
Body Weight	0

Landryn Terriak (LT in the table) later returned to his homeland, to the bastion of evil called Drax Tallen. From his tower in Gerath Minar, the shadow lord has fled to Essuria and the darkness of his old capital.

After using a Wish to escape from Gerath Minar, Terriak found that the deterioration of his body was increasing rapidly. Too late, he realized that the dark powers from which he obtained the spell had warped the effects of teleportation, and despite his elaborated medications, his body was weakening rapidly.

Soon after reaching Drax Tallen, Landryn Terriak paid the final price for his evil deeds, lapsing into a horrid undead condition. (In fact the immortal responsible for the divine curse caused him to slowly transform him into a wraith (as a reflection and punishment of his evilness. It was, however, his evilness and the defeat of a master of chaos in Limbo by Landryn Terriak, and thus the acquisition of its powers, that transformed him into a wraith lord.). Now Terriak has fully embraced the darkness so akin to his soul as he roams about the shadowy halls of Drax Tallen in a new and even more terrible form—the Wraith Lord.

Landryn Terriak, however, has not returned to Drax Tallen merely to remain a shadow of his own glory—in this monstrous inhuman guise the evil one pursues a new stratagem of conquest. The wraith Lord seeks dominion over the realms of the undead so that he might raise a legion of unloving minions to do his bidding.

To this end the Wraith Lord requires an ancient magical item (probably Nithian) a magical rod of untold power, the Blackstick, a rod of Undead Rulership, which had been lost for ages and its existence had passed from the memory of most men. But Terriak knew that it still existed and his lust for power formed the premise of the adventure Saga of the Shadow Lord X11 TSR 9165. In the table LT stands for the statistics of Landryn Terriak.

Description

The wraith Lord is an evil undead spirit of a powerful human magic user that seeks to absorb human life energy. These horrible creatures are usually seen as black, humans (often sorcerers). They have no true substance, but are able to solidify themselves to a human shape. Their immaterial shape (the dominant form) will be resumed if the creature is defeated or translocated and is shaped like a normal wraith with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

A wraith Lord is a spirit of the unhappy dead, selfishly holding itself to the Prime Plane by draining life from the living. Wraith Lords dwell in deserted lands or in the dwellings of creatures they have slain or driven away. Wraith Lords are immune to sleep, charm, and hold spells.

These are the corrupted Souls of evil magicusers who suffered a divine curse to become a wraith, defeated a master of chaos in limbo and whose hatred drove them to return to the Prime Plane or were called back by evil Necromantic Magic. Wraith lords usually prefer to haunt an evil place.

Wraith lords hate all that lives. Destroying these Entities also eradicates their Souls. As far is known there does exist only one Wraith Lord, Landryn Terriak, but it is absolutely possible for any evil magic user to suffer the same fate. They will always conform to the given statistics (HD, etc.) even if they were of higher level. Lower level magicusers will not be able to suffer a divine curse in the first place, let alone being able to defeat a master of chaos.

Combat

Immune to Sleep, Charm, Hold, Cold, Mind-related magic. The touch of the Wraith Lord causes 2d6 points of cold damage and the loss of one level or HD by draining. The wraith lord can cast spells as a 10th level magic user and still needs his spell book to memorize spells. In this regard he is the same score as a normal magic user.

The Wraith Lord can only be hit by magical or silver weapons, the later doing only 50% damage (round down).

Turning

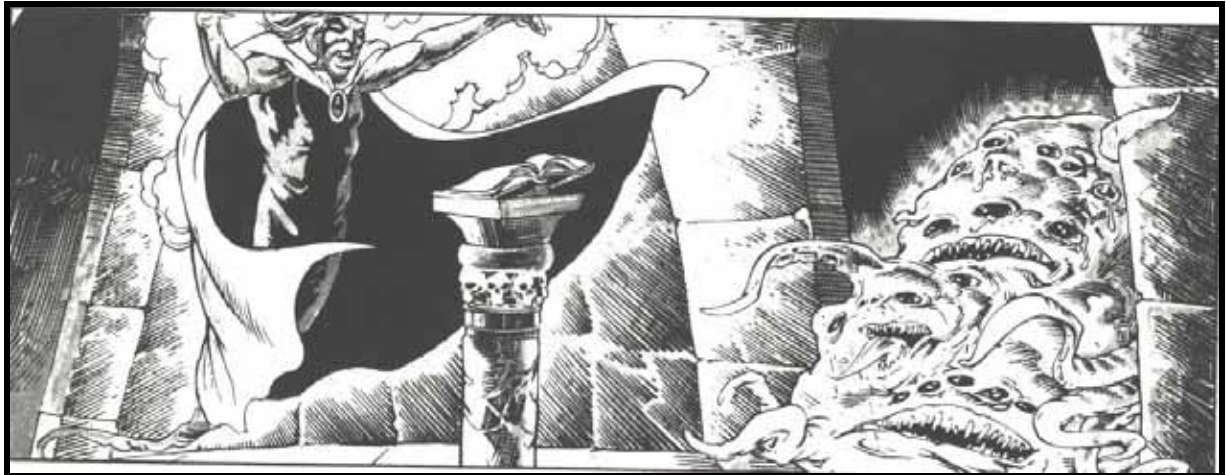
This undead horror can be turned by a cleric at the same difficulty as a vampire, but with a -5 penalty to the die roll. Thus clerics under level 8 cannot turn the creature, and all the other levels need at least a score of 6 or more to turn the creature. He cannot be automatically turned or destroyed, whatever the level of the cleric. A Raise dead (fully) spell will cause the Wraith Lord to lose 2/3^d of his current hit points (round up) if he fails his saving throw. The creature will thus be destroyed if it has less than three points remaining at the time the spell is released.

Spell Transfer

The Wraith Lord can give some of his spells to undead creatures under his control, for their own use. He can bestow one memorized spell to one single undead creature. The bestowed spell is available for one hour after which it is either negated or automatically triggered, whichever is appropriate for the spell. Spells bestowed this way are considered to be cast by the Wraith Lord. A creature to which a spell is bestowed does not acquire other abilities or penalties as a magic user, and cannot memorize the bestowed spell on its own.



Nightmare Illusion



Once per week, the Wraith Lord can cast a Nightmare Illusion. It is a powerful illusion, similar in effect to a Phantasmal force spell with the following differences; it cannot be dispelled and will not disappear when touched. The illusion is usually that of a horrid nightmare creature (from the equally named dimension) of any size and shape. The illusionary monster cannot be harmed, and can attack any number of targets within the area of effect, as a 3HD monster (THAC0 17).

Any damage, however, is never fatal to the victims. 1d10 turns after the combat, wounds will fade and the 'dead' characters revive. At that point, the true nature of the illusion is revealed, and the nightmare illusion, if still in effect, is treated like a normal phantasmal force spell.

Spell Books Landryn Terriak

- Level 1 Charm person, Floating Disc, Hold Portal, Light, Darkness, Magic Missile, Read Magic, Sleep.
- Level 2 Continual Light, Continual Darkness, ESP, Mindmask, Invisibility, Mirror Image, Phantasmal Force, Web, Wizard Lock.
- Level 3 Clairvoyance, Dispel Magic, Fire Ball, Fly, Lightning Bolt, Hold Person, Free Person, Protection from Normal Missiles, Water Breathing.
- Level 4 Charm Monster, Dimension Door, Hallucinatory Terrain, Polymorph others, Polymorph Self, Minor Curse, Remove Curse, Wall of Fire, Wizard Eye.
- Level 5 Animate Dead, Cloudkill, Hold Monster, Free Monster, Magic Jar, Teleport.

Link with Limbo

A Wraith Lord, however, is far more than a hungry Undead. After being killed by a Wraith Lord, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wraith Lord's Mind, as the Wraith Lord enters a catatonic Trance that allows sending its own Soul after its victim. A Wraith's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wraith Lord's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wraith Lord can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wraith Lord's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Wraith Lord can instead bind it to the victim's corpse, thus creating another Wraith.

If the victim's Soul can stay clear of the Wraith Lord for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wraith Lord, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wraith Lord's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wraith Lord also destroys its Soul.

Persons who are slain by the energy draining powers of a Wraith Lord are doomed to rise again as wraiths under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wraith but half their experience levels, class abilities, and Hit Dice (e.g., a 10th level fighter will become a 5 Hit Die wraith under the control of the Wraith Lord that slew him). If the Wraith Lord who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a wraith, recovery is nearly impossible, requiring a special quest.

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the Wraith Lord, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual) light sources in general, but will occasionally attack if the compulsion to do so is strong.

Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Spectre* (*Incorpori maledictus Spectralis*)

Spectral Dead	Spectre*
Type	Undead Enchanted
Climate/Terrain	Desolate Dungeon/Ruin
Frequency	Rare
Organization	Solitary
Activity Cycle	Darkness & Night
Diet	Live
AL	LE
NA	1d4(1d8)
Size	M; 4'-7'
ST	9
IN	8
WI	11
DX	9
CO	10
CH	5
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	2
AV	0
HD	6**
HP	6d8
MV	150'(50')
FL	300'(100')
MF	5B
THACO	14
Attacks	1Touch
Damage	1d8
Special Attacks;	Double Energy Drain
Special Defenses;	Immaterial
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	0 Spectre 2d4
AM	0
Horror Rating	5
Save as;	F6
ML	11
XP	725
TT	E
Body Weight	0

Spectres are powerful undead that haunt the most desolate and deserted of places. The ghostly Spectres are among the mightiest of the undead. They have no solid bodies; they appear as translucent beings of evil expression, their eyes fiery and red or black and featureless. Spectres appear as semitransparent beings and are often mistaken for haunts or ghosts. Unlike most undead, Spectres retain the semblance and manner of dress of their former life and can be recognized by old friends or through paintings of the persons they used to be. They hate all life and light. Once human or demihuman, they have risen after death to do evil. They are often used as lieutenants by greater evil powers.



These are the corrupted Souls of evil beings whose hatred drove them to return to the Prime Plane or were called back by evil Necromantic Magic. Spectres often are followers of Entropy sent back to the Prime Plane by a Demon to complete a Quest, or are called back by the same nefarious magic, Necromancers use so often. Spectres hate all that lives. Destroying these Entities also eradicates their Souls; these entities can follow the Souls of their Victims into Limbo as a Spectre, and possess the same abilities as a Spectre. Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.

Combat:

Spectres exist primarily on Limbo and can therefore be attacked by beings on the Prime Material Plane only with magical weapons. Daylight makes Spectres powerless by weakening their ties to Limbo.

The chilling touch of a Spectre does damage in two ways. The chilling touch of a Spectre drains energy from living creatures. First, the chilling effect of the touch inflicts 1d8 points of damage, even to creatures immune to cold.

Second, such a hit drains two levels of experience from its victim. This includes hit points and all abilities associated with these levels, such as spell casting or combat ability. The damage from the chill can be healed normally, but the levels are gone forever and must be earned again or magically restored. Any being totally drained of life energy by a Spectre becomes a full-strength Spectre under the control of the Spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a Spectre.

Spectres are immune to all sleep, charm, hold, and cold-based spells, as well as poisons and paralyzation attacks. Holy water inflicts 2-8 points of damage when it strikes a Spectre. The water can be splashed on a Spectre successfully. A raise dead spell apparently reverses the undead status, destroying the Spectre immediately if a saving throw versus spell is failed.

Spectres are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver weapons cause no damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the Spectre. A Spectre slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours). Like most undead, Spectres are immune to sleep, charm, hold, death and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 2d4 points of damage (as acid) upon striking the body of a Spectre. A Raise Dead spell will utterly destroy one if a saving throw vs. spell is failed.

Spectres attack humans or demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of Spectres will try to get surprise when attacking, and will wait and position them for the most advantageous moment to attack. Spectres are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking.



Link with Limbo

A Spectre, however, is far more than a hungry Undead. After being killed by a Spectre, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Spectre's Mind, as the Spectre enters a catatonic Trance that allows sending its own Soul after its victim. A Spectre's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Spectre's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Spectre can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Spectre's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Spectre can instead bind it to the victim's corpse, thus creating another Spectre.

If the victims Soul can stay clear of the Spectre for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Spectre, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Spectre's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Spectre also destroys its Soul.

Persons who are slain by the energy draining powers of a Spectre are doomed to rise again as Spectres under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Spectre but half their experience levels, class abilities, and Hit Dice (e.g., a 10th level fighter will become a 5 Hit Die Spectre under the control of the Spectre that slew him). If the Spectre who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Spectre, recovery is nearly impossible, requiring a special quest.

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the Spectre, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual) light sources in general, but will occasionally attack if the compulsion to do so is strong.

Habitat/Society:

Most Spectres are solitary, but some enclaves exist where a particularly powerful or lucky Spectre has managed to drain mortals of life. This lead Spectre is known as the master Spectre (always with maximum hit points per die), while the others are known collectively as the followers. In this arrangement, the master Spectre almost never engages enemies personally, but instead sends his minions in for the kill. Mortals drained of life by follower Spectres are subservient to the master Spectre, not the followers. Note that if the master Spectre is slain, all followers become independent and can travel anywhere they wish in hopes of becoming master Spectres themselves. Once a character becomes a Spectre, recovery is nearly impossible, requiring a special quest.

Spectres hate light and all life, as both remind them of their undead existence. They are therefore encountered only in places of extreme darkness and desolation, like long-abandoned ruins, dungeons, and subterranean sewers. Contrary to popular mythology, Spectres remain highly intelligent and generally rational after the transformation to Undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die. Spectres have enough cunning to plan their attacks, and rival vampires in their skill at remaining hidden from the general populace.

Ecology:

No one knows who the first Spectre was or how it came to be; the few facts detailed above are all that is known with any degree of certainty. The mage Gargantua succeeded in even enlarging creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs), All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit.

Creation Magic

Spectre Production

Necromantic spell 6

Range: Touch
Duration: up to 4 days.
Effect: 1 Spectre
Saving Throw: None

Reading time scroll: can't be written on scroll and thus releasing the Magic.

Components: a corpse (preferably Killed by Spectre) and some Spectre essence.

A Spectre Production will bind the soul of the corpse to the flesh again, giving it an eternal urge for and energy (in Fact will the corpse become like a natural Spectre, which are corrupted souls of evil beings whose hatred drove them back to the prime Plane or were send by followers of Entropy to complete a Quest, and hate all that lives). Destroying these entities also eradicates there souls. They can follow the souls of their victims into Limbo. It will enter Limbo within 1d4 miles of its victim, and they can sense their general direction. The energy drain also functions also on Limbo, and a soul completely drained of all energy is forever destroyed. Any drained level/HD (On Limbo or the Prime Plane) will cure the Spectre for 1d4 hit points. In Limbo they are able to cast the following spell at will once per visit (Hold Person, Phantasmal Force, Web, Continual Darkness and Hallucinatory Terrain). If it catches the hunted soul, the Spectre can instead bind it to the victim's corpse, thus creating another Spectre. This is the same the caster of this spell has to do. The spell enables him to enter Limbo in the same sort of catatonic trance like state through inhaling some Spectre gas and acquire the same abilities of the Spectres (in fact they shortly become Spectre like beings). If the victim's soul can stay clear of the Spectre (or Death Master or Necromancer) for 4 Prime Plane days (up to 7 months in Limbo), the Spectre will give up the hunt. The Death Master or Necromancer may attempt a trance every 4 nights, which will last 1d4 hours in the Prime Plane, at which the Spectre's uncontrollable hunger for flesh, and energy awakens it, or the spell ceases the trance. Destroying the body of the Death Master or Necromancer on the prime Plane also destroys its soul. The Spectres thus created are not under control of the Death Master or Necromancer, and are instantly free willed.



The Creation of Spectres is an Evil Act!!!

Energy Drainers (this counts for all Undead Energy Drainers)

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.

When an immaterial undead capable of level draining is slain in whatever manner it falls apart in quickly evaporating ethereal goo. When this goo is devoured it will restore some of the power this undead had drained from any victim. Check for initiative for the moment the goo comes into existence (the same moment the undead was slain). Then add one initiative segment for each Level/HD the specific undead drained to the half of the undead's own strength (round up).

Each initiative segment one Level/HD is evaporated from the goo. A character gobbling up the disgusting black or ethereal goo (depending on the undead), will be able to restore as many HD/Levels drained as it can consume before it evaporates, but never more than its own body lost, and never faster than 2 + PC's constitution adjustment (never less than 1) in 1 round = 6 segments.

Only thus will HD or levels drained from a spell or item be able to restore a living creature, and not restore the spell or item in question. The goo cannot be stored in any way, but temporal stasis, or setting it outside of time, will prevent it from evaporating. It will further always evaporate unless consumed.

The goo of a stronger undead like spectres that has drained levels/HD will not be as reactive to the environment and will be existent for an additional 1d3 initiative segments more, and may be stored in a pure clear crystal bottle that may never be exposed to light other than a small candle or soft magic light (any other will instantly destroy the goo, in an explosive way—literally blasting the crystal bottle in all directions 10' for 1d8 dm (sv DR for ½) Some assassins thus use this goo as a trap. The blood of material undead that has drained levels/HD will be able to function similar, even when it does not evaporate, but this will always cause a poisonous reaction, even when it restores the drained levels. This poison will cause 1d6 points of damage for each HD the Undead had, at the rate of 1 point of damage for each HD the undead had. The victim must make a single saving throw of poison to half the damage done each round and in total. A Neutralize poison spell cast beforehand on the blood will negate this, but also the restoring capability, however if cast on the victim when poisoned after the first poison effects become clear, the restoring will continue without further poison effects. A Slow Poison spell will function as normal. A protection from poison effect will not poison the victim but does allow the regenerating HD/Levels effect. As rotting takes place very rapidly when an undead is slain, blood can only be extracted on a successful healing or alchemy skill with a cumulative penalty for each Turn one hour after the Undead is slain as per table and can be stored in a Dark Ceramic jar, for up to 3 full moons that passed (3 month max)-When blood or Goo are expired or from an undead that did NOT drain levels, all negative effects still take place, but no restoration takes place.

Another thing that could restore drained levels are Potions of Heroism and Super Heroism. Normally they give a temporarily boost in Level and HD, but if the imbiber is drained, it restores drained HD or levels at once. No more HD or levels are given than the imbiber originally had in this case. Heroism restores 1d4 drained levels, Super Heroism restores 1d6. These potions are somewhat stronger than the goo, and function fully till 24 hours after the draining took place.

Then there is the Restore spell which temporarily gives power from the Cleric as healing to the patient. The cleric naturally restores these lost HD/Levels

An unconscious person (due the draining) could be saved by pouring either goo, or potions down his/her throat, but to prevent drowning in this a successful healing check must be made (or survival at -5).

A person fully drained can't be restored this way, not with goo, not with blood, not wit potions, there must still be somewhat of life within the body, to enable restoration.

Then there is the magic way of Restoration.

Restore

Range: Touch
Duration; Permanent
Casting Time ; 3 r.
Effect: Restores 1 level lost to Energy Drain
Save: None

Cleric 7, Healer 6, Exorcist 6, Humanoid Shaman 7, Druid 7, Dervish 7, Master 7, Shaman 7 spell.

This spell restores one full level of Energy (experience) to any victim who has lost a level because of Energy drain (for instance, from a vampire's attack). It doesn't restore more than one level, not does it add a level if no level has been lost. Furthermore, the Cleric casting this spell loses one level of experience, as if struck by a Wight when the spell is cast; however, the Cleric's loss is not permanent, and the Cleric need only rest for 40 minus his or her level in days to regain the lost experience. This loss will not be regained as long as the caster doesn't rest continuously. It is clearly that the caster can't use this spell on him or herself, since the level added by use of this spell will be the same as the one that is drained by it.

Additional information; Living creatures that use draining magic or weapons (always an Evil act!!) and are killed DO NOT have the stolen Levels/HD stored somewhere that can be retrieved, (unless specially noted).

In this case only the Goo/blood of an Undead that has drained levels/HD, A potion or a Restore spell will work.

Time passed	Skill Penalty
0-1 Hour	1
1 Hour	2
1 Hour 1 Turn	4
1 Hour 2 Turns	7
1.5 Hour	11
1 Hour 4 Turns	16
1 Hour 5 Turns	21

Spectral Wizard (*Incorpori maledictus Magiorum*)

Spectral Dead	Spectral Wizard*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any usually night
Diet	any preferably meat
AL	NE, NG rarely N
NA	1d2
Size	M; 4'-7'
ST	7
IN	13-18
WI	9
DX	9
CO	9
CH	6
Languages	as Host (1d3)
Spellcaster Limits;	as host
AC	0 or 8 (see text)
AV	0
HD	5+*/2 spell levels castable
HP	5d8
MV	120'/40'
FL	150'/50'
MF	5B
THACO	15
Attacks	1 Touch
Damage	special
Special Attacks;	paralysis
Special Defenses;	Immaterial
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	Spectre 2d4
AM	0
Horror Rating	4
Save as;	F5
ML	10
XP	300+125/*
TT	V
Body Weight	0



Spectral Wizards are undead that retain their abilities to cast spells. They are created by a unique spell (discovered 1007 AC) that functions on human, elf and gnome magic users, taking hold only on those whose bodies once channeled wizardly magic.

Spectral wizards appear as they did in life, though most color has been drained from them. They appear in what they wore at the time of death, and it is as insubstantial as their bodies. They are incorporeal and nearly invisible in bright light. In darkness they cast an unearthly glow.

Combat

Spectral wizards exist partially on the Prime Plane, so they can be affected only by spells, silver or enchanted weapons, or by ethereal combatants. If challenged on the ethereal Plane, a Spectral wizard's AC is 8 (adjusted by DX).

A spectral wizard attacks with its paralyzing touch. A successful hit causes one of its opponent's limbs (roll 1d4; 1=right arm, 2=left arm, 3= right leg, 4 =left leg, reroll any repeats) to become numb and useless for 2d4 rounds. Coming within 10 feet of a Spectral wizard causes portions of opponents' bodies to tingle as if they had "fallen asleep" and results in a -1 penalty to attack rolls.

Which effort, a spectral wizard can become solid, allowing it to use weapons and material spell components. Solidification takes one round in darkness or 2d4 rounds in bright light (such as daylight or a continual light spell). In both incorporeal and solid forms, the wizard is AC0.

When spectral wizards are created, they are permanently drained of 1d4 levels and will forever cast spells at this new level.

Small items (up to 1 LBS) and material components carried on the spectral wizard's person become insubstantial and resolidify when it wants it so (it may thus stay insubstantial even when dropped) or it dies.

Spectral wizards are immune to sleep, charm, cold, fear, polymorph, paralyzation, and death magic. They are turned as Spectres (which in effect they mimic).

Habitat/Society

Spectral wizards can be encountered anywhere (although their number is still low as the secret to become one is just recently discovered). They often make lairs in their former homes or in a place where other wizards live. All continue to memorize spells from spellbooks and scrolls, and many became involved in research of (to them) new spells or magical items, spectral wizards have difficulty studying because of their immaterial state.

Though spectral wizards can be of neutral alignment, the majority is neutral evil and only a few are neutral good (5%). Their immaterial nature seems to cause a mental imbalance which turns them to a neutral evil alignment.

Ecology

Spectral wizards are created artificially and have no ecological niche.



Link with Limbo

A Spectral wizard, however, is far more than a hungry Undead. After being killed by a Spectral wizard, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Spectral wizard's Mind, as the Spectral wizard enters a catatonic Trance that allows sending its own Soul after its victim. A Spectral wizard's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Spectral wizard's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Spectre can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.

They have an energy drain ability in Limbo, equal in strength to a normal Spectre (draining 2 levels or HD per attack). A Soul totally drained of its Energy is forever destroyed. The Spectral wizard's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Spectral wizard can instead bind it to the victim's corpse, thus creating a Spectre.

If the victim's Soul can stay clear of the Spectral wizard for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Spectral wizard, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Spectral wizard's intolerable hunger awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Spectral wizard also destroys its Soul.

Persons who are slain by the energy draining powers (only in Limbo) of a Spectral wizard are doomed to rise again as Spectres under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Spectre but half their experience levels, class abilities, and Hit Dice (e.g., a 10th =9HD level fighter will become a 5 Hit Die Spectre under the control of the Spectre that slew him). If the wizard who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Spectre, recovery is nearly impossible, requiring a special quest.

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the Spectral wizard, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual) light sources in general, but will occasionally attack if the compulsion to do so is strong.

Spectral Wizards rarely do produce specters or even enter Limbo. They feed on any food they normally ate, but have a craving for any meat. They do not reproduce.

Create Spectral Wizard

Necromantic spell

Range:	Touch
Duration:	Permanent
Area of Effect:	1 Wizard
Saving Throw:	Negates
Components:	A Wizard, Wicca or Wokani.
Reading time scroll;	1 Turn +8 rounds
Casting Time:	1 Turn

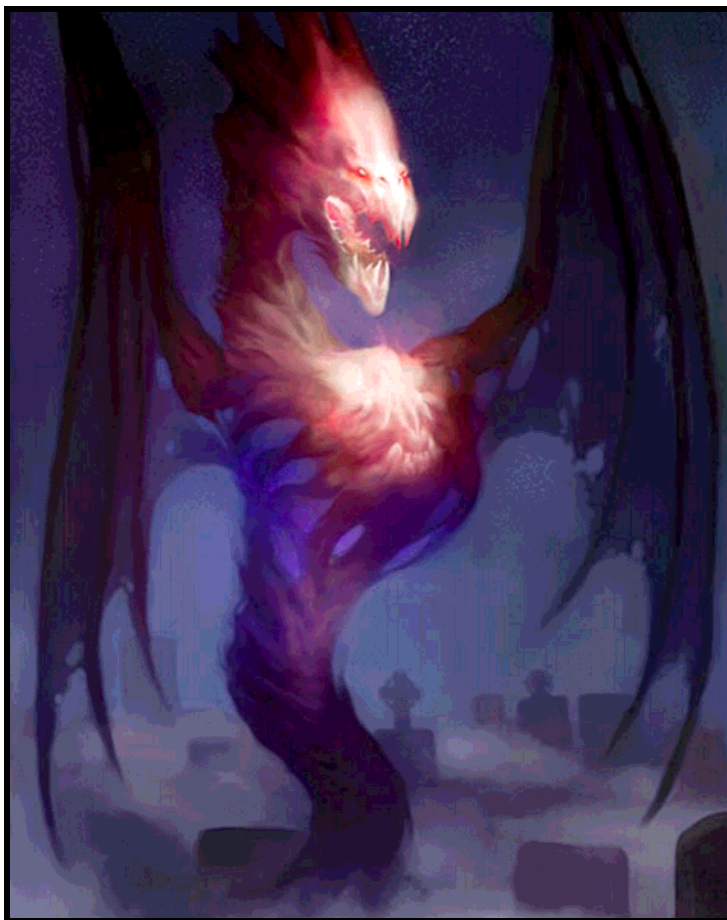
This spell allows the caster to cause a Human or Elf or gnome Wizard to die and become a Spectral Wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. Death ray to negate the spell. In the process of dying and becoming Undead, the spell recipient is drained 1d4 levels. Once animated, the spectral Wizard is free willed, but any utterance from its creator acts as a charm spell on the spectral Wizard. Only a Wish spell can free a spectral Wizard of its Undead state. Depending on the wording of the Wish, the individual may remain dead unless further Magic is used; if the Wizard is restored to life, there is a 50% chance that he will be restored with his original levels intact. It is possible that another undiscovered process may restore the Spectral Wizard.

The use of this spell is a chaotic act.



Wraith Dragons (*Incorporei draco-maledictus animosa*)

Spectral	Wraith Dragon*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	CE
NA	1d3(1d3)
Size	By dragon
ST	as original+4
IN	as original
WI	8
DX	9
CO	as original
CH	as original
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	5
AV	By Race/Age/Rotting stage
HD	50% as in life
HP	1d12/HD
MV	90'(30') or as original
FL	240'/60' B
THACO	By HD+2
Attacks	2 Claws
Damage	as original or 1d8 each
Attacks	1Bite
Damage	as original or 1d4+4
Special Attacks;	Level Drain Breath Paralyzing touch Fear Aura
Special Defenses; Immune to;	50% Blunt Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities
Extra Vulnerable to;	As Dragon Vulnerabilities
Turning as Holy Water	Haunt 2d4
AM	0
Horror Rating	6
Save as;	F 1/2 HD
ML	12
XP	By HD +****
spellcasting	+1/2 spell levels
TT	B
Body Weight	0



The ethereal wraith dragon is easily mistaken for a Night dragon with glowing red eyes. Because wraith dragons are non-corporeal, they have flying maneuverability class B regardless of their original ability. If the dragon type from which the wraith dragon was created could not fly, that wraith dragon has a flying speed of 240'/60'. An intelligent living creature completely drained of life levels in this manner becomes a normal half-strength wraith under the control of the wraith dragon. Wraith dragons retain their intelligence, memories and spell-ability, if any, and are immune to cold and nonmagical weapons. Powerless in sunlight, they hide their lairs deep within cavern systems or ruins. They prefer to avoid bright light, such as that from a continual light spell, but they are not actually harmed by such.

Combat

Any touch of a Wraith Dragon causes an energy drain of one level. A Wraith dragon, however, is far more than a hungry Undead. After being killed by a Wraith, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wraith's Mind, as the Wraith enters a catatonic Trance that allows sending its own Soul after its victim. A Wraith's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wraith's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: **Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wraith can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.**

If the victim's Soul can stay clear of the Wraith for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wraith, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wraith's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wraith also destroys its Soul.

Persons who are slain by the energy draining powers of a wraith dragon are doomed to rise again as wraiths under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wraith but half their experience levels, class abilities, and Hit Dice (e.g., a 10th level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him). If the wraith who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a wraith, recovery is nearly impossible, requiring a special quest. This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual) light sources in general, but will occasionally attack if the compulsion to do so is strong. Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.



A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage. The touch of a wraith is an energy drain of 1 level, in addition to causing 1d6 points of damage. A victim slain by a wraith will become a wraith in one day, under the control of the slayer.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wight's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Wight can instead bind it to the victim's corpse, thus creating another Wight.

If the victim's Soul can stay clear of the Wight for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wight's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Ghoul or Wight also destroys its Soul.

Persons who are slain by the energy draining powers of a Wight are doomed to rise again as Wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Wight but half their Hit Dice. If the Wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 3* Hit Dice of their kind. Once a character becomes a Wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks. They can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to Wights and each vial splashed on one burns it for 2d4 points of damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the Wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that Wights are not harmed by exposure to sunlight as vampires are.

Dragon Breath: Wraith dragons possess the same abilities as a Wight dragon, but they also employ a black, crackling breath attack of negative energy that conforms to the same area of effect as their normal (living) breath weapon. The breath weapon drains one energy level from all opponents caught in it with no saving throw applicable. Wraith dragons may employ their level-draining breath weapon every 9th round. The breath will also act like a cone of cold inflicting the dragon's current hit points in damage to the characters and tumbles then backwards 1 foot per 5 points of damage sustained and forces a dexterity check penalized by -1 for each 5 points of damage sustained. A normal saving throw vs. Dragon Breath halves the damage done to the character, but does not prevent the energy drain effect.

The Energy drain ability also functions in Limbo, but there it will work on melee attacks as normal. A Soul totally drained of its Energy is forever destroyed. The Wraith's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Wraith can instead bind it to the victim's corpse, thus creating another Wraith.

Paralysis: The physical attacks of a Wraith dragon are also greatly to be feared, for its bite and claws cause paralysis for 3d4 turns unless a successful Saving Throw vs. Paralysis is made. Elves have immunity to this paralysis.

Fear Aura: A Wight dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges. Creatures within a radius of 10'/HD are subject to the effect if they have fewer than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that night dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THACO and skills due to the fear for 4d6 rounds. Wight dragons ignore the frightful presence of other dragons.

Habitat/Society

Though corrupt and evil, undead dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Undead Dragons greatly affect their surroundings due to the ambient draconic magic residing within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Creation

To create a wraith dragon, a complete adult dragon corpse is necessary, though it may be 'in any condition, even skeletal. The more cunning and intelligent dragon species are most suitable for the creation of a wraith dragon. Preparation; 3 weeks; cost; 10.000gp minimum age adult, saving throw modifier; -2.

Saving throw modifier summary	Condition modifier
Wisdom bonus of creator	-4 to +4
Dragon species and undead type are different alignment	-1 to -4
Dragon species is a "preferred" type	+4
Dragon is a mature adult or older	-1 to -6

Example: A 9th level necromancer (Wisdom 15) attempts to create a Wraith dragon from a dragon of chaotic neutral alignment. His unmodified save vs. spell is 10, adjusted by +1 for Wisdom, -3 for three degrees of alignment difference (CN vs. LE), +4 for a preferred type, and -5 for a Wraith dragon. A d20 roll of 13 grants success, a roll of 5-12 means failure, and a roll of 4 or lower means total failure and the spirit can never be recalled.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

A Wraith Dragon is in all respects equal to a normal Wraith.

Spectre dragons (*Incorporei draco-maledictus Spectralis*)

Spectral	Spectre Dragon*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	na
AL	CE
NA	1
Size	By dragon
ST	as original+4
IN	as original -4
VI	8
DX	9
CO	as original+4
CH	as original +2
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	5
AV	0
HD	as host
HP	1d12/HD
MV	90'(30') or as original
FL	240'/60'
THACO	By HD+2
Attacks	2 Claws
Damage	as original or 1d8 each
Attacks	1Bite
Damage	as original or 1d4+4
Special Attacks;	Level Drain Spellcastin Breath weapon Fear Aura Tail or wing sweep.
Special Defenses;	50% Blunt Overwhelming Stench
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities
Extra Vulnerable to;	As Dragon Vulnerabilities Sunlight
Turning as Holy Water	Haunt 2d4
AM	0
Horror Rating	6
Save as;	F 1/2 HD
ML	12
XP	By HD +*****
spellcasting	+7/2 spell levels
TT	B
Body Weight	0



Spectre dragons fly at the same speed as living dragons, but their lack of a physical body grants them maneuverability class B. Spectre dragons that could not fly in life have a flying movement rate of 240'/60'. They retain their intelligence, memories, and spell-casting ability, and they are immune to cold.

Combat

A Spectre dragon drains an energy level on a successful claw or bite attack. It also retains its original breath weapon; however, this attack is spectral rather than physical, and it draws its power directly from Limbo. Such spectral breath weapons can affect creatures that would normally be fully or partially immune to the physical effects of such an attack. For example, a protection from lightning spell offers no protection from the breath weapon of a blue Spectre dragon. Safety from this attack can be gained only from spells such as limbotic protection (negating all damage from a single attack if a save vs. death magic is made by the protected creature) or an item like a scarab of protection (which makes the holder immune to the spectral attack at a cost of one charge if the holder makes his saving throw vs. the breath attack, two charges if he fails).

Intelligent living creatures slain by a Spectre dragon's breath weapon arise as normal Spectres under control of the spectral dragon upon the following

sunset.

Combat

Any touch of a Spectre Dragon causes an energy drain of one level. A Spectre dragon, however, is far more than a hungry Undead. After being killed by a Spectre Dragon, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Spectres Mind, as the 'Spectre dragon enters a catatonic Trance that allows sending its own Soul after its victim. A Spectre dragons Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The 'Spectre dragon's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. And it still can look like a living being, instead Undead.

It can cast the following spells once per visit in Limbo: **Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wraith can sense the general direction of its victim. When cast it must first leave Limbo and return again to be able to cast the spell again.**

If the victims Soul can stay clear of the Spectre dragon for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Spectre, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wraith's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Spectre also destroys its Soul.

Spectre dragons cannot tolerate bright light, including sunlight. This foul creature has no power in direct sunlight and avoids it at all costs. Sunlight cannot destroy the Spectre, but the undead creature cannot attack in sunlight. It shuns bright (e.g., continual)



light sources in general, but will occasionally attack if the compulsion to do so is strong. Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.

A Spectre dragon can only be hit by silver or magical weapons, but silver weapons will only do half damage. The touch of a Spectre dragon is an energy drain of 1 level, in addition to causing 1d6 points of damage. A victim slain by a Spectre dragon will become a Spectre in one day, under the control of the slayer.

The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Spectre's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Spectre can instead bind it to the victim's corpse, thus creating another Spectre.

If the victims Soul can stay clear of the Wight for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wight's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo, etc.). Destroying the body of a Spectre also destroys its Soul.

Spectre Dragons are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks. They can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to Wights and each vial splashed on one burns it for 2d4 points of damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the Spectre. Such magic is instantly fatal to the creature, utterly annihilating it.

Dragon Breath: Spectre dragons may employ a black, crackling breath attack of negative energy that conforms to the same area of effect as their normal (living) breath weapon. The breath weapon drains one energy level from all opponents caught in it with no saving throw applicable. Spectre dragons may employ their level-draining breath weapon every 9th round. The breath will also act like a cone of cold inflicting the dragon's current hit points in damage to the characters and tumbles then backwards 1 foot per 5 points of damage sustained and forces a dexterity check penalized by -1 for each 5 points of damage sustained. A normal saving throw vs. Dragon Breath halves the damage done to the character, but does not prevent the energy drain effect. The Energy drain ability also functions in Limbo, but there it will work on melee attacks as normal. A Soul totally drained of its Energy is forever destroyed. The Spectre's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit points per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Spectre can instead bind it to the victim's corpse, thus creating another Wraith.

Fear Aura: A Spectre dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges. Creatures within a radius of 10'/HD are subject to the effect if they have fewer than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THAC0 and skills due to the fear for 4d6 rounds. Spectre dragons ignore the frightful presence of other dragons.

Habitat/Society

Though corrupt and evil, Spectre dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Spectre Dragons greatly affect their surroundings due to the ambient draconic magic residing within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, or they would surely desecrate vast areas.

Persons who are slain by the energy draining powers of a Spectre dragon are doomed to rise again as Spectres under the direct control of their slayer. In their new form, they have the powers and abilities of a normal Spectre, but stay under control of their creator. If the Spectre who "created" them is slain, they will instantly be freed of its control. Once a character becomes a Spectre, recovery is nearly impossible, requiring a special quest.

Creation

Exceptionally evil and cunning dragons of old age or older can become Spectre dragons. A Spectre dragon appears to be a transparent, non-corporeal image of the dragon as it appeared in life. Preparation; 4 weeks, Cost 12.000gp, minimum age old' saving throw modifier; -6.

Saving throw modifier summary	Condition modifier
Wisdom bonus of creator	-4 to +4
Dragon species and undead type are different alignment	-1 to -4
Dragon species is a "preferred" type	+4
Dragon is a mature adult or older	-1 to -6

Example: A 9th level necromancer (Wisdom 15) attempts to create a Spectre dragon from a dragon of chaotic neutral alignment. His unmodified save vs. spell is 10, adjusted by +1 for Wisdom, -3 for three degrees of alignment difference (CN vs. LE), +4 for a preferred type, and -5 for a Spectre dragon. A d20 roll of 13 grants success, a roll of 5-12 means failure, and a roll of 4 or lower means total failure and the spirit can never be recalled.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

A Spectre Dragon is in all respects equal to a normal Spectre.

**Gray Philosopher* (Incorpori memento Malicius)
Malice*(Malicii Incorpori memento Malicius)**

Spectral	Philosopher*	Malice*
Type	Undead	
Climate/Terrain	Enchanted	
Frequency	Any Ruins	
Organization	Very Rare	
Activity Cycle	Solitary	Cluster
Diet	Night / Darkness	
AL	Pain upon others	
NA	CE, NE	
Size	1 M; 4'-6'tall	special T; 1long
ST	0	0
IN	13-14	0
WI	15	0
DX	0	18
CO	10	0
CH	0	0
Languages	unknown	0
Spellcaster Limits;	unknown	0
AC	4	1
AV	0	0
HD	9*	†
HP	9d12	1d12
MV	nil	
FL	60'(20')	150'(50')
MF	5B	5B
THACO	na	10
Attacks	0	1Touch
Damage	0	LG = 1d12 LN, NG = 1d10 N, LE, CG = 1d8 CN, CE, NE = 1d6
Special Attacks;	Shriek of Fear	Attack as 9 HD
Special Defenses;	100% non-magical weapons Malo-hurr Disease Regeneration Gaseous Form	
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold	
Extra Vulnerable to;	0	
Turning as Holy Water	not 0	Spectre 0
AM	0	0
Horror Rating	5	1
Save as;	C9	C6
ML	12	12
XP	450	na
TT	0	0
Body Weight	0	0

Combat:

The Gray Philosopher can't be turned by a cleric but has no attack of its own; it will not defend itself. Both the Gray Philosopher and its Malices are immune to mind-affecting magic (charm, phantasmal force, etc.) and to attacks from non-magical weapons. Unlike the Gray Philosopher, Malices constantly search for victims on which to vent their petty but eternal spite. Malices do not stray more than 100 feet from their philosopher but may pass through the narrowest of openings in their ceaseless flight. When they find a victim, the Malices immediately launch themselves at it. The creatures attack as 9 HD monsters, and the amount of damage their vicious touch inflicts depends on the victim's alignment: 1d10 for good or Lawful characters (whom the Malices especially despise), 1d8 for neutral, Lawful Evil and Chaotic Good characters, and 1d6 points of damage for evil characters. Clerics can turn Malices as Spectres. A Malice normally attacks until destroyed or turned. However, all these creatures vanish instantly if their philosopher is destroyed. Until that moment, the Gray Philosopher never breaks its concentration, even if attacked. However, in its final seconds it looks up with an expression of malicious enlightenment on its face, and then vanishes with a shriek of evil delight.



A Gray Philosopher is the undead spirit of an evil cleric who died with some important philosophical deliberation yet unresolved in his or her mind. In its undead state, this creature does nothing but ponder these weighty matters. The grey philosopher appears as a seated, smoke-colored, insubstantial figure swathed in robes. It always seems deep in thought. Flying through the air surrounding the philosopher are a number of tiny, luminous, wispy creatures known as Malices. They have vaguely human faces, gaping maws, and spindly, clawed hands. These vindictive creatures are actually the philosopher's evil thoughts, which have taken on substance and a will of their own.



All those hearing this horrifying sound must make a successful SV TS or begin shaking with fear. Those characters so affected lose 1 point of DX due to the tremors. This slightly (easily sensed by animals) visible effect lasts until a Remove Fear or Remove Curse spell is cast on the character.

Habitat/Society:

A Gray Philosopher never seems able to reach any sort of conclusion to the conundrum that has become the focus of its existence; instead, over the centuries, its evil thoughts have coalesced into the Malices. A Gray Philosopher typically creates 2d4 Malices for every century of its foul existence. It is unknown whether the philosopher is even aware of these venal children of its mind. Gray Philosophers are always found in isolated locations, especially the ruins of temples, libraries, or other places of learning. The Gray Philosopher never takes an interest in its surroundings or anything else save its own contemplations. It does not even stir from its original place reason; only its destruction can "move" a Gray Philosopher.

Ecology:

Certain clerics and academicians speculate that any powerful evil cleric who, at death, becomes a Gray Philosopher, may have been attempting to become one of the Immortals. Such sages theorize that a few of the creatures do manage to resolve the philosophical dilemma upon which they ponder, which leads them to transcend their mortality finally to become profoundly evil and Immortal beings. Although these theories propose that it takes a Gray Philosopher at least 1000 years to reach such a terrible understanding, the sages urge those who discover these undead creatures to destroy them immediately, in case this frightening theory has merit.



Link with Limbo

These spectral creatures remain on the Prime Plane while their Soul wanders around to search for a gate to Limbo. Not a death gate, but a small rupture, those ones that actually feed the Undead powers on the Prime Plane. As a soul or Ghost he will need to first break the boundaries of life, and thus being able to travel about, yet remaining its body intact. This will take a normal life time, during which he still is a mortal cleric with none other than his clerical powers (which are often 30th level or up). At the very moment he succeeds in this the Malices are created from his own fears, as he abandons them.



Then it needs to find the rupture and pass through it. His body becomes now insubstantial. The finding of a rupture will take between 500 and 800 years as they are rare and hard to find.

When he passes through the rupture, the area around him will be entropically influenced by the Powers of Limbo surging through his body. Plants and trees will become horribly contorted and infest the area around him. Structures will weaken and become ruins as if each month is a decade of neglect. Lowlife of any kind will infest the area, these are mostly insects and spiders, or Oozes and slimes, but all other lowlife will feel safe in the area. All kinds of Undead will become attracted and become under direct control of the Philosopher. In this respect he will be in equal powers as a Phantom.

Here it tries combat a Master of Chaos and tries to become a Master of Chaos. After a period on the Prime Plane of 2506 day and 16 hours, this is 7 years. 5 months and 14 days and 16 hours on Prime Plane Mystara (or 333 days in Limbo), he must have succeeded in this, or he will stumble upon a gate to eternal rest (in this case often leading to Hell or Hades). What he is unaware of is that only if his body is slain, he can be able to accomplish this feat. When this happens, he will become aware of this and become delighted as he now instantly has become a Master of Chaos. With his "death" the Malices will also disappear instantly.

However, he may be willing to return to his former location as a new Master of Chaos, if he does so (which is done rarely) then he has a freshly outlaid desecrated area and a mass of undead to rule.



Possession* (Incorpri spiritum possessio)

Spectral Dead	Possession*		
Type	Undead Enchanted		
Climate/Terrain	Any		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	Any (dark preferred)		
Diet	none		
AL	LE		
NA	1d4(1d12)		
Size	variable depending on item possessed		
ST	9		
IN	9		
WI	9		
DX	9		
CO	11		
CH	9		
Languages	as Host (1d3) understand		
Spellcaster Limits;	0		
AC	variable depending on item possessed		
AV	variable depending on item possessed		
HD	7**	8**	9**
HP	1d8/HD	8d8	9d8
MV	30'(10')		
THACO	13	12	11
Attacks	1Touch		
Damage	variable depending on item possessed		
Special Attacks;	Mummy Rot		
	Fear Aura		
Special Defenses;	B=50% Blunt weapons		
Immune to;	Charm, Hold, Illusion, Discord		
	Poison, Death Magic		
	Insanity, Feeblemind, etc.		
	Cold, Electricity, Heat		
Extra Vulnerable to;	0		
Turning as	Vampire		
Holy Water	2d4		
AM	0		
Horror Rating	1		
Save as;	F7	F8	F9
ML	12		
XP	1250	1750	2300
TT	variable depending on item possessed		
Body Weight	variable depending on item possessed		

Possessions, also known as sword spirits, are undead creatures which haunt specific, precious objects, especially if the objects have led to the deaths of those seeking them. Possessions can be found haunting suits of armor, weapons, staves, or any other sort of object, and will always seek to cause the maximum amount of misery and discomfort to those with whom they come into contact.

Possessions may animate the objects which they occupy. A weapon may be moved through the air in order to attack (normal chance to hit plus magical bonuses if appropriate), a suit of armor or clothes which incorporates gloves or gauntlets may be animated to wield a weapon or bash an opponent.

Clothes or armor without "hands" may still be used to attack by smothering and constricting for 1d8 points of damage per round.

Alternatively, the magical powers of animated objects can be used. Thus, for example, a possession occupying a wand of fire balls could shoot fireballs at its opponents.

A possession's armor class depends upon the item it is occupying. Possessions in weapons, for example, have AC2, those in armor have the appropriate armor classes (including magical bonuses, if any), while those in wooden objects or clothes are AC7.

Possessions are unaffected by non-magical weapons and by spells other than those which cause physical damage.

Unless it is moved, a possessed object shows no sign that the undead creature has occupied it, and a possession often hides its presence until somebody touches the object. It then attempts to take control over that person in a similar manner to a special magical sword.

Ego:

Roll 1d12 to determine the Ego score of the sword. Ego is a measure of strength of personality. Now add the sword's individual Intelligence and Ego scores to find its Will Power. Make a note of the total Will Power of the sword.

When a possessed sword is handled, it may try to control its user! The DM must compare the Will Power of the sword to that of the user, and find the results (see Control Check).

A character's Will Power is the total of the character's Intelligence and Wisdom scores. The DM may subtract 1 point of Will

Power for each 5% or part thereof a character is wounded. If the sword and the user are of different alignments, the sword gains another 1-10 points of Will Power. (This must be determined for each change of users.)

Control Check:

An intelligent sword will try to control its user in each of five different situations:

1. When the user first handles the sword.
2. When the user is wounded, and has 50% less hp.
3. When the user acquires any other
4. When anyone else uses the sword.
5. When a Special Purpose could be used (if applicable).

To make the control check, the DM simply compares the Will Power scores of the user and the sword. The higher score takes control! The DM must determine the actions of any sword in control. The control lasts either until the sword is satisfied or until the situation which caused the control check has passed.

A possession may make only one such attempt per victim, and has a Will Power score of 3 points per hit die. If the attempt fails, the possession is forced to flee from the object (see below). If it succeeds, the possession will force the victim to serve its malicious ends. If its presence is known, a possession may be turned by a cleric as though it were a vampire. This forces the undead to flee from the object in the form of a grey, shadowy cloud, shaped like the possessed object. In this form, it is unable to attack or be attacked and, if it cannot find a new object to occupy within 5 rounds, it will dissolve into nothingness for 1 day, before reforming to look for another object to possess. If it is turned again while outside an object it is automatically destroyed.

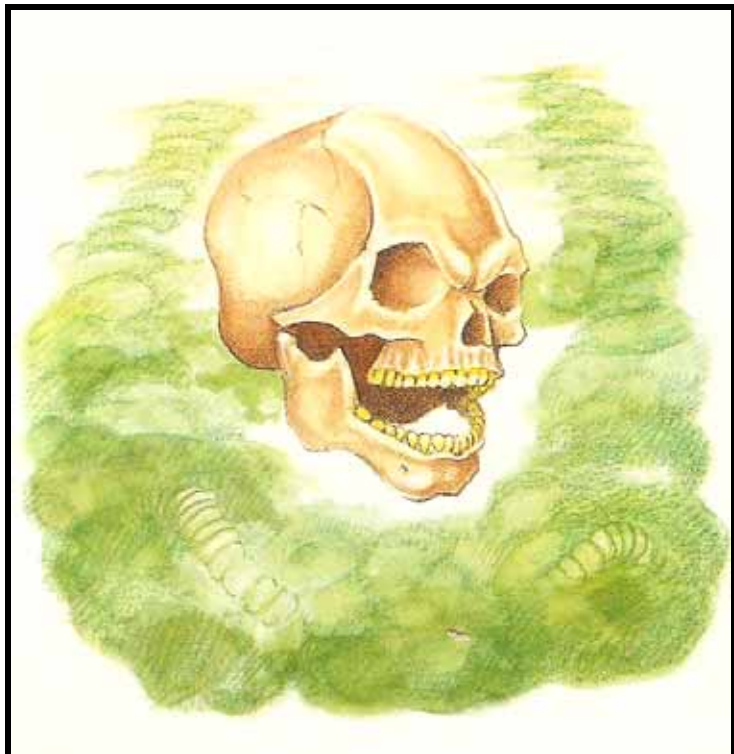


Link with Limbo

A Possession in all respects equal to a Wraith, but it has no other abilities other than those mentioned here, In Limbo or on the Prime Plane!

Sacrol* (Incorpori maledictus Sacrollus)

Spectral Dead	Sacrol*
Type	Undead Enchanted
Climate/Terrain	Any (primarily Battlefields)
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Special
AL	CE
NA	1
Size	S; 4' across
ST	15
IN	7
WI	6
DX	9
CO	18
CH	5
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	8***
HP	8d12
MV	180'(60')
THACO	12
Attacks	2 tentacles
Damage	2d8 each
Special Attacks;	Level Drain Choke
Special Defenses; Immune to;	0 Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Fire
Turning as Holy Water	Spectre 1d4+1
AM	0
Horror Rating	5
Save as;	F8
ML	12
XP	2300
TT	0
Body Weight	0



Sacrol are immaterial undead entities of fearsome power and overwhelming hatred. They are spawned in sites of great death, and they exist solely to bring more creatures into the Realm of the Dead. They aggressively attack anyone unfortunate enough to encounter them. They appear only in places of widespread death: battlefields, sacked temples, and plague-ridden areas.

A Sacrol looks like a large skull surrounded by a constantly shifting, multicolored mist. The skull represents one creature whose life is captured in the Sacrol. The mist is the body of the Sacrol. It attacks with two ropelike tentacles that are composed of mist and suggestive of entrails.

Sacrol radiate a cold and clammy aura. They do not have a language, but they communicate through howls. Their cries sound like the shrill death shrieks of many creatures in their death throes. If one listens closely (a rare deed indeed), the individual cries can be distinguished.

Combat

Sacrol use their two ropelike tentacles against their victims. A Sacrol may attack two victims in one round, but can't direct both tentacles against the same victim. A successful hit inflicts 2d8 damage and immediately drains one level from the victims. The tentacle wraps around the victim's neck and begins a chokehold in the following round inflicting 2d4 damage in each subsequent round after the initial attack. The choke hold can be broken by a successful strength check against the Sacrol. This choking will not drain further levels, until either the Sacrol or the victim is dead

Once a day, a Sacrol can emit a powerful Shriek that acts as a Slay Living effect against one single victim. If the Sacrol is somehow magically silenced, or if a Bard is singing or the victim is deaf or deafened already before, the effect is neutralized.

Sacrol can be hit only by weapons of +1 or greater enchantment. They Turn as Spectres. A Priest of Good alignment can destroy a Sacrol with an Exorcism or Dispel Evil spell. Those spells will actually bring peace to the departed that make up the Sacrol, releasing them from the evil restlessness. They can now follow their route to Limbo, of which they were deprived.

A single Spectre will remain. This is the original evil spirit that followed the recently died souls in Limbo, brought them back to the Prime Plane as Lesser Ghosts, devoured them and thus became the Sacrol. It will remain a Spectre (in all respects) until it has again devoured a soul. This way from this moment on it loses all Spectre abilities and acquires those of the Sacrol. Not every Spectre knows how to become a Sacrol, only 5% are aware of this skill, and not many dare to use it. This is the reason the Sacrol is Very Rare.

A Sacrol may create and control undead in the same way as the animate dead spell, controlling up to 8 HD of creatures. These undead must have been the same creature-type in life as the Sacrol. The Sacrol can't cast this spell again until all those servants are destroyed. (And remember on a battlefield are many corpses buried).



Habitat/Society;



Sacrol are the collected angry Spirits of the dead, and as such have a great hatred for the living, especially for their slayers, if any. Sacrol arise in places of mass death, such as battlefields, sacked temples, and plague-ridden cities or countryside. Such a creature is forever bound to its death site unless it follows its living killers (that means the original killers of the souls it devoured) in the hope of achieving vengeance. The Sacrol can unerringly track these killers of those who became part of the Sacrol. It is somehow strangely affected by the devoured souls, to exact vengeance to the original killers of their bodies. Wise travelers know to hide from a wandering Sacrol, for even though it pursues its killers, the Spectre inside hates all living and will slay all living things in its path.

It seems odd that even lawful good victims can become part of the evil Sacrol, but it is speculated among religious scholars that the Sacrol's great hatred is the result of the death trauma coupled with the link to Limbo. If a Sacrol manages to avenge itself against its killers, it will return to its death site in a straight line and haunt it forever.

Ecology;

Sacrol feed on the life energies of their victims (they eat the soul points); this is the only sustenance they require. They can exist a full day on a single hit point, but keep in mind that all combined devoured souls originally and devoured later as a Sacrol are on its dining table, and it is not against devouring animals to sustain itself. When it has no more soul points left to dine upon it will become a Normal Spectre again after a full month after dining the last soul point. Souls completely devoured in Limbo can never be raised again and are completely lost. Victims defeated will enter Limbo after defeating The Sacrol, and can be raised if the original body can be found or a new is created with the Reincarnation spell. This can't be done before, as the souls still reside within the Sacrol. The character within the Sacrol will always lose a constitution point at least due to their ordeal.

Some priests have been known to collect the ectoplasmic remains of Sacrol and use this in an ingredient in a Potion of Undead Control.

Link with Limbo

A Sacrol is in all respects equal to a Spectre, but it has no other abilities other than those mentioned here, In Limbo or on the Prime Plane!

Mummies (Corpus mummificatum species)



Mummy* (Corpus mummificatum Humanoides)

Mummy	Mummy*
Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Rare
Organization	Pack
Activity Cycle	Night or Darkness
Diet	none
AL	LE
NA	1d4 (1d12)
Size	M; 4'-7'
ST	18
IN	8
WI	11
DX	9
CO	10
CH	5
Languages	as Host (1d3) understand
Spellcaster Limits;	0
AC	5
AV	by armor or 1
HD	6**
HP	6d8
MV	60'(20')
THACO	14
Attacks	1Touch
Damage	1d12
Special Attacks;	Mummy Rot Fear Aura
Special Defenses; Immune to;	B=50% Blunt weapons Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold Fire
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	6
Save as;	F5
ML	12
XP	575
TT	D x6
Body Weight	350-500 LBS



Mummies are undead monsters; the careful prepared and bandage-swathed remains of long dead nobles and guardians—who lurk near deserted ruins and tombs. Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong (roll for individual Strength, and adjust damage and hit roll accordingly. Mummies are often created as guardians for these tombs; they are charged with the task of killing anyone who breaks into the tomb, even if they must follow the trespassers to the very ends of the earth.



A Mummy is the result of a Magical Curse or spell cast by the Create Mummy spell (again those Necromancers) or by someone who is already dead and wishes revenge on the Mummy to be (a Greater Mummy will be able to do this). The caster of the curse refuses Eternal Rest and stay in Limbo in order to take its revenge or Goal. Nithians were notorious for this sinister practice.

Natural Mummies (Bog-Mummies, etc.) come into existence when the Soul itself refuses to enter Limbo and binds itself to its own corpse.

If a cleric becomes a mummy (through a process known only to the ancient high priests of certain religions), the undead mummy may use clerical spells to the full extent possessed in life and may control other undead as well.

A mummy magic-user is limited to 3rd level ability, even if it had higher-level spell use in its previous life

The mage Gargantua succeeded in even enlarging creatures into Gargantuans, then making them into Undead Gargantuans (Read chapter Constructs), All Undead of Gargantuan Size are not really Undead but Gargantuan Constructs resembling undead or occupied by an undead spirit

Link with Limbo

The magic from the spell has the power to Send a Soul Eater after the Soul of the victim soon after the latter's arrival in Limbo. The Soul Eater will stalk the victim until the latter can locate and destroy the caster of the curse (in the case of a Necromancer on the Prime Plane this is near to impossible). If the Soul Eater effectively defeats the Soul, it will drag it back to the mummified corpse, to which it will be bound.

The curse prevents the Soul from leaving the body except for a very specific cast that the mummy must accomplish. The mummy might not initially know what the task is. If it is to guard a Tomb it may do so for 1d6 millennia. The hapless being remains in the darkness of its tomb until it can meet the terms of the curse.

Natural Mummies also have some task, mostly related to their deaths, but mostly they have forgotten this, due to the loss of brain mass in the mummification process.

If the Mummy meets its goal, the corpse falls apart and its Soul returns to Limbo to seek Eternal Rest. If the Mummy is destroyed before it achieved its Goal, the magic prevents the Soul from earning Eternal Rest. It must then attempt to return to the Prime Plane, again, and seek revenge upon those who destroyed its corpse. It returns as a Ghost that can cast curses of insanity. Only a Wish or Remove Curse or Cure Insanity spell cast by a Spell caster of at least 20th level can cure a Mummy's Curse of Insanity. Greater Mummies are Necromancers or other true followers of Entropic Immortals who somehow became free willed Mummies and are treated like Liches.



Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.

Combat:

Every character seeing a mummy must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy is out of sight or 1d 4 rounds whichever is longer in duration. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.

Mummies are horrific enemies. A single blow from one's arm inflicts 1d12 points of damage (adjust for strength adjustment), and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1d6 months. The touch of a mummy causes disease in addition to damage (no saving throw).

Mummy Rot: Slow Infection Terminal Only

Caused by contact with old relics taken from infested graves, or by mummies themselves. Numbness of Skin against wounds later Rotting skin, death in a few months if not cured. The Charisma of the patient will be lowered by the Broken Bones Table with half effect as the rotting can affect specific body parts. This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a cure disease spell. A regenerate spell will restore damage but will not otherwise affect the course of the disease. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is common in Nithia, Ylaruam, Isle of dread, Karameikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. The disease is also brought forth by the attacks of a Mummy, and contracted on touch by a Mummy it's winds, sacrificial items, it's tomb, or even other items touched by it, and in this case it can be treated by a single Cure disease spell, except when caused by a Greater Mummy, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.



The disease in effect makes the victim equal in appearance to the mummy, except that no Soul Eater is called forth to bind the body, nor are the proper magical rituals followed to animate the body as a new Mummy. The dead victim will look like a mummy in all respects but will not become one. When it is animated it will become a mummy-like zombie instead. Senmet has found a way to animate all infected corpses as Desert zombies; some other Greater Mummies might also know this ancient Nithian magic.

Mummies can be harmed only by spells, magical weapons, which inflict only half damage (all fractions round down). Sleep, charm, hold, and cold-based spells have no effect. Poison and paralysis do not harm them. A Raise Dead Fully spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the priest can Raise. A wish will also restore a mummy to human form but a remove curse will not.

Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1d3 points of damage. A flask of burning oil inflicts 1d8 points of damage on the first round it hits and 2d8 on the second

round. Magical fires are +1 damage/die. Vials of holy water inflict 2d4 points of damage per direct hit.

Any creature killed by a mummy rots immediately and cannot be raised from death unless both a cure disease and a raise dead spell are cast within six Turns.

Habitat/Society:

Mummies are the product of an embalming process used on wealthy and important personages. Most mummies are corpses without magical properties. On occasion, perhaps due to powerful evil magic or perhaps because the individual was so greedy in life that he refuses to give up his treasure, the spirit of the mummified person will not die, but taps into energy from the Positive Material plane and is transformed into an undead horror. Most mummies remain dormant until their treasure is taken, but then they become aroused and kill without mercy.

A mummy lives in its ancient burial chamber, usually in the heart of a crypt or pyramid. The tomb is a complex series of chambers filled with relics (mostly nonmagical). These relics include models of the mummy's possessions, favorite items and treasures, the bodies of dead pets, and foodstuffs to feed the spirit after death. Particularly evil people will have slaves or family members slain when they die so the slaves can be buried with them. Because of their magical properties, mummies exist on both Prime and Positive Material planes.

Ecology:

To create a mummy, a corpse should be soaked in a preserving solution (typically carbonate of soda) for several weeks and covered with spices and resins. Body organs, such as the heart, brain, and liver, are typically removed and sealed in jars. Sometimes gems are wrapped in the cloth (if the treasure listing for the mummy indicates it possesses gems, a few may be placed in the wrappings). Mummies are not part of the natural ecosystem and have no natural enemies. Mummy dust is a component for rotting and disease magical items.

Mummies will not be able to speak,



as their tongue and often vocal chords are removed, but can utter a horrifying rumbling shouting. However, they still understand their original languages and can (rarely do) respond to them. This is done to enable them to follow the vocal commands given to them though Greater Mummies and other means (like the book of the Dead).



Animal Mummies* (Corpus mummificatum Animalea)

Mummy	Animal Mummy*
Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Rare
Organization	Pack
Activity Cycle	Night or Darkness
Diet	none
AL	LE
NA	1d4(1d12)
Size	M; 4'-7'
ST	18
IN	8
WI	11
DX	9
CO	10
CH	5
Languages	as Host (1d3) understand
Spellcaster Limits;	0
AC	5
AV	by armor or 1
HD	as host +2**
HP	1d8/HD
MV	3/4 of Host
THACO	14
Attacks	1Touch
Damage	1d12
Special Attacks;	Mummy Rot Fear Aura
Special Defenses; Immune to;	B=50% Blunt weapons Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	Fire
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	6
Save as;	F HD
ML	12
XP	by HD**
TT	0 or special
Body Weight	35-5000 LBS



Animal mummies were very often used in rituals as these creatures were holy in respect to their immortals, as is listed in their Latin name. The class description 'Animalea' is exchanged for the name of the immortal.

Bull Mummies* (Corpus mummificatum Apis):

A bull mummy charging at least 40 feet inflicts an extra 1d6 damage from its horns, plus an extra 1d8 trampling damage.

Cat, domestic Mummies* (Corpus mummificatum Bastet):



This mummy imposes a -3 penalty upon opponents' surprise rolls. If a cat mummy is successful with both melee attacks, it can rake its opponent with its rear claws for an additional 1d4 damage.

Cat, great Mummies* (Corpus mummificatum Ra or C. m. Sekhmet):

This mummy can leap up to 30 feet. If both forepaw attacks are successful, it can rake with its rear claws for an additional 2d6 damage. Ra used the panther; Sekhmet (alias Hath or) uses the lion. There are rumors that Thanatos uses Black Panthers, but these are unconfirmed.



Crocodile Mummies* (*Corpus mummificatum Sebek*)



This mummy imposes a -2 penalty upon opponents' surprise rolls. And it will not fall apart in water. Also when it has successfully made a bite attack it may apply a death roll in the next round (no hit roll needed; quadrupling damage done with the initial bite.). It prefers to pull prey below water so Drowning Rules apply.

Elephant and Hippo Mummies* (*Corpus mummificatum Hapi*)

This mummy cannot direct more than two attacks at a single opponent. It may charge at an opponent, for 3d8 points of damage. It may apply its normal animal attacks (see there)

Dog Mummies* (*Corpus mummificatum Anubis*)

No differences to the original except undead status and abilities. They often walk together with other undead. They still have the animal basic habits, like pack forming. As thus they gain a +2 on individual Thac0 for each hit made prior. They try to disable arms and legs (or similar) first, then go for the jugular. These undead dogs can detect invisible.



Ibis Mummies* (*Corpus mummificatum Toth*)

No differences to the original except undead status and abilities. Literally thousand have been stored in the great libraries; to bring the scrolls and scribbles back to Toth should the mortals use it unwisely.

Goat/Sheep Mummies* (*Corpus mummificatum Knum*)

No differences to the original except undead status and abilities' these undead beasts may charge for 2d4 points of damage.

Eagle/Hawk Mummies* (*Corpus mummificatum Horus*)

No differences to the original except undead status and abilities. These undead birds can dive attack to double their damage.

Scarab Mummies* (*Corpus mummificatum Khepri*)

No differences to the original except undead status and abilities. These creatures may bury in loose soil and surprise attack, or hide.

Snake, venomous Mummies* (*Corpus mummificatum Set*)

No differences to the original except undead status and abilities. Living creatures bitten by this mummy must successfully save vs. poison with a -1 penalty per power rank of the mummy or become poisoned immediately. The recommended strength of the poison is as the living creature had but 1 step stronger (AA becomes BB).



Frog Mummies* (*Corpus mummificatum Heket*)

No differences to the original except undead status and abilities. These are the mummies of the immortal Heket, since the faith was small in the beginning, it is unsure which frog-like immortal was meant, it could be any of the evil frog immortals, or even an unknown and lost neutral one.



Vulture Mummies* (*Corpus mummificatum Amon-Ra*)

No differences to the original (giant) except undead status and abilities. These undead birds can dive attack to double their damage. These creatures are also enlarged, and are twice as big as a giant example.

Creation Magic

Mummy Production

Necromancy 7

Range:

Touch

Duration;

Permanent

Effect:

Special

Saving Throw:

None

Components:

a wrapped and correctly prepared corpse.

The casting of the spell will take but 4 turns. A curse will come into effect on the Mummy to be. A Soul-eater will be summoned from an Outer Plane, which will stalk the victims soul in the Plane of Limbo and drag it to the mummified body, to which it will be bound for 1d6 millennia or until it has accomplished a very specific task (initially unknown to the Mummy). If the Soul Eater is killed before it accomplishes its task, the victim will become a free willed ghost.

It will obey the Death Master or Necromancer and do his bidding, but it is allowed a saving throw of 17 attempted daily to become independent of the Death Master or Necromancer's control. Only one single command can be given then, which the Mummy will obey. This task can be given in silence and the Mummy must first find out what the task is before it can fulfill it, to become free again. Whenever the Mummy succeeds in this or 1d6 millennia have passed (which ever first) he will become free and return to the Plane of Limbo to gain its deserved last trip to rest.

Some times Nature mummifies corpses and these are affected by the spell also.

These Mummies are known as Bog Mummies, or Sand Mummies, an extremely rare version is the House Mummy. They may look different but are further exactly equal to a normal mummy. Bog mummies are beings died in peat-moors, and mostly died because they were hanged, or tortured before, and survived this predicament, so they were sent in the moor to die there. The same applies to Sand mummies, they were driven in the desert for some crimes they have done there and died there.

A House mummy is a rare one indeed, the air in the house, temple, and shrine must be scorch dry at first and even these mummies must have died because some ordeal has been done to them. There is even a rare chance that these mummies will be animated by the souls of the corpses themselves, to revenge their gruesome Deaths, but since they are always evil they will not rest before their revenge has brought down all related to the crime, and their descendants (some times even up to the seventh generation). This spell will place these mummies under the control of the Death Master or Necromancer as above with normal created Mummies. Animal mummies do exist (mostly Feline, or Ibis and but some Crocodile, Hyena, Sheep, Mule, Hawk are recorded in History), and they most probably use the same routines as depicted above, as thus (corresponding to these animals) are also found Mummies of the following Humanoids; Rakasta, Gatomen, Gnoll, Hutaakan or Lupin, Goblin, Ogre and Gyerian, which will all become Monster Zombies.

To Create a Mummy:

*First lay the Body on a Stone Slab.
By Inserting a Long Hot Metal Instrument, Hooked at one end,
Into the Nostrils, the Brain may be removed.
Afterward, the Brain Cavity should be washed out with Palm Wine.
The Stomach, Intestines, Heart, Kidneys and Liver, Lungs should be removed
And placed into Blessed canopic jars after conservative treatment.*

To Purify the Flesh

*The Corpse should be soaked in a Preserving Solution,
(Typically Carbonate of Soda) for several Weeks (no fewer than 40 days),
And Covered with Spices, Oils and Resins.*

This Embalming Fluid will cost approximately 1400 Pieces of Gold.

Treat the Organs with Spices and Oils.

Next, Place the treated Lungs,

Liver, Stomach and Intestines

In Individual Sealed Canopic Jars of Stone and Alabaster.

Return the Heart to the Chest.

Return the Kidneys to the Abdominal Cavity, if desired.

Soak Herbal Straw and Cloth in Oils and Resins

Fill the Remaining Open Places

With the Herbal Straw and Cloth.

Wrap the Body in Fine Linen Cloth.

Some Gems may be placed in the Cloth or Body if desired.

Place the Body inside 7 Series of Coffins,

Including an Outer Sarcophagus made of Decorated Stone.

The Final Preparation will take about Six Full Hours.

Store upright in a Cool, Dark place, for at least one full Month.

One Mummy is thus produced.

To animate the Mummy,

Kiss it on the Mouth to give it Life.

Use the Ancient Spell of Summoning a Soul-Eater

Summon it to retrieve the Ka of the Mummy

Act wisely

The Creation of Mummies is an Evil Act!!!



Monster Mummies* (*Corpus mummificatum Monstrosum*)



A monster mummy uses its normal Hit Dice, plus additional Hit Dice per power rank. The monster mummy gains a +2 bonus to all damage rolls per power rank, and it uses its normal Armor Class or one commensurate with its power rank, whichever is better. A monster mummy's movement rate is determined in the same manner as that of an animal mummy, as noted earlier. Well known monster mummies were Gnolls to the God Anubis, or the Ogre or Displacer Beasts to protect the Great Nithian Libraries. Displacer beast mummies still have the displacement and thus have one * more in their HD statistics, and thus have an increased Xp.

Composite Mummies* (*Corpus mummificatum variabilea*)

A composite mummy almost always has a human head or torso, with various monster or animal parts attached. Generally, the Hit Dice and Armor Class are determined by power rank. Movement rate, number of attacks and damage are figured by the body parts. A specimen of the third rank with a great cat's head, a human torso, a griffin's claws, and a great cat's legs would have 7-9 Hit Dice, three attacks per round (3d4+4/1d4+6/1d4+6), and a movement rate of 150. These were solely created to protect something, often dedicated to Thanatos. (Thanos Immortal of Death).

Mummies	Mummie Ranking altered effects					
	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Age;	0-99 years	100-199 years	200-299 years	300-399 years	400-499 years	500 years +
Size	M; 4'-7'					
ST	As Host	As Host +1	As Host +2	As Host +3	As Host +4	As Host +5
AC	As Host	As Host -1	As Host -2	As Host -2	As Host -3	As Host -4
Minimum magic to hit	+1	+1	+1	+2	+2	+2
AV	by armor or 3					
HD	+1	+3	+4	+6	+7	+9
HP	8d8/HD+3	8d8/HD+3	8d8/HD+3	8d8/HD+3	8d8/HD+3	8d8/HD+3
THAC0	as Mummy	+1	+2	+3	+4	+5
Damage	as Mummy	as Mummy +2	as Mummy +4	As Mummy +6	As Mummy +8	As Mummy +10
Special Attacks;	see creature/mummy description					

Any mummy becomes stronger by age, but most rarely last this long, unless under the command of Immortals or greater Mummies or special magic (artifact based). Its statistics will alter slightly corresponding to its age, as given in its description or by this table. Any mummy is always rank 1 in the beginning. Calculate its Xp as per HD increase.

Mummy, Greater* (Corpus mummificatum Terriblis)

Mummies	Greater Mummy*					
	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Type	Undead					
Climate/Terrain	Enchanted					
Frequency	Desert Dungeon/Ruin					
Organization	Very Rare					
Activity Cycle	Solitary					
Diet	Night or Darkness					
AL	none		none		none	
NA	LE		LE or CE		CE	
Age; Size	1					
ST	0-99 years	100-199 years	200-299 years	300-399 years	400-499 years	500 years +
IN	M; 4'-7'					
WI	14	15	16	17	18	20
DX	18	19	20	21	22	23
CO	9					
CH	10					
Languages	4					
Spellcaster Limits;	as Host (1d3)					
AC	C 16	C 17	C 18	C 19	C 20	C 21+
AV	As Original					
HD	2	1	0	-1	-2	-3
HP	+1	+1	+2	+2	+3	+4
MV	by armor or 3					
THACO	8+3***	9+3****	10+3****	11+3*****	12+3*****	13+3*****
Attacks	8d8+3	9d8+3	10d10+3	11d10+3	12d12+3	13d12+3
Damage	C 16	C 17	C 18	C 19	C 20	C 21+
Special Attacks;	90'(30')					
Mummy Rot	11	10	9	9	8	8
Fear Aura	1fist					
Special Defenses;	3d6					
Control Mummies	Celrical spellcasting (sometimes Necromantic Magic also)					
Immune to;	1d12 days	1d10 days	1d8 days	1d6 days	1d4 days	1d3 days
Extra Vulnerable to;	-1	-2	-2	-3	-3	-4
Turning as Holy Water	1d4	2d4	3d4	5d4	6d4	7d4
Horror Rating	50% damage from weapons					
Save as;	Charm, Hold, Illusion, Discord					
ML	Poison, Death Magic					
XP	Insanity, Feblemind, etc.					
TT	Cold, Cure Spells, Cause Wounds spells					
Body Weight	Non magical Fire					
	+50% electricity					
	Phantom	Spirit	Lich	Special		
	0					
	0	5%	10%	15%	20%	25%
	5					
	C 16	C 17	C 18	C 19	C 20	C 21+
	11					
	2650	4000	4300	5625	6100	7500,
	V (Ax2)					
	350-500 LBS					

Also known as Anhktepots Children, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and are able to communicate just as they did in life. Further, they have an inherent ability to telepathically (and vocal) command all normal mummies created by them. They have the ability to control other mummies, provided that they are not under the domination of another mummy,



but this is possible only when verbal orders can be given.

A Mummy is the result of a Magical Curse or spell cast by the Create Mummy spell (again those Necromancers) or by someone who is already dead and wishes revenge on the Mummy to be (a Greater Mummy will be able to do this). The caster of the curse refuses Eternal Rest and stay in Limbo in order to take its revenge or Goal. Nithians were notorious for this sinister practice.

The magic from the spell has the power to Send a Soul Eater after the Soul of the victim soon after the latter's arrival in Limbo. The Soul Eater will stalk the victim until the latter can locate and destroy the caster of the curse (in the case of a Necromancer on the Prime Plane this is near to impossible). If the Soul Eater effectively defeats the Soul, it will drag it back to the mummified corpse, to which it will be bound.

The curse prevents the Soul from leaving the body except for a very specific cast that the mummy must accomplish. The Greater mummies mostly want utter revenge, absolute power, or even immortality (rarely any other than Entropic Immortality). Greater Natural Mummies do not exist.

If the Mummy meets its goal, the corpse falls apart and its Soul returns to Limbo to seek Eternal Rest. If the Mummy is destroyed before it achieved its Goal, the magic prevents the Soul from earning Eternal Rest. It must then attempt to return to the Prime Plane, again, and seek revenge upon those who destroyed its corpse. It returns to reincarnate and Raise Dead Fully within its own corpse. It can cast curses of insanity. Only a Wish or Remove Curse or Cure Insanity spell cast by a Spell caster of at least 20th level can cure a Mummy's Curse of Insanity. Greater Mummies are Necromancers or other true followers of Entropic Immortals who somehow became free willed Mummies and are treated like Liches.

Every character seeing a mummy must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage (no saving throw). This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured. Mummies can be damaged only by spells, fire, or magical weapons, all of which only do half damage. They are immune to sleep, charm, and hold spells.

Combat:

Greater mummies radiate an aura of fear that causes all creatures that see them to make a fear check. A modifier is applied to this fear check based on the age of the monster, as indicated on the Age & Abilities table at the end of this section. The effects of failure on those who miss their checks are doubled because of the enormous power and presence of this creature. The mummy's aura can be defeated by a remove fear, cloak of bravery, or similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magic granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of damage per attack.

Anyone struck by the mummy's attack suffers the required damage and becomes infected with a horrible rotting disease that is even more sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself.



Greater Mummy Rot: Rapid Infection Terminal Only

Caused by contact with old relics taken from infested graves, or by mummies themselves. The disease causes the person to die within a short time unless proper medical care can be obtained. Twenty four hours after the infecting blow lands, the character loses 1 point from his Strength and Constitution due to the effects of the virus on his body. Further, they lose 2 points of Charisma as their skin begins to flake and whither like old parchment. Rotting skin, death in a few days if not cured.

This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting or memorization impossible for the character. The disease can be cured only with a regenerate spell will cure the disease and restore lost hit points, but not ability scores. All others healing spells are wasted. A series of cure disease spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability score points is not possible through any means short of a wish. This variant of the normal disease is found in Nithia, Yaruam, Isle of dread, Karameikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. The disease is also brought forth by the attacks of a Greater Mummy, and contracted on touch by a Greater Mummy it's winds, sacrificial items, it's tomb, or even other items touched by it, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these latter cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.

The disease in effect makes the victim equal in appearance to the mummy, except that no Soul Eater is called forth to bind the body, nor are the proper magical rituals followed to animate the body as a new Mummy. The dead victim will look like a mummy in all respects but will not become one. When it is animated it will become a mummy-like zombie instead. Senmet has found a way to animate all infected corpses as Desert zombies; some other Greater Mummies might also know this ancient Nithian magic.

The body of a person who dies from mummy rot begins to crumble into dust as soon as death occurs. The only way to resurrect a character that dies in this way is to cast both a cure disease and a raise dead spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) is lost forever. The Greater Mummy Senmet had the ability to create Undead Desert zombies to all who died by this disease.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat; however, the older the mummy, the harder it is to overcome in this fashion. Once again, the details are provided on the Age & Abilities Table. They are immune to damage from holy water, but contact with a holy symbol of a non-evil faith inflicts 1d6 points of damage on them. Contact with a holy symbol of their own faith actually restores 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were priests in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 21st level (see below) and will have the same spheres available to them that they did in life. Greater mummies receive the same bonus spells for high Wisdom scores that player characters do. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts.



For those using Legends in their games, greater mummies are most often priests of Osiris, Set, Thanatos, and Nephthys. These immortals are usually associated with the worship of ancestors, darkness, death, disease, evil, guardianship, and revenge.

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones. Even if a weapon can affect them, however, it will inflict only half damage because of the magical nature of the creature's body.

Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving electricity; all spells of that nature inflict half again their normal damage. In addition, older mummies develop a magic resistance that makes even those spells unreliable.

Greater mummies, like vampires, become more powerful with the passing of time. The mummy goes through several changes brought on by the passing of time: It will become harder to hit, needing stronger magical weapons to inflict damage to the mummy. The AC is increased by magical power. As is its HD. **BUT DON'T FORGET TO ADJUST THACO AND DAMAGE FOR INDIVIDUAL STRENGTH!!!**

As the mummy grows older, it becomes darker and more evil. In cases where two alignments are listed, there is a 75% chance that the mummy will be of

the first alignment and a 25% chance that it will be of the second. Thus, a 300 year old mummy is 75% likely to be chaotic evil. Wisdom increases by age. When employing their spells, greater mummies receive all of the bonus spells normally associated with a high Wisdom. Further, as they pass into the higher ratings (19 and beyond) they gain an immunity to certain magical spells levels (1 spell level of for each additional Wisdom adjustment—a 22 wisdom imposes a +5 adjustment, and thus gives an immunity to all spells of 1st and second level of any kind). The creature's natural magic resistance will increase by age. As can be seen from the table, old mummies can be very deadly indeed. The length of time it takes for a person infected with the mummy's rotting disease to die is shortened, by the age of the Mummy. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones. The Mummy can control more normal mummies by age. And the Fear aura increases in strength.

Habitat/Society:

Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil priests. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified priests served non-evil god in life and are still granted the powers they had in life from those gods. Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world -- bringing a dreadful shroud of evil down upon every land they touch.

When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 12-18 hours (10+2d4) and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally held or charmed so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

Ecology:

The first of these creatures is known to have been produced by Anhktepót, the Lord of Har'akir (old religious name of Nithia), in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed. A number of these creatures are believed to serve Anhktepót in his domain, acting as his agents in other areas he wishes to learn what is transpiring.

The process by which a greater mummy is created remains a mystery to all but Anhktepót. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepót can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.





This Greater Mummy Isu Rekhotep currently tries in becoming immortal; the Mummy Queen or former Priestess of Osiris and now Set is a force to be reckoned with. She is totally loyal to Set, and the creator of Senmet the greater mummy. She often hides her Undeath appearance under magical aura of her former beauty. Only Second sight could pierce these illusions.

Spells of Retirement

The supernatural processes that set a mummy walking among the living can sometimes be reversed or suspended under the proper circumstances. Such circumstances are spells of retirement, as they most often involve some series of actions that are symbolically linked to the mummy's origins. Alas, no universal spell of retirement exists for all mummies; each is unique. Further, unfortunately, a spell of retirement does not exist for every mummy.

A spell of retirement might be a ritual created along with a mummy and recorded, either in the temple where the mummy's body was embalmed or in the mummy's tomb. Unfortunately, these records are often difficult to locate and even more difficult to translate. The records might exist only in fragments, scattered by the ravages of time or by the mummy itself. Other spells of retirement are not recorded at all, but they can be discovered by a mummy hunter who diligently searches out all the clues and correctly puts them together.

In either case, the first task (and often the most difficult) is identifying the ritual for what it is. A formal ritual might be concealed in a lengthy hieroglyphic or runic inscription that relates the story of the mummy's life. (Such inscriptions are well worth translating, as they can contain vital clues about the mummy's origins.) Other rituals are even more elusive.

From the memoirs of an Adventurer.

A typical ritual requires a focus object or allergen that is placed on the mummy's body or used to seal the tomb. My companions and I were able to lay to rest one of the leaders of the aforementioned Ghost Clan in this manner; we reburied the mummy's body in a respectable grave, accompanied with an appropriate funeral ceremony.

When seeking out spells of retirement. First, learn as much as possible about the mummy's death and initial burial. These events are likely to provide clues about the elements of the ritual. Second, look for signs of a past ritual. All too often a mummy is laid to rest, only to be inadvertently reawakened by some ignorant or greedy person.

Curiously, a mummy itself sometimes strives to complete its own spell of retirement. The reunion between Ahmose Tanit and Simbel might have been considered a spell of retirement, as might Quinn Roche's quest for plate mail of etherealness.

Creation Magic

Mummy Production

Necromancy 7

Range: Touch
Duration: Permanent
Effect: Special
Saving Throw: None
Components: a wrapped and correctly prepared corpse.

The casting of the spell will take but 4 turns. A curse will come into effect on the Mummy to be. A Soul-eater will be summoned from an Outer Plane, which will stalk the victims soul in the Plane of Limbo and drag it to the mummified body, to which it will be bound for 1d6 millennia or until it has accomplished a very specific task (initially unknown to the Mummy). If the Soul Eater is killed before it accomplishes it task, the victim will become a free willed ghost.

It will obey the Death Master or Necromancer and do his bidding, but it is allowed a saving throw vs. spells attempted daily to become independent of the Death Master or Necromancer's control. Only one single command can be given then, which the Mummy will obey. This task can be given in silence and the Mummy must first find out what the task is before it can fulfill it, to become free again. Whenever the Mummy succeeds in this or 1d6 millennia have passed (which ever first) he will become free and return to the Plane of Limbo to gain it's deserved last trip to rest.



The Greater Mummy Anhktepot.

A Greater Mummy must have been originally a Cleric of at least 20th level, mostly of Thanatos, Night, Osiris, Set, Nephthys, or it must have been a Death Master or Necromancer. And a great sacrifice to gain the favor of the gods and an eternal oath of eternal loyalty to the creator of the Greater Mummy (this is always the Death Master or Necromancer itself, but he can be a Greater Mummy itself). This loyalty will reach even beyond Death.





To Create a Greater Mummy:

First lay the Body on a Stone Slab.

*By Inserting a Long Hot Metal Instrument, Hooked at one end,
Into the Nostrils, The Brain may be removed.*

*Afterward, the Brain Cavity should be washed out with Palm Wine.
The Stomach, Intestines, Heart, Kidneys and Liver, Lungs should be removed
And placed into Blessed canopic jars after conservative treatment.*

*To Purify the Flesh, The Corpse should be soaked in a Preserving Solution,
(Typically Carbonate of Soda) for several Weeks (no fewer than 40 days),
And Covered with Spices, Oils and Resins.*

This Embalming Fluid will cost approximately 1400 Pieces of Gold.

Treat the Organs with Spices and Oils.

*Next, Place the treated Lungs, Liver, Stomach and Intestines
In Individual Sealed Canopic Jars of Stone and Alabaster.*

*Return the Heart to the Chest. Return the Kidneys to the Abdominal Cavity, if
desired.*

Soak Herbal Straw and Cloth in Oils and Resins

Fill the Remaining Open Places, With the Herbal Straw and Cloth.

Wrap the Body in Fine Linen Cloth.

Some Gems may be placed in the Cloth or Body if desired.

Place the Body inside 7 Series of Coffins,

Including an Outer Sarcophagus made of Decorated Stone.

The Final Preparation will take about Six Full Hours.

Store upright in a Cool, Dark place, for at least one full Month.

One Mummy is thus produced.

To animate the Mummy, Kiss it on the Mouth to give it Life.

Use the Ancient Spell of Summoning a Soul-Eater

Summon it to retrieve the Ka of the Mummy

*The Victim must have been an Extreme loyal Follower of an Entropic Immortal
Before adding the Wrapping, Open the Skull by sawing of the Top with a Copper*

Saw

Make 13 small Holes on the Sides of the Lid

Make 13 corresponding small Holes on the Skull

About 1 Inch next to the Rim of the Skull and the Lid

Place the treated Brains inside the opened Skull

Then reseal the Skull with Beeswax and Grime

Stitch the Skull Parts together with Copper Wire.

Follow further the Routine for Lesser Mummies

Make a Great Sacrifice to gain the Favor of the Immortals

And an Eternal Oath to the Creator prior Death and Mummification

Act wisely

The Greater Mummy can easily create Lesser Mummies in 12-18 hours (10+2d4) by mummifying living persons infected with mummy rot. The Magical process can't be disturbed without ruining the enchantment. Persons to be mummified are normally held or charmed so that they can't resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of mummy rot just as they would have elsewhere (without help). Upon their Death, however, a strange transformation takes place. Rather than crumbling away to dust, these poor souls rise again as normal Mummies. All Mummies created by a Greater Mummy are under its telepathic command. A Greater Mummy will be able to cast spells he was able to cast in life, and depending upon their age they are even able to recreate their body fully restored (even spell memory) after it has been destroyed. See table.

The Creation of Mummies is an Evil Act!!!

Beholder, Undead*/ Kasharin (*Corpus mummificatum Oculi-Tyrannis*)

Mummy	Undead Beholder*		
Type	Undead		
	Enchanted		
Climate/Terrain	Any		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	Any dark/shrouded		
Diet	nil		
AL	C		
NA	10		
Size	M; 4'-6' diameter		
ST	9		
IN	2		
WI	16		
DX	10		
CO	9		
CH	2		
Languages	0		
Spellcaster Limits;	0		
	Body	Eyestalk	Central Eye
AC	0	-2	3
AV	6	2	0
HD	20*****		
HP	20d8	20	30
FL	60'(20')		
NF	5B		
THAC0	15		
Attacks	1Bite	1Ray/eye	1Ray
Damage	2d10	Various Effects	Anti Magic Ray
Special Attacks;	Infection		
	Eye 1	Telekinesis	
	Eye 2	Charm Monster	
	Eye 3	Disintegrate	
	Eye 4	Death	
	Eye 5	Fear	
	Eye 6	Slow	
	Eye 7	Sleep	
	Eye 8	Cause S. Wounds	
	Eye 9	Flesh to Stone	
	Eye 10	Charm Person	
	Central Eye		Anti Magic Ray
Special Defenses;	50% non edged		
	Malohurr Disease		
Immune to;	Charm, Hold, Illusion, Discord		
	Poison, Death Magic		
	Insanity, Feblemind, etc.		
	Cold		
Extra Vulnerable to;	0		
Turning as Holy Water	Not		
	1d4		
AM	0	0	100%
Horror Rating	7		
Save as;	M 20		
ML	12		
XP	14,975		
TT	(L,N,O) x 2		
Body Weight	500-650 LBS		

An undead beholder is similar to a living one and is brown or green with a mottled skin. The different pasterns define the particular breed. The eyestalks are 2' in length and are unsegmented with human-sized eyes that disappear when the eyelids close. When it closes its eyes and folds its eyestalks across its body looks much like a moss-encrusted or mud-encrusted boulder. Stories of unwitting adventurers who sat atop sleeping Beholders are quite common. Also, all of these tales ended in tragedy.

The Kasharin has several differences, however. Kasharin are Death Tyrants that possess a highly contagious rotting disease—thus making them the Mummies of the Beholder World. In fact, their contagious disease is identical (if not the same) in effect for Mummy Rot. Kasharin usually form when a wizard or priest transforms a Malohurr infected beholder into a Death Tyrant. Sometimes, however, Death Tyrants spontaneously transform into Kasharin (as they are still affected for the disease). Oftentimes, the Kasharins bear horrible gaping wounds encrusted with mold and other signs of decay. In addition some of their eye-stalks may be missing and others may not move. When not in combat, a Kasharin's eyestalks hang limp.



Finally a milky film covers their central eye; occasionally this film will seep out of the Kasharin's eye. The Undead Beholder, however, is a construct created for some specific evil purpose. This monster looks quite similar to a normal beholder—a large floating ball, about four feet in diameter, covered with tough armor-plated skin. Atop the monster are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it.

As though living Beholders weren't danger enough, unlucky adventurers may also encounter Undead Beholders or also called Kasharins. Fortunately, none of the Three Undead Beholder types retain any of their intelligence. These foul creatures are mindless and are always Rogues (the disease breaks the control).

Most Undead Beholders come into existence through the evil work of Mages, Beholder Mages, Elder Orbs, or Priests. Some of these Undead, however, form as a result of magical accidents. All Undead Beholders encountered so far were once standard Beholders; no Undead Beholder-kin or Beholder Abominations have yet been encountered (possibly due their inherent magic).

Kasharins are slower than normal Beholders and when not following orders, they levitate in place until they detect movement (their eyesight is often still good and never underestimate a Beholder's ears). These foul creatures smell strongly of decay and cannot communicate in any way.

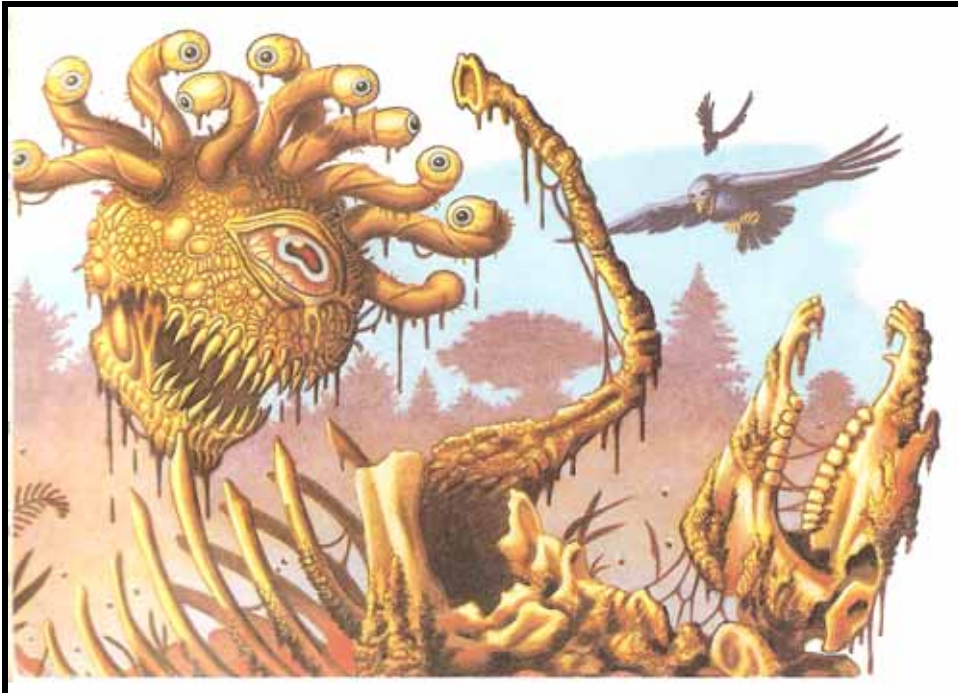
Wizards and priests who create Kasharins usually imprint the creatures with the means through which they may be controlled, but when the disease comes into effect this control is instantly broken and cannot be reinstalled in any way, before curing the disease. They are all rogue Death Tyrants.

Rogue; This Kasharin usually forms as a result of an infection with Malohurr prior to its death. Because of this, it receives no instructions at its creation and thus has no controlling mechanism. Kasharins can never be commanded by any means—including spells specifically designed to control Kasharins. It will attack all (living and dead) creatures it detects and continues fighting until destroyed or controlled.

Combat

The creature moves about by magical flight, a natural (nonmagical) ability. It is extremely intelligent, and speaks many languages. Any cleric of 25th level or greater will recognize the creature as undead when he sees it. An undead beholder cannot be harmed by normal, silver, or even +1 magical weapons; a magical weapon of +2 or better enchantment is needed to damage it. It is immune to all charm, hold, and sleep effects, all illusions, death rays, and poison.

Malohurr (Meat-Rot) Slow Disease Beholders only 1-7 on 1d8 Mild affliction or 8 Severe affliction.



Normally Beholders are indiscriminate eaters and often consume species that are not good for them. When this happens, they suffer a mild poisoning normally revealed by the presence of pustules and blisters on their skins. However, they evidence no discomfort while in this condition. No cure possible, but natural healing. 10% contracting the disease by eating any magical based, planar or Entropic creature, including undead. What the creatures don't know that the disease enforces a calling contingency within the creature. Whenever it is animated, it will call back the soul of the former Beholder and

lock it within the body. Similar how a Soul Eater locks a mummy soul in its body.

The disease spread by a Kasharin is however much intensified (probably due to the dead body and the link to Limbo binding the soul and the corpse together).

The disease these creatures spread is identical to normal Mummy Rot—probably is a mix or adaptation of the normal Mummy rot., but only for purposes of its spread to Beholders and Beholder-kin. What a Kasharin touches, or is touched by, a Beholder or Beholder-kin, that victim is 100% likely to contract the disease Malohurr, no saving allowed. The victim develops rotting pustules on its skin within a day. These wounds grow ever larger and will kill the victim within 1d6 month. During that time, the victim heals at only 1/10th its usual rate. A Cure Disease will not affect the victim, a Regenerate effect will cause some of the pustules to close but will not slow the death of the victim.

If the Kasharin touches a living member of another race, that victim must save vs. Turn to Stone or contract the Disease. The victim develops rotting pustules on its skin within a day. These wounds grow ever larger and will take 2d6 months to kill the victim and will permanently cost him 1 points of Constitution per month he is ill. (If the constitution ever reaches 0 before the rolled time he dies by weakness, and overall body failure. The disease can only be cured by a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all, and the caster of these spells must be at least 15th level of experience and power. This variation of curing has no effect so far on Beholders—in fact those who tried did not survive it.

A Kasharin does not regenerate or turn into gaseous form as a Death Tyrant.

Its bite inflicts 2d10 points of damage and also causes an energy drain of two levels (as a vampire's). The monster's front eye always projects a ray of reflection. Any spell cast at the monster from this direction is reflected back at the caster. In addition, any attempts to turn undead from in front is also reflected back on the cleric, who must make a saving throw vs. spells or run in fear for 2d6 rounds. The monster usually turns to face any character that starts casting a spell, and watches for clerics. This reflection cannot be aimed above or behind the creature, but only straight in front of it.

If a character uses a weapon to attack an undead beholder, the player must declare what the character is aiming at—the body, the large eye, or an eye stalk. Attacks made against specific body parts (other than the body itself) suffer a -2 to hit as any called shot. Each target has a different armor class and hit points as follows:

- The body is AC -4, and can take 20d8 (90 hit points minimum) of damage before the beholder is killed.
 - The front eye is AC -2, and has 30 points; Damage to the eye does not count toward killing the creature.
- Power; Anti Magic Ray 140 yard range, no magic functions in area.

Small eyestalks:

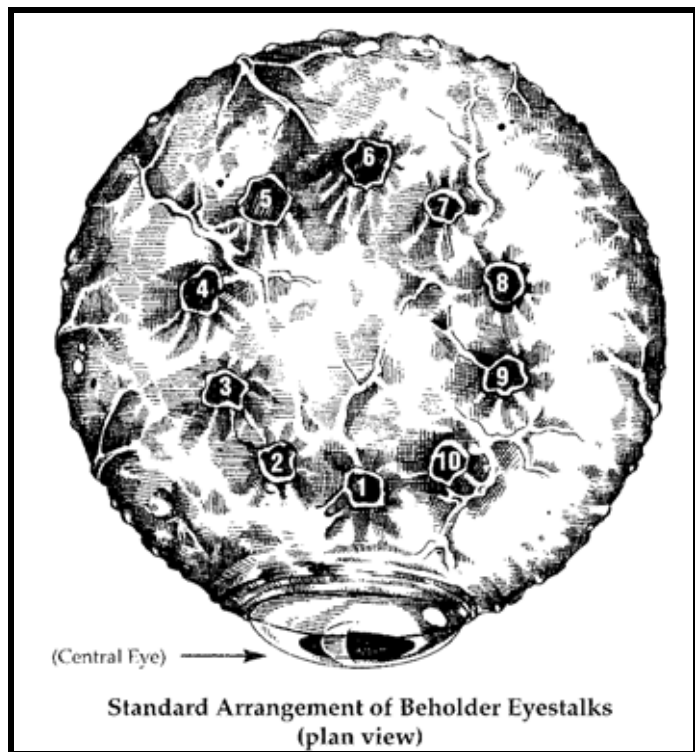
Eye	Location	AC/AV	Hp	Power	Range	effect	Saves
Central	Front	-2 / 0	30	100% Anti Magic	140 yard/90° arc before Beholder	Nullifies active Magic Supresses inactive Magic	none
1	Front	3 / 2	20	Telekinesis	60 yard thin ray	250 LBS manipulate	none
2	Front-Left	3 / 2	20	Hold Monster	60 yard thin ray	Paralyzed 4 HD +9T	Negates
3	Left	3 / 2	20	Disintegrate	20 yard thin ray	Destroy target	70 damage
4	Mid Left	3 / 2	20	Death	40 yard thin ray	Kill Target	Negates after 1r
5	Back Left	3 / 2	20	Fear	60 yard thin ray	run away 2d4 Turns	Negates after 1r
6	Back	3 / 2	20	Slow	60 yard thin ray	Slowed 2d4 Turns	Negates after 1r
7	Back Right	3 / 2	20	Sleep	60 yard thin ray	Sleep one 4 HD+1 creature 2d4 Turns	none
8	Mid Right	3 / 2	20	Cause Serious Wounds	50 yard thin ray	2d6+2 damage+2 bloodloss/r	2 damage
9	Right	3 / 2	20	Flesh to Stone	30 yard thin ray	Petrified	1r Delayed
10	Front-Right	3 / 2	20	Hold Person	60 yard thin ray	Paralyzed 0 to 4 HD 9T	1r Delayed

Roll 1d4-1. This is the amount of Eyestalks that do not function. Choose or determine randomly which ones. Each small eye may be used once per round at most, and only four eyes can aim in one direction without hindering/blocking the others (forward, backward, etc.; if a target is above the creature, all ten small eyes can be used). The beholder often uses only two small eyes per round unless seriously threatened.

A Kasharin may activate the magical powers of its eyes' at will. Generally, it can use 1d4 smaller eyes if attackers are within a 90 degree angle, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes. The beholder can withstand the loss of its eyestalks,

- An eye stalk is only AC 3, but each can withstand 20 points of damage. Damage to the eye stalks does not count toward killing the creature. A "slain" eye is cut off, but a damaged eye functions normally. Damaged and lost eyes grow back in 1d4 + 1 hours and do not regenerate as fast as the body of the monster.

The Hold Monster or Person beams are tuned on a subject, and it fails is save; the victim will remain paralyzed as long as the Kasharin continues bearing the eye against it. If the eye is used to attack someone else or is destroyed, or if the victim is hooded or dragged out of sight of the Kasharin, the powers continue for another 1d3 more rounds and then fade.



Bog Mummy* (*Corpus mummificatum Sphagnumficum*)

Mummy	Bog Mummy*
Type	Undead Enchanted
Climate/Terrain	Swamp, Marsh, Bog,
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	none
AL	CE
NA	1
Size	M; 4'-7'
ST	18
IN	8
WI	9
DX	6
CO	9
CH	3
Languages	special
Spellcaster Limits;	0
AC	3
AV	2
HD	6**
HP	6d8
MV	90'(30')
THACO	14
Attacks	1Touch
Damage	1d12
Special Attacks;	Mummy Rot Fear Aura
Special Defenses;	50% copper weapons 50% magical fire
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Normal fire Cold
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	5
Save as;	F6
ML	11
XP	725
TT	0
Body Weight	175 LBS

Bog Mummies are formed when a corpse comes to rest in a swamp or marsh and is naturally mummified by being coated in a layer of mud and Sphagnum moss. Eventually, the body takes on the dark coloration of lightly acidic the plant matter and earth around him and becomes as tough as tanned leather (AV2). The clothing is also preserved and sticks to the corpse in patches, as does hair. The facial features are distorted as the accumulated weight has reshaped the skull partially, and the hands are stiffened in clawlike hooks. When the corpse at last rises as an undead creature, it walks with an uneven gait, due to the stiffness of its limbs. A bog mummy has limited Infravision, with a range of 30 feet.

Combat

Those sighting a Bog Mummy must make a successful saving throw vs. spells at -1 to withstand the mummy's fear aura. Those who fail are



paralyzed with fear for 1d6 rounds.

Despite its shambling gait, a bog mummy has great strength. It can inflict 1d12 points of damage with a single blow. Any wounds produced by a bog mummy inflict a peculiar form of bog rot, in which the flesh stiffens and darkens in spotty places around the wound. Unless treated the wound and the infection prove fatal in 1d12 weeks. For each month that the disease goes untreated, it permanently reduces the victim's dexterity and charisma by 1 point. Like mummy rot, bog rot can be countered only by a cure disease spell or equivalent. Also damage can't be cured by magical means while the victim is affected by bog rot, and natural healing occurs at only 10% of the normal rate.

A bog mummy is immune to normal weapons, but still suffers half damage from copper weapons. A bog mummy reduced to 0 hit points is forever destroyed. If only damaged, the bog mummy may retreat to a marsh or bog. After resting in the bog for two full days, an injured bog mummy begins to rejuvenate at a rate of 6 hit points per hour. Unlike other mummies, it retains moisture and thus it is not at all affected by normal fire. Even magical fire inflicts only half normal damage. It is instead vulnerable to cold, which can cause ice crystals to grow inside its tissues causing its body to rupture. Cold based spells thus inflict double the normal amount of damage.

A bog mummy is immune to all sleep and charm spells, poison and paralysis like normal undead. A raise dead spell will turn the creature into a normal human with memories of its former life, particularly of its death, but will have no effect if the mummy is older dead than the maximum age the priest can raise. A wish spell can also restore a bog mummy to normal form, but a Remove Curse will not.

Any creature killed by a bog mummy immediately stiffens and petrifies (but does not turn to stone) and can't be raised from the dead unless both a cure disease and a raise dead spell are cast upon it within six rounds after each other. A raise dead fully spell will restore a victim completely.

A bog mummy has the special ability to create a passage up to 10 feet long through a waterlogged soil or swamp or marsh once per day, as if it were using the phase door spell. Only the bog mummy can use this passage, and it can only be used once. In addition, a bog mummy has limited control over the elements of earth and water. It can thus cast transmute rock to mud twice a day.

Habitat/society



SILKEBORG MUSEUM OF DENMARK

Bog mummies are the former victims of murder or ritual sacrifice and are driven by an overwhelming need for revenge. As with normal mummies, their soul has returned to their body and is locked in place their, however, this is or part of the sacrificial ritual (and the summoning of a Soul hunter is used like with normal mummies) or it is done by own volitation, like a ghost out of pure need of revenge. Whatever the case the soul will not leave before the revenge has been taken place. Because those responsible for their deaths are usually themselves decades or even centuries in the grave, the bog mummy takes out its rage upon any living creature. If the bog mummy learns that any of the descendants of its slayers are alive, then the havoc it wrecks will be terrible, indeed.

Ecology

A bog mummy rises as an undead creature when a powerful burst of energy causes the dead person's spirit to rejoin with its body preserved by the acideous sphagnum moss. Bog mummies may be created by evil priests or another bogmummy (even after death) from a fresh corpse taken into the bog. They may also be the result as explained above the result of a powerful energy source and latent traumatically emotional forces. It is extremely chaotic and exists only to terrorize and harass the living.



Flameskull (*Skeles-calva animatea*)

Mummy	Flameskull
Type	Undead Enchanted
Climate/Terrain	any land (formerly Nithian)
Frequency	rare
Organization	solitary or small group
Activity Cycle	Any
Diet	nil
AL	LE
NA	1 or 1d6
Size	S; up to 1 diameter
ST	5
IN	8-16
WI	7-13
DX	10
CO	11
CH	3
Languages	1 to 14
Spellcaster Limits:	limited
AC	3
AV	0
HD	4+4**
HP	4d8+4
FL	150/50'
MF	B
THACO	15
Attacks	2 gouts of flame
Damage	2d4 each
Attacks	or spell
Damage	by spell
Special Attacks:	spells
Special Defenses:	regeneration
Immune to:	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Febblemind, etc. Fire, Electricity, Heat Cold, Fear, Sleep, Paralysis
Extra Vulnerable to:	0
Turning as	Ghoul
Holy Water	2d4
AM	88
Horror Rating	5
Save as:	F6
ML	10
XP	275
TT	any
Body Weight	15 LBS



Flameskulls are rare guardian creatures. These magically powered flying skulls are fashioned from human heads soon after their owners' deaths. Flameskulls can speak one local tongue (often that of its creator) and up to 14 other languages they knew in life. They were created by the Nithians and their way of creation, although similar to the creation of a Mummy) is lost in time. All Flameskulls now existing are from that era, but can be controlled by other mages or undead than their creators. In power for control they are equal to a mummy.

Combat

Flameskulls use their voices to lure intruders into traps or deceive them about the presence of other dangers. They can spew fire from their mouths twice each round (at -2 initiative to the second one), in straight gouts of up to 10 feet long. If enchanted to do so at the time of their making, each can also cast one spell per round (instead of spouting), by verbal means only. Most Flameskulls cast magic missiles (MU) or flamesrike (CL) spells (at the strength of their creators); none can use mind control, Divination, or illusion spells of any kind. Most Flameskulls can cast up to three different spells, and almost all Flameskulls cast their attack spells every second round. On the rounds between, they utter a single segment, verbal only incantation now lost to most spell casters; spell reflection, which returns any and all cast magic reaching the Flameskull in that round back at the caster(s). If the spells inflict damage, the casters suffer normal damage (and saves if applicable), if not they are merely negated. Flameskulls cannot be affected by mind-control spells like charm, or by sleep, hold, and other spells which undead are immune to. Neither are they affected by cold, fire, or heat-related magical attacks, or by electrical (lightning) attacks. Flameskulls are turned as Liches and may be struck by any sort of weapon. These creatures regenerate 1 hit point per round and reassemble even after being shattered unless a Dispel Magic, Dispel Evil, exorcise or Remove Curse spell is cast on their remains, or the majority of their bone fragments are doused with holy water. Flameskulls fly about trailing little jets of flame, they move in complete silence unless uttering spells or screaming for effect. Their fiery trail has no effect on combustible items, but will leave an odor similar like a crematory.



Habitat/Society

Flameskulls do not reproduce, not have they any purpose in life beyond the guardianship for which they were created. Though they retain their intelligence, they often go insane from sheer boredom and may (if the DM wishes) exhibit erratic behavior. They always want to be entertained, and if freed from their guardianship by the destruction or pilferage of whatever they were to guard, they do not hurl themselves to attack to achieve their own destruction. Instead, they try to follow or accompany the being(s) who freed them from guardianship. Typically they float along, just out of reach, making smart comments and wanting to see everything interesting that is going on (including secret meetings, seductions, magical research, and other private matters). Flameskulls are utterly alone and act accordingly.

Ecology

Flameskulls fill no niche in the ecology. They are studied by alchemists, priests, and wizards whenever possible in an effort to duplicate their powers or the means of their making (so far without reported success), or to find special properties that their flames might possess.

Link with Limbo

As with mummy. The Nithians excelled in their magical routines to bind a soul to a body. The soul will be free to roam Limbo in an attempt to find eternal rest when defeated.

Crypt Thing (*Corpus mummificatum Crypta*)

Mummy	Crypt Thing
Type	Undead Enchanted
Climate/Terrain	tomb/grave area
Frequency	very rare
Organization	Solitary
Activity Cycle	Any
Diet	none
AL	N
NA	1
Size	M; 4'-7'
ST	18
IN	11-12
WI	10
DX	8
CO	9
CH	6
Languages	1 local (old or new)
Spellcaster Limits;	0
AC	3
AV	0
HD	6*
HP	6d8
MV	90'(30')
THACO	14
Attacks	1 Touch
Damage	1d8
Special Attacks;	Teleportation Fear Aura
Special Defenses;	50% copper weapons 50% magical fire
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Normal fire Cold
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	5
Save as;	F6
ML	11
XP	725
TT	0
Body Weight	175 LBS



Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. The crypt things are summoned, called into existence by a wizard or priest of at least 14th level.

A crypt thing looks like nothing more than an animated skeleton, save that it is always clothed in a flowing robe of brown or black. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

Combat:

A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. It acts only to defend its crypt. Should grave robbers or vandals seek to enter and profane the sanctity of its tomb, the crypt thing becomes instantly animated. A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful saving throw vs. spell or be instantly transported away from the crypt. DMs should use the following table as a guideline, rolling 1d100 for each person who fails the saving throw, but they are free to use their own judgment as well:

1d100	direction
01-20	1d10 x 100' north
21-40	1d10 x 100' East
41-60	1d10 x 100' South
61-80	1d10 x 100' west
81-90	1 dungeon level up
91-00	1 dungeon level down

Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.

Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage.

A crypt thing can be hit only by magical weapons.

Like all undead, crypt things are immune to certain spells. It is impossible to employ a charm, hold, or sleep spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead creatures. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for priests or paladins to turn them.

Habitat/Society:

Crypt things are not a natural part of our world; they have no organized society or culture. They are found wherever tombs and crypts are located.

By use of a 7th level spell (see below), any caster capable of employing necromantic spells can create a crypt thing.

Ecology:

The crypt thing is not a being of this world and, thus, has no proper ecological niche. It is rumored that the powdered marrow from a crypt thing's bones can be used to create a potion of undead control. In addition, anyone who employs the bones of a crypt thing to manufacture a set of pipes of haunting is 80% likely to create a magical item that imposes a -2 penalty to its victims' saving throws and has double normal effectiveness if the saving throws fail.



Link with limbo

A Crypt Thing is the result of a Magical spell cast by Necromancers. The caster of the curse refuses Eternal Rest to the corpse and stay in Limbo in order to take its revenge or Goal. Nithians were notorious for this sinister practice.

The magic from the spell has the power to Send a Soul Eater after the Soul of the victim soon after the latter's arrival in Limbo. The Soul Eater will stalk the victim until the latter can locate and destroy the caster of the curse (in the case of a Necromancer on the Prime Plane this is near to impossible). If the Soul Eater effectively defeats the Soul, it will drag it back to the prepared corpse, to which it will be bound. This corpse does not need to be mummified, and thus rarely is.

The curse prevents the Soul from leaving the body. Until it is freed (read the spell). If the Crypt Thing is released, the corpse falls apart and its Soul returns to Limbo to seek Eternal Rest. If the Crypt Thing is destroyed before it achieved its Goal, the magic prevents the Soul from earning Eternal Rest.

Create Crypt Thing

Range: Touch'
Duration: Permanent
Casting Time: 1 round
Effect: 1 corpse
Save: None

Destroy Crypt Thing

Cleric 7 spell. Only Granted by Non-good or Evil Immortals . Cleric 7, Exorcist 6, Humanoid Shaman 7.

This spell enables the caster to cause a single dead body to animate and assume the status of a Crypt Thing. This spell can be cast only in the tomb or grave area the Crypt Thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the Crypt Thing remains until destroyed. Only one Crypt Thing can guard a given tomb. A successful Dispel Magic or Touch Dispel ends the bondage of the Soul to the Crypt Thing and thus his animation. The Soul will then follow its normal search for Eternal rest, and returns the Crypt thing to its original unanimated state. Attempts to restore the Crypt thing before this is done fail for any magic short of a Wish. (It will regenerate hastily).

The reverse of this spell, Destroy Crypt thing, utterly annihilates any such being as soon as it is touched by the caster. The target is allowed a Save vs. Death Tray to avoid destruction. The Soul will then be obliterated, and thus is unable to find Eternal Rest. The usage of this spell is therefore an evil and Chaotic (and Selfish act).



Crypt Servant (Corpus mummificatum Famulus-Crypta)

Mummy	Crypt Servant
Type	Undead Enchanted
Climate/Terrain	tomb/grave area
Frequency	very rare
Organization	Solitary or staff
Activity Cycle	Any
Diet	none
AL	N
NA	1d20(see text)
Size	M; 4'-7'
ST	11
IN	5-7
WI	8-11
DX	9
CO	10
CH	6
Languages	1 local (old or new)
Spellcaster Limits;	0
AC	5
AV	0
HD	6
HP	6d8
MV	90'(30')
THACO	14
Attacks	2 claws
Damage	1d4 each
Attacks	or 1 weapon
Damage	by weapon
Special Attacks;	0
Special Defenses;	50% copper weapons 50% magical fire
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic, Cold Insanity, Feblemind, etc.
Extra Vulnerable to;	0
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	5
Save as;	F6
ML	11
XP	275
TT	0
Body Weight	150 LBS



Crypt servants are corpses, usually dry and desiccated, that are normal human, though elves, dwarves, and other races are not unknown. They generally dress in the livery of their master, the person buried in the tomb they serve. Crypt servants speak the language of their master in dry, slithering voices.

Combat

Though created to serve their master in all ways after death, crypt servants are usually encountered defending their master's tomb and possessions from desecration. A solitary crypt servant, or the crypt servant nearest to the tomb's entrance, acts as a guard. Intruders are challenged verbally by the guard; most require a certain verbal command or a visible sign of the family of their master. Intruders who do not respond properly are attacked. Intruders who make it past a guardian crypt servant will not be challenged by other crypt servants unless they disturb the master's possessions. Anyone who disturbs the body of the master is attacked regardless of any commands or signs to deter the crypt servants. Crypt servants who engage in combat call other crypt servants in the tomb despite the quiet nature of the creature's voice, all the other crypt servants respond in 1d6 rounds. Many crypt servants are provided with weapons of some sort; they attack with their fists/claws if they are not. They press with mindless fury, concentrating on the last person to cause disturbance to their master's possessions. Like other undead, crypt servants are immune to Cold, Charm, Hold, Sleep, and other mind effects.

Habitat/Society

Though it is possible to create a Crypt Servant from any dead body, volunteers are preferred. Many ancient Crypt servants actually asked for their post, wishing to serve their masters in death as they did in life. Crypt servants care for their deceased masters and all the rooms and possessions in the tomb. Small tombs have only one crypt servant, while grand tombs of wealthy and powerful individuals may have several. Crypt servants clean and repair the tombs, polish valuables, light candles, and guard the tomb from intruders. At first they are fervent in their need to serve, but as the years—and centuries—pass, they take longer breaks between activity, sometimes standing motionless for days or even years before becoming active again.

Because of their similar purpose and method of creation, crypt servants are sometimes associated with crypt things. The spells to create each are similar, and the have the same roots. If a crypt thing is available in a tomb, it may be found as the leader of a group of crypt servants.

Ecology

A crypt servant has no proper ecological niche. It neither adds to nor detracts from its environment, except to occasionally eliminate intruders and vermin.

Create Crypt Servant Destroy Crypt Servant

Range: Touch'
Duration: Permanent
Casting Time: 1 Turn
Effect: 1 corpse
Save: None

Cleric 6 spell. Only Granted by Non-good or Evil Immortals. Cleric 6, Exorcist 5, Humanoid Shaman 6.

This spell animates a corpse as a Crypt Servant. The corpse must be in reasonable good condition, and may be prepared in advance of their Master's death. The spell must be cast in the tomb in which the creature is to serve. A successful (Touch) Dispel Magic ends the bondage of the Soul and thus his animation, it will then follow its normal search for Eternal rest.

This spell will also annihilate a Crypt Servant if it fails a Save vs. Death ray. The Soul will then be obliterated, and thus is unable to find Eternal Rest. The usage of this spell is therefore an evil and Chaotic (and Selfish act).

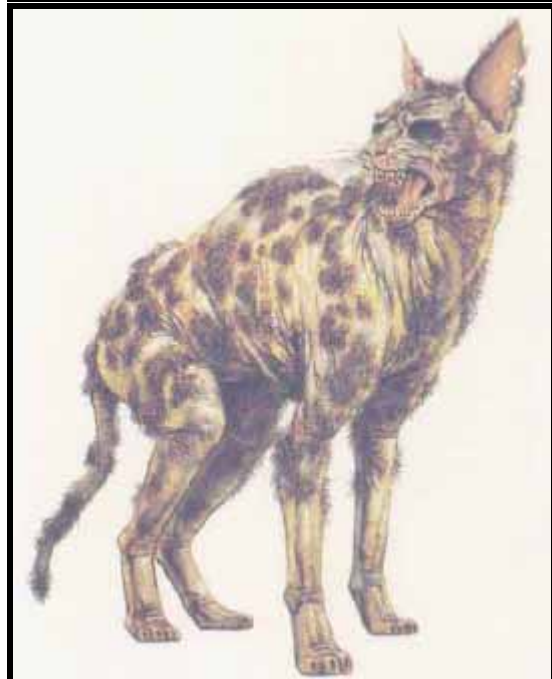
Link with Limbo

As Crypt Thing



Crypt Cat (*Corpus Felis mummificatum*)

Mummy	Crypt Cat*	
	Normal fire	Large
Type	Undead	
Climate/Terrain	Enchanted	
Frequency	Crypt/Tomb	
Organization	very rare	
Activity Cycle	Group	
Diet	Night	
AL	none	
NA	N	
Size	1d12	1d8
ST	S; 18"-28" long	S; 48" long
IN	9	15
WI	1	
DX	5	
CO	15	
CH	15	
Languages	7	
Spellcaster Limits;	0	
AC	7	
AV	0	
HD	1+*	4+*
HP	1d8+1	4d8+1
MV	120'/40'	150'/50'
THACO	19	15
Attacks	2 claws	
Damage	1d2 each	1d4 each
Attacks	1bite	
Damage	1d2	1d8
Special Attacks;	Disease	
	Rear claws	
	1d2 each	1d4 each
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Feeblemind, Cold, etc.	
Extra Vulnerable to;	fire	
Turning as Holy Water	Ghoul	wraith
AM	2d4	
Horror Rating	4	5
Save as;	F1	F4
ML	10(12 with master)	
XP	725	225
TT	by group V	
Body Weight	8 LBS	40 LBS



Crypt cats are domestic cats that have been mummified and serve as tomb guards or the minions of an undead master. Crypt cats are created by coating the corpse of a cat with a thin layer of clay that contains magical salves and oils. When dry, it is painted with brilliant colors in the pattern of the cat's fur. Often, copious amounts of paint are used. When crypt cats animate for the first time, they shed the hard clay covering. Their true bodies are dry and shrunken, with many clumps of fur clinging to the hide; lumps of dry clay cling to the little fur that remains. Their teeth are yellowed and broken, and their eyes are mere husks that rattle in gaping sockets.

Crypt cats rest in stone sarcophagi or wooden coffins that have been elaborately carved and painted. The decoration almost always involves cats at play in an afterlife filled with mice and birds. In some cases, the sarcophagus is painted to resemble the cat it houses. In many cases, crypt cats have been fitted with expensive pieces of jewelry. Some wear golden bells while others wear a tiny gold ring through their ear. Usually, opening the sarcophagus or coffin of a crypt cat is sufficient to wake it (90% chance).

Combat:

Crypt cats attack with two claws and a bite. If both claws hit, they rake with their rear claws (two more attacks). Anyone struck by a crypt cat must successfully save vs. poison for each scratch or bite, or become diseased. This sickness manifests itself as a red inflammation around the wound. The wound will never completely heal, even if magical curing is used; one point of damage from each wound will not heal until a *cure disease* or *ked* spell has been cast upon the wounded creature. Crypt cats are immune to *charm*, *hold*, *sleep*, and *death magic*, nor are they harmed by poison. They are turned as ghouls unless in the presence of a more powerful undead master, in which case they cannot be turned unless the master is also turned; the cats are affected first.

Habitat/Society:

Crypt cats begin life as pampered pets or as sacred animals of a cat-worshipping cult. Their bodies are placed in tombs beside those of their master, so that their spirits might accompany that person into the afterlife. They will fight until destroyed to defend this former master. They will also rise from their sarcophagi to defend the tomb against desecration or robbery.

If buried with a master who has become an undead creature, active crypt cats can rise any time their master is active, unless ordered by the master to remain within the tomb.

Ecology:

Crypt cats are found in burial chambers, often with other nonmagical mummified cat remains. The composition of the clay that animates a crypt cat is unknown, although it is assumed that high level necromantic spells are involved. It is possible (albeit rare) to find a crypt cat that has been removed from its tomb. If a sarcophagus containing a crypt cat is removed from a tomb or crypt without first being opened, the chance that the crypt cat will awaken when the container is opened drops to 75%. If the lid is left off or the body removed from the container, the crypt cat will awaken within 1d4 hours.

Large Crypt Cat

Sometimes the bodies of larger felines are made into crypt cats. The disease of a large crypt cat is more potent: two points of damage per wound will remain until the disease is magically cured. They are turned as wraiths.

Any species of feline can be used (see "Cats, Great" for more details). These attack and inflict damage as a living cat of the same type and have the disease-causing ability of large crypt cats.

Link with Limbo

As with mummies. The animal's soul will be free if defeated.

Mummy dragons (*Corpus draconis mummificatum*)

Mummy	Mummy Dragon*
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	Extremely rare
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	CE
NA	1d3(1d3)
Size	By dragon
ST	as original+4
IN	as original
WI	8
DX	9
CO	as original
CH	as original -4
Languages	hoorfyng rumble
Spellcaster Limits;	0
AC	5
AV	By Race/Age/Rotting stage
HD	50% as in life
HP	1d12/HD
MV	90'(30') or as original
THAC0	By HD+2
Attacks	2 Claws
Damage	as original or 1d12 each
Attacks	1Bite
Damage	as original or 1d8+4
Special Attacks;	Mummy rot Rotting breath Fear Aura
Special Defenses; Immune to;	50% any weapon Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities
Extra Vulnerable to;	As Dragon Vulnerabilities Fire
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	7
Save as;	F 1/2 HD
ML	12
XP	By HD +***
TT	B
Body Weight	75% of original



Mummy dragons are difficult to recognize, as the signature wrappings and bandages are usually removed once the creation process is complete. They do, however, smell strongly—though not necessarily unpleasantly—of the expensive spices and unguents used to preserve their flesh.

Combat

The physically powerful mummy dragon gains a +3 damage bonus to all physical attacks, and its supernaturally potent fear aura forces any creature sighting a mummy dragon to save vs. spell or be afflicted with paralyzing

fear, unable to take any action for 1d4 rounds. Their touch inflicts the same rotting disease as does a normal mummy. Though they are immune to cold, the dried flesh of a mummy dragon is predictably vulnerable to fire. Normal and magical flame inflicts +1 damage per die on a mummy dragon and causes the creature to avoid any encounter that would result in its suffering a significant amount of such damage. If a mummy dragon was originally immune to fire, it retains this immunity with respect to normal fires but is still subject to unmodified damage from magical fire. Their withered wings prohibit flight.

Dragon Breath: The breath weapon of a mummy dragon is a horrid, charnel gust, a noxious cloud of fetid gas which billows forth from the creature's mouth to form a cloud 20' high, 40' wide, and 40'+5'/HD of the Dragon long. The attack inflicts instantaneous rotting damage on its victims equal to the mummy dragon's current hit points (save for 1/2 damage).

All characters caught in the cloud must make a Saving Throw vs. Dragon Breath or take damage equal to the dragon's current hit points and become afflicted by a foul rotting disease. Characters who successfully make their Saving Throw take only half damage and are unaffected by the rotting disease. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates.

After 6 hours, afflicted characters' will notice their skin starting to decay and will lose 1 point from each of their strength, dexterity and constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of their strength, dexterity and constitution.

The disease can be cured by the casting of a cure disease spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity and Constitution points are recovered at the rate of 1 point per day. The disease (an increased form of Mummy Rot) will also come into effect on touch. Incubation period 6 Hours, thereafter no healing works, natural healing is doubled in time. Victims dying by their disease will become Ghouls as per Ghoul rules after their death, but are under control of the dragon. Immunity to disease, including possession of a periapt of health, reduces damage by half, but any creature that dies as a result of suffering 50% or more of its full hit point total in rotting damage instantly disintegrates into dust and cannot be raised (though reincarnation is still a possibility).

Paralysis: The physical attacks of a mummy dragon are also greatly to be feared, for its bite and claws, or any other scabrous touch infects the victim with a rotting disease which is fatal in 1d6 months. The touch of a mummy causes disease in addition to damage (no saving throw).



Mummy Rot: Slow Infection Terminal Only

Caused by contact with old relics taken from infested graves, or by mummies themselves. Numbness of Skin against wounds later Rotting skin, death in a few months if not cured. The Charisma of the patient will be lowered by the Broken Bones Table with half effect as the rotting can affect specific body parts. This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a cure disease spell. A regenerate spell will restore damage but will not otherwise affect the course of the disease. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is common in Nithia, Ylaruam, Isle of dread, Karamaikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. The disease is also brought forth by the attacks of a Mummy, and contracted on touch by a Mummy it's winds, sacrificial items, it's tomb, or even other items touched by it, and in this case it can be treated by a single Cure disease spell, except when caused by a Greater Mummy, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.

Rotting Stench: A mummy dragon emits a disgusting scent of dry-rotting flesh, which can be smelled several hundred feet away depending on environmental conditions (DM!). Any creature within 40ft of the mummy dragon must make a Saving Throw vs. Poison or become overwhelmed by the stench of decay that emanates from it and be sickened (the character takes a -3 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). A sickened character remains sickened up to 1d12+4 rounds after leaving the presence of the mummy dragon.

Crush: This special attack allows a jumping mummy dragon to land on opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the dragon's body, which is as per original body. Creatures in the affected area must succeed on a death ray -1 per 5'area the dragon can crush, or be pinned, automatically taking 4d6 bludgeoning damage during the next round unless the dragon moves off them. If the mummy dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. This also causes mummy rot.

Fear Aura: A Mummy dragon can unsettle foes with its mere presence. Every character seeing a mummy Dragon must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy dragon is out of sight, or 1d4 rounds whichever is longer in duration. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.

Creatures within a radius of 10'/HD are also subject to the effect if they have fewer HD/levels than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that night dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THACO and skills due to the fear for 4d6 rounds. Mummy dragons ignore the frightful presence of other dragons.

Tail Sweep: This special attack allows this undead dragon to sweep with its tail as a standard attack instead of its claw attacks. The sweep affects a half-circle with a radius equal to the dragon's tail length. The tail sweep automatically deals 2d6 + HD damage, and a saving vs. TS if aware of this attack will reduce the damage by 50%. This also causes mummy rot.

Mummy dragons can be harmed only by spells, magical weapons, which inflict only half damage (all fractions round down). Sleep, charm, hold, and cold-based spells have no effect. Poison and paralysis do not harm them. A Raise Dead Fully spell will turn the creature into a normal dragon with the memories of its former life; or will have no effect if the mummy dragon is older than the maximum age the priest can raise. A wish will also restore a mummy to human form but a remove curse will not.

Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1d3 points of damage. A flask of burning oil inflicts 1d8 points of damage on the first round it hits and 2d8 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2d4 points of damage per direct hit.

Any creature killed by a mummy dragon rots immediately and cannot be raised from death unless both a cure disease and a raise dead spell are cast within six Turns.

Habitat/Society

Though corrupt and evil, undead dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Undead Dragons greatly affect their surroundings due to the ambient draconic magic reciding within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, lost their ability of flight, or they would surely desecrate vast areas.

Creation

The method by which the mummy dragon is created is ancient. It is the result of a Magical Curse or spell cast by the Create Mummy spell (again those Necromancers) or by someone who is already dead and wishes revenge on the Mummy to be (a Greater Mummy will be able to do this). The caster of the curse refuses Eternal Rest and stay in Limbo in order to take its revenge or Goal. Nithians were notorious for this sinister practice.

The magic from the spell has the power to Send a Soul Eater after the Soul of the victim soon after the latter's arrival in Limbo. The Soul Eater will stalk the victim until the latter can locate and destroy the caster of the curse (in the case of a Necromancer on the Prime Plane this is near to impossible). If the Soul Eater effectively defeats the Soul, it will drag it back to the mummified corpse, to which it will be bound.

The curse prevents the Soul from leaving the body except for a very specific cast that the mummy must accomplish. The mummy might not initially know what the task is. If it is to guard a Tomb it may do so for 1d6 millennia. The hapless being remains in the darkness of its tomb until it can meet the terms of the curse.

If the Mummy dragon meets its goal, the corpse falls apart and its Soul returns to Limbo to seek Eternal Rest. If the Mummy dragon is destroyed before it achieved its Goal, the magic prevents the Soul from earning Eternal Rest. It must then attempt to return to the Prime Plane, again, and seek revenge upon those who destroyed its corpse. It returns as a Ghost that can cast curses of insanity. Only a Wish or Remove Curse or Cure Insanity spell cast by a Spell caster of at least 20th level can cure a Mummy's Curse of Insanity.

Mummy dragons are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.

Desert-dwelling dragons of adult age or older are most commonly made into mummy dragons. Creating this type of undead dragon is a long, labor-intensive process. The dragon corpse must be intact and relatively fresh and is prepared for mummification with surgery, wrapping, and treatment with preservatives. The body must then be desiccated, either by entombment in a dry environment (requiring another 3d6 weeks of creation time) or magically (with applications of dust of dryness, destroy water spells, etc.). The product is a skeletal dragon held together by withered flesh that is both extremely strong and damage-resistant. Though the mummification process tends to cause the dragon's scales to flake off, mummy dragons retain their original AC, are immune to normal weapons, and suffer only half damage from magical weapons. Preparation; 6 weeks or more, Cost 20.000gp Minimum age; adult, Saving throw modifier; -5.

Saving throw modifiers	summary	Condition modifier
Wisdom bonus of creator		-4 to +4
Dragon species and undead type are different alignment		-1 to -4
Dragon species is a "preferred" type		+4
Dragon is a mature adult or older		-1 to -6

Example: A 9th level necromancer (Wisdom 15) attempts to create a Mummy dragon from a dragon of chaotic neutral alignment. His unmodified save vs. spell is 10, adjusted by +1 for Wisdom, -3 for three degrees of alignment difference (CN vs. LE), +4 for a preferred type, and -5 for a Mummy dragon. A d20 roll of 13 grants success, a roll of 5–12 means failure, and a roll of 4 or lower means total failure and the spirit can never be recalled.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.

Link with Limbo

As with mummies. The soul of the dragon will be free after is defeated.



Bone Naga. (*Skeles mummificatum Serpentes-nagaius*)

Mummy	Bone Naga
Type	Undead Enchanted
Climate/Terrain	Any Land
Frequency	very rare (none in HW)
Organization	solitary or groups
Activity Cycle	Any Land
Diet	none
AL	LE
NA	1or 1d12
Size	L; up to 12'long
ST	13
IN	13
WI	7
DX	9
CO	10
CH	4
Languages	limited telepathy
Spellcaster Limits;	4-2-2 at 6th level
AC	6
AV	0
HD	13**
HP	13d8
MV	120'/40'
THACO	13
Attacks	1bite
Damage	1d4
Special Attacks;	+1d4 +1ST drain
Attacks	1sting
Damage	2d4
Special Attacks;	+1d4 chill
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Febblemind, etc. Cold, Acid, Gas
Extra Vulnerable to;	0
Turning as Holy Water	Mummy 2d4
AM	0
Horror Rating	6
Save as;	MU 6
ML	12
XP	3250
TT	any (as guardian)
Body Weight	150-250 LBS

Bone Nagas are created undead 'they appear as skeletal worms with humanlike skulls that appear larger than one would assume to be usual for their bodies. Their empty eye sockets glow with the hatred of fell unlife. Created by dark Nagas and a few evil (originally Nithian) mages to serve as guardians. these spellcasting worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity, and seems to be lost with the downfall of Nithia. None so far have been reported in the Hollow World. The immortal Set seems to be responsible for the initial creation of these undead monsters, and the spreading of the secret to make them, thus it would seem appropriate to someday encounter these creatures in Hollow World Nithia, knowing his hatred of Nithians.

Bone Nagas do not speak. They have limited (60 feet range) limited telepathy, with which they communicate with their creator. Though they can broadcast thoughts for others to receive, they cannot use this as any sort of attack, and most of the time they prefer to shield their thoughts from others, retreating behind a screen of mental chaos whenever they sense another mind.

Combat

In battle, bone Nagas bite with their long fangs for 1d4 points of damage, plus the victim must successfully save vs. spells or suffer an additional 1d4 magical damage and lose 1 strength point (like a shadow strength draining). This lost strength returns at the rate of 1 point per hour. Bone Nagas also sting with their powerful barbed tails, inflicting 2d4 points of physical damage plus 1dd4 points of chilling damage (no save allowed—but protection against cold negates).

In addition to their physical attacks, bone Nagas can cast one spell per round. They work magic like a 6th level wizard in power and can cast four 1st, two 2nd and two 3rd level spells, but these spells are cast by silent force of will and do not require verbal, somatic or material components. A bone naga's spells (or actually abilities) are set when it is created and cannot be changed, but whenever one is cast, it returns without study exactly 20 hours later. Bone Nagas can't employ magical items, but one may be fitted (by another creature possessing the necessary limbs to do the work) with protective magical items that are worn.

Typically chosen spells are mostly offensive, like magic missile, blindness, fire ball and lightning bolt.

Like most other undead, bone Nagas are immune to charm, death (and related), sleep, and cold-based spells. They are also immune to poison, but they suffer 2d4 points of corrosive damage per vial of holy water that strikes them. Acid and venom do not harm bone Nagas, and they are also immune to the effects of gases and other attacks that affect the respiratory system (as they have none)

Bone Naga attack creatures with mental powers (psionic) whenever they recognize such ability, and they cannot be compelled by anyone except their creator(s) to cast spells. Attempts to do so psionically will result in temporary confusion on the part of the bone naga, coupled with great anger at the source of the mental assault.

Habitat/Society

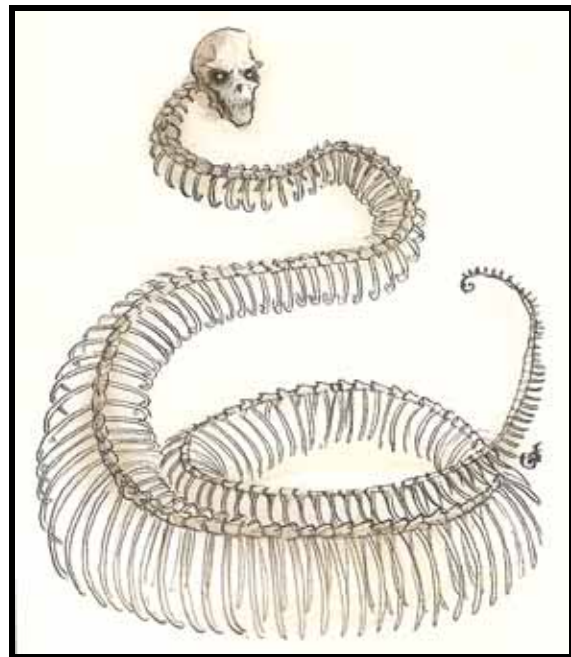
Bone Nagas are usually created by the evil dark Nagas (children of Set) to be guardians, especially of young Nagas and nonmagical treasure. If their creators are destroyed or abandon them (which is mostly the case as Nithia is disappeared 500BC), their loyalty ends and they travel freely in the world. Such rare bone Nagas may be found in the ruins, subterranean areas and even deep woods, often surrounded by lesser undead they have gathered around them.

Ecology

Bone Nagas eat nothing and fill no niche in any life cycle, save that they sometimes kill, large aggressive natural predators (including humankind) for sport or practice with their spells. Some mages have found uses for their powdered bones in magic involving telepathy. Bone-naga powder can also be used as a substitute for powdered iron (by wizards) or unholy water or smoldering dung (by priests) when making the circle for a protection from good spell (without altering the spell's casting or effects in any way).

Link with Limbo

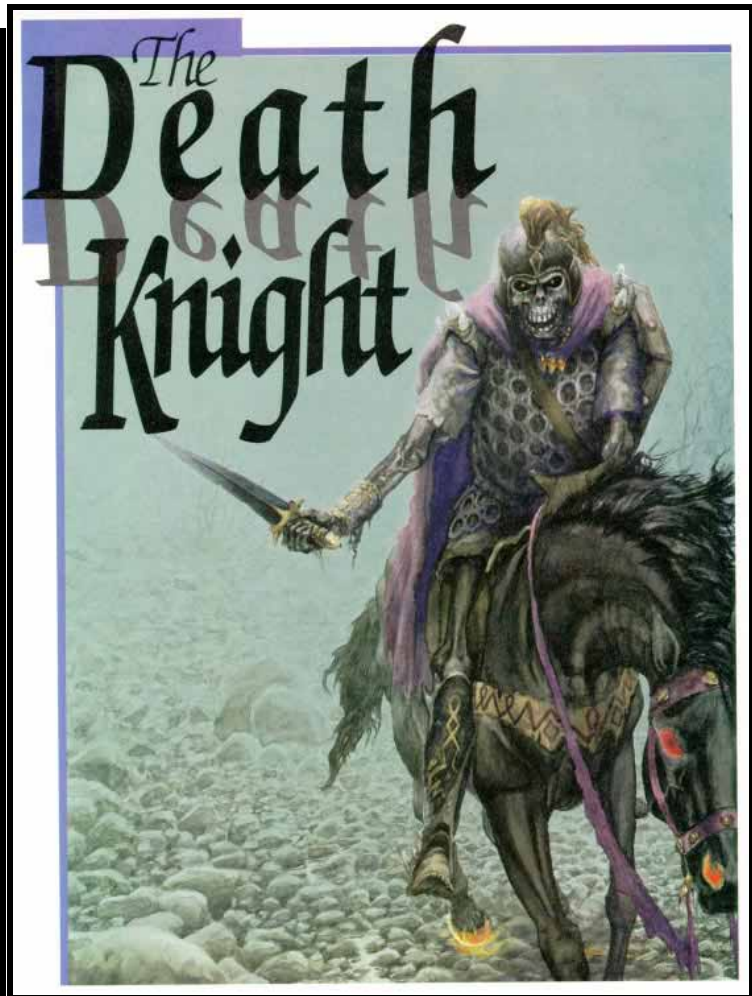
As with mummies. The naga have perfected the way to enclose a soul into a body, and can do so without needing a soul eater like in the normal create mummies spells and rituals. Whenever the bone naga is slain, its soul will be freed to limbo, to find eternal rest or whatever in limbo.





Death Knight (Corpus maledictus Devotio)

Mummy	Death Knight*
Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	none
AL	CE (rarely LE, NE)
NA	1
Size	M; 6'-7'
ST	18+1d4
IN	8+1d10
WI	8+1d10
DX	12+1d6
CO	14+1d4
CH	10+1d8
Languages	as Host (1d3)+1d6
Spellcaster Limits;	limited
AC	0
AV	by armor or 1
HD	9***
HP	9d10
MV	120'/40'
THACO	11
Attacks	1 weapon
Damage	by weapon/Skill/magic/mastery
Special Attacks;	Weapon Mastery Fear Aura
Special Defenses; Immune to;	B=50% Blunt weapons Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	Holy Word
Turning as Holy Water	not 2d4
AM	30%=5%/level
Horror Rating	6
Save as;	F level or C level (whichever best)
ML	11
XP	0
TT	0
Body Weight	350-500 LBS



DM; "As you force the door to the tomb open, dust and cobwebs blow into your faces".
PC1; "I hold up my cloak to ward it off!"

PC2; "I hold my breath!"

PC3; "I turn away and close my eyes!"

DM; "Okay, okay. The dust and cobwebs don't hurt you, and the stale air from inside the tomb starts to dissipate. You push the door inward, slowly but firmly, and its ancient hinges groan. "

PC1; "I pull out some oil and splash it on the hinges!"

PC2; "I ready my crossbow! I'm also ready to throw a torch in the room!"

PC3; "Remember, we're not stepping inside the door! We're pushing it open from outside!"

DM; "Fine. The door's open. Inside, you see dust and cobwebs covering two large mounds. Gold and silver, only partially covered by the dust, peek out through the cracks in the cobwebs. There appears to be a body lying on top of each of the piles."

PC1; "I'm throwing some oil on the nearest pile!"

PC2; "My torch follows it, buddy! Oh, and I've still got my crossbow ready!"

PC3; "I pull out my holy symbol and peek out between the two fighters!"

DM; "Good. Fine. The oil splashes on both piles, and the cobwebs catch fire easily. Old garments and death shrouds burn away, and you see gold and silver underneath. You also see the bodies of two large warriors, covered in ancient armor and clutching mighty swords. They are skeletal. Any remnants of flesh left on their bones has been burned a way"

PC1; "All right, undead! I put away my crossbow. It's no good versus skeletons"

PC3; "Hah! Don't worry about these skeletons, boys. I'm 4th level! They're going bye-bye after they start to move!"

DM; "Right. And move they do. The body on the right stands up clutching a two-handed sword. It swings it once, as if to make ready, while the other pulls a morning star and a shield out from under its feet. Both are moving fluidly, as they were once practiced warriors".

PC1; "Yeah, yeah. C'mon, let's start counting the gold."

PC2; "Do I see anything that looks magical?"

PC3; "I hold up my holy symbol. Begone, foul creatures! Back to the sleep of death!"

DM; "Nice. They don't seem impressed. In fact, they seem so unimpressed that one strides forward and points at the fighter looking over its pile of gold. The other one doesn't seem nearly as dramatic-it steps forward and takes a swing at the thief."

PC1; "Wait a minute! I thought you said these were skeletons!"

PC2; "Yeah! What do you mean it swings at me? Skeletons are slow! I'd have plenty of time"

PC3; "Hold it! I turn skeletons automatically at 4th level! These can't be"

Silence. PC1, 2, 3: ".Death knights! Aaaaah!"

Are you up to your armpits in nameless undead? Are low-level encounters with the spawns of evil becoming predictable and tiresome? If you hear one more player joke "Brains, we want brains...." when your supposedly horrific necromantic creations shamble forth to do battle, are you going to scream? Well, then, inject a little death into your campaign. A death knight, to be specific.

Description

A death knight is the horrifying corruption of a paladin or lawful good warrior cursed by the gods to its terrible form as punishment for betraying the code of honor it held in life.

A death knight resembles a hulking knight, typically taller than 6 feet and weighing more than 300 pounds. Its face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing orange-red pinpoints for eyes. Its armor is scorched black as if it had been in a fire. The demeanor of a death knight is so terrifying that even Halfling hero has been known to become frightened.

A death knight's deep, chilling voice seems to echo from the depths of a bottomless cavern. A death knight converses in the language it spoke in its former life, as well as up to six additional languages.

The Death Knight as NPC

Death knights pervade the planes and worlds of the D&D® game like, well, undead warriors out for blood. They do battle with the forces of good and evil alike, pursuing their nightmarish destinies on their own terms. They make your game a little more interesting in the process. The 'basic' death knight is a powerful, interesting adversary for the heroes in its own right, and a good place to start with this terrifying new NPC class.



Creating the Death Knight

All death knights were once proud and able warriors, and their statistics reflect this. Even the most inexperienced death knight must have had some ability before it died, or it would not have been made a death knight in the first place. Incompetence is not the same as true evil, after all (though it may sometimes seem like it).

Unlife Abilities

The evil that creates and motivates a death knight rewards its servant with certain special abilities. As a result, death knights seldom have any ability scores below 10. All death knights have the following characteristics: When a death knight performs an act of pure, unmitigated, imaginative evil (like corrupting a lawful good character and convincing him to take evil actions), it gains +10% to its Strength. But with each such act, it becomes more and more difficult for the death knight to gain another bonus. Thus, death knights with high Strength bonuses are extremely inventive in their evil. The Strength incentive inspires them to new lows in evil. (There are rumors that some death knights, by achieving acts of unspeakable horror and depravity, have actually advanced their undead Strength beyond the 18 limit and up to 19 or even 22.)

Living beings may or may not find the death knight horrific in appearance, but there is no denying its presence or power of command. All death knights are evil in alignment.

Alignment

Almost all are chaotic evil, but a few (10%) are able to resist the chaotic pull of undeath and stay either lawful (30%) or neutral (70%) evil.

Combat:

A death knight retains the fighting skills it had in its former life. Since it has little regard for its own safety and an intense hatred of most living creatures, it is an extremely dangerous opponent. Still, a death knight retains a semblance of the pride it held as a good warrior and fights honorably: It never ambushes opponents from behind, nor does it attack before an opponent has an opportunity to ready his weapon. Surrender is unknown to a death knight, and it will parley only if it senses its opponent has crucial information (such as the fate of a former family member).

Armor

A death knight wears the same armor it wore in its previous life, but regardless of the quality of the armor, it always has an AC of 0. Hit points for a death knight are determined by rolling 10-sided dice.

Death knight NPCs seldom start out at 1st level. Whatever evil force creates them usually 'rewards' them with power to reflect the evil might they had in life. And, because the death knight is an intelligent and fairly independent creature, it can advance in level after its creation. Death knights use the same XP table as fighters, roll ten-sided dice for hit points, and have the same rules for skills and weapon mastery as warriors. Their THAC0's are the same as for warriors of their level, though many death knights specialize in their chosen weapons and, therefore, gain certain bonuses. Death knights make saving throws as either warriors or priests, whichever save is better. They have no level limits, though death knights over 9th level are extremely rare (thank goodness!).

Turning

Unlike most other undead, death knights cannot be turned by a priest of any mythos or level. Death knights can be dispelled by a holy word spell, however, and this one weakness makes them hate and fear all good priests.

Magic Resistance

Each death knight gains a magic resistance equal to 30% plus 5% per level of experience. A 4th level death knight has a 50% magic resistance; while a 9th level death knight resists magic at 75%. However, no death knight may have a magic resistance higher than 95%, and if 60 difference success or more is rolled on the percentile roll, the spell is reflected back at the caster (the magic resistance is rerolled each time a spell is cast at a death knight).

Fear Aura

All death knights involuntarily radiate fear in a 5' radius. This sometimes makes their dealings with the living much more interesting.

Magic Use

Death knights can use any magical items not prohibited to fighters. Some death knights (who were dual-classed in life—elf or forester—but lost those abilities in undeath) can use wizard (10%) or priest (15%) items as well. No death knight can use a potion or item that must be ingested, since it has no natural bodily functions and cannot eat, drink, or breathe, even if it desired.

A death knight's magical abilities make it especially dangerous. It constantly generates fear in a 5-foot radius, and it can cast detect magic, detect invisibility, and wall of ice at will. Twice per day, it can cast dispel magic. Once per day, it can use either power word, blind, power word, kill, or power word, stun. It can also cast symbol of fear or symbol of pain once per day, as well as a 20-dice fireball once per day. All of its magical spells function at the 20th level of ability.

Weapons

The force of evil (often entropic Immortal or even Devil or Demon) that creates a death knight often provides it with magical weapons, armor, and other equipment it can use in the fight against good. The most basic magical item a death knight usually has is a magical sword or other weapon. . Every death knight has a 10% chance per level of gaining a roll, when a magical sword is indicated, roll 1d6 and consult the table:

For example, if you create a 5th evil death knight, check five times to see if it gains a magical weapon; once at 10%, then 20%, 30%, 40%, and finally 50% to reflect the five opportunities the knight has to gain such a weapon. Swords are listed, but feel free to substitute other weapons with corresponding powers. . A death knight's magical weapon is not acquired in the manner of other such items. The weapon is usually placed where the death knight will find it only if he commits a terrible, evil act. Once the death knight has rolled successfully for a special weapon, he can never roll again on the following table, even if he loses his weapon.



1d6	Death Knight's Sword
1	Long Sw ord +2
2	Tw o-handed Sw ord+3
3	tw o-handed Sw ord+4
4	Sw ord of Quickness+1
5	Short Sw ord of Dancing+1
6	Short Sw ord of Life Stealing+1

Experience Before and After Death

As mentioned above, living warriors who become death knights retain some of their experience and abilities, depending on how evil they were in life and how terrible the force of evil is that creates them. For example, Lord Soth, the most famous (if not most powerful) death knight of all, murdered his wife so that he could continue an affair with an elf maid. The fact that Lord Soth was supposedly an honorable Knight of Solamnia made this an even more terrible crime, and it 'earned' him great power at the beginning of his death knight 'career'

It is unlikely that any force of evil, no matter how weak or powerful, would create a death knight at less than 4th level except as an extraordinary punishment for a warrior who once fought against evil but finally succumbed. Begin your death knight NPC at the lowest experience total possible for the level desired, and let it progress using the ranger/paladin XP chart in the Player's Handbook. Remember, death knights use the same rules for proficiencies and specialization as living warriors, so determine their abilities along those lines. As do some living characters, death knights earn more abilities as they achieve higher levels of experience:

- At 4th level, a death knight radiates fear in a 5' radius, and it can cast detect magic and detect invisibility at will.
- At 5th level, it can cast dispel magic twice per day.
- At 6th level, it can cast wall of ice at will.
- At 7th level, it can cast one of the following spells, once per day: power word stun, power word kill, or power word blind.
- At 8th level, it can cast symbol of fear and **symbol of pain** once per day.
- At 9th level, it can cast fireball once per day.

All of the death knight's magical spells function at twice its own level of ability, to a maximum of 20th level. For example, a 2nd level death knight casts spells as a 4th level caster.

Habitat/Society:

Death knights are former good warriors who were judged by the gods to be guilty of unforgivable crimes, such as murder or treason. (For instance, Lord Soth, the most famous of all death knights, murdered his wife so that he could continue an affair with an elf maid.) Death knights are cursed to remain in their former domains, usually castles or other strongholds. They are further condemned to remember their crime in song on any night when the moon is full; few sounds are as terrifying as a death knight's chilling melody echoing through the moonlit countryside. Death knights are likely to attack any creature that interrupts their songs or trespasses in their domains.

Companions of Evil

Upon achieving 9th level, a death knight becomes an extraordinary force of evil in its own right. It begins to radiate dread and undeath wherever it goes, and other undead sense and seek out the source of the evil. The death knight attracts undead followers and allies that it can use to hatch and execute its schemes.

Undead Followers



It has the power over undead of a 6th level evil priest. The followers of the death knight include skeletons, zombies, ghouls, ghouls, wights, and other low-intelligence undead that may be wandering around the DM's chosen world. These creatures feel the evil in the death knight and rise from their resting places, wandering by twilight and darkness toward the death knight's abode, knowing only that they must serve a power greater and more evil than their own.

For every month that a death knight spends in a particular area, it attracts 1d20 undead followers of this type. Many death knights actually loathe these followers and either assign them menial or pointless tasks (like digging a hole through the earth or carrying water from the sea to an adjoining river) to get them out of the way, or send them on suicide missions against more powerful foes-like walled towns or armed citadels. The undead respond without question and obey the death knight; that's all they can contemplate doing. But some death knights use their followers to set up a gruesome parody of a living court. Inside a death knight's castle, zombies and skeletons act as pre-programmed servitors, jugglers, and ghastly courtiers, playing out roles the death knight sets for them. They act out plays, fight duels, and guard the walls, all as if they were living, breathing men and women in a high court of the land.



The most common use a death knight has for its undead followers is to disturb the living. The death knight uses its minions to raid villages, carry off the living, and wipe out caravans. The death knight has no concern for its own losses—more undead find it every month. It is fortunate that the chaotic nature of most death knights makes them feel this way; if they merely waited a few months or years, they could build unstoppable armies of the dead.

Undead followers who must normally check morale do not do so when following a death knight. Perhaps this is because the death knight is such a charismatic leader, or, more likely, it is because the undead innately fear the wrath of the death knight more than any other possible fate.

Undead Allies

Once per month the death knight has a chance to attract a powerful undead ally such as a lich, vampire, skeleton warrior, or other creature. This chance is equal to 5% per level of the death knight. The ally arrives at the death knight's lair as a possible servitor, master, or partner in evil, depending on the death knight's power and prestige.

For example, a newly arrived death knight could attract a powerful lich that would attempt to subvert it and force the death knight to do its will, resulting in a battle between the two creatures. Most likely, however, the force of evil that controls the death knight keeps the two from becoming deadly enemies, and they work together (at least at first) to plague the living. Once a death knight has attracted an undead ally, it will not attract another until the first has departed or been destroyed. It continues to attract undead followers, however.



The Lair of the Death Knight

Death knights can and do exist anywhere. They usually try to make their abode in undeath mimic the abode they had, or wanted to have, in life—if they do not still possess that lair, that is. But a death knight's strange nature wars with its desires, and the holding becomes a house of horror soon enough. All death knights "remember" being great warriors and, possibly, lords in life. They seldom build castles or palaces, but they are happy to take them over after putting their occupants to the sword. On rare occasions, death knights construct their own castles, and these tend to be horrors of impossible architecture and torture, maintained only by the evil will of the death knight and the efforts of its undead followers. The interior of a death knight's lair smacks of incongruity. All the floors and furnishings in a given room may be old and covered in dust and cobwebs—except for a vase full of fresh, red roses that seem to thrive in the dark, dank atmosphere. Or a wall might be covered by moth-eaten tapestries, majestic, sad banners from battles long lost or won—and the freshly killed body of a cleric, pinned to the wall with a spike through his chest. Something old, something new, something bloody, something blue—death knights lead the undead with their fashion statements. As a result of this strange life-and-death juxtaposition, hirelings and henchmen (and other NPCs) who venture into a death knight's lair automatically lose two points from their morale. The bizarre horror and twisting terror of the lair strike fear into even the bravest and most loyal souls.

Ecology:

Death knights have no physiological functions. They are sometimes accompanied by skeleton warriors, liches, and other undead who serve as their aides.

Link with Limbo

Like a Mummy. When the body is destroyed the death knight's soul may freely enter limbo to find eternal rest, but mostly it will become a Minion and later a Master of Chaos.

Building the Death Knight

Begin with the living character. Who was he (or she)? What order of honor and goodness did he serve? What heroic deeds made his later fall so tragic and his betrayal so complete? How has he made himself so infamous since becoming undead? The following is an example of a death knight you can use to make your world darker and more deadly.

Lady Jane Restfield, a.k.a. Bloody Jane the Damned.

Lady Jane Restfield once served the forces of order and goodness with bright steel and an even brighter soul. A paladin, she fought to keep evil at bay and bring goodness and fair play to all the corners of her world. She numbered among the Twelve Knights of the Golden Realm, and she was chief in their order when darkness fell. It began with an attack on her family. It was not a physical attack, oh, no—Lady Jane and the Restfields could handle any battle an enemy brought to them. Two of the three Restfield sisters (Lady Jane included) had distinguished themselves at the Battle of Broken Lances, and Jane's third sister, Antonia, was a wizardess without peer. The attack was slander. First, Antonia was accused of dabbling in dark magic and forbidden lore.

The family's own investigators, employed to clear the young woman's name, found evil tomes hidden among her belongings. Though Antonia swore she'd never seen or used them before, doubt began to grow. Then Lady Jane's second sister was killed. That would not be dishonorable, but her body was found in a tavern of ill repute, a knife in her back and a tankard in her hand. Though her own retainers swore that she'd been nowhere near the tavern that night and that they'd never seen her drink a drop of ale in her life, the body (and the evidence) was plain. Amidst all the scandal, Lady Jane strove to distinguish herself and shield her family. She became more aggressive in battle and won the nearly impossible Siege of Hightower almost single-handed. But when rumors of bribery and dishonorable battle practices shrouded even that victory in shadow, Jane found herself in despair. No one knows what pushed Jane over the edge. Perhaps it was her mother's apparent suicide, or Antonia's lapse into madness. Whatever the cause, one day Lady Jane killed an entire audience of courtiers who had come to demand her presence at a trial of honor, and she rode off into the night. The next time anyone saw 'Bloody Lady Jane', she had changed dramatically. Her skin, once white and clear, was now bleached and gaunt to the bone. Her eyes were hollow and her beautiful, raven tresses were gray and brittle. She was undead. Lady Jane the Damned, as the people of the Golden Realm call her, rode down on the estate of her birth with an army of undead. She slew the groundskeepers and those of her distant family who still inhabited the place, and she butchered all who came to fight her off. Now she holds court in that villa of the damned, content to sing of her terrible betrayal and expedition into unlife only so long as no one approaches her gates. If anyone ventures onto the lands of Bloody Lady Jane, they are never seen again . . . *Alive*.

DM Adventure Suggestions



Death knights come from anywhere and can go anywhere. Though they tend to be territorial, inhabiting places that remind them of their previous lives, a few wander the land almost like revenants, seeking some lost meaning for their undead lives. Most death knights are not motivated by a hatred for the living but by a loathing for their own horrible existence. While no death knight would ever succumb to destruction voluntarily, they resent all those who have and cherish life, since they, at some point, despaired and embraced evil and unlife (consciously or not). As a result, death knights exist to torment the living and sorely test the valorous. They desire to prove that they made the only choice possible to them during their lives by continually corrupting the good and noble and bringing them down to their level of evil. A death knight that succeeds in corrupting a truly good individual does not experience bliss or triumph, however. Something in its makeup forces it to loathe even *that* victory, and the death knight usually destroys anyone who succumbs to its evil.

Death knight adventures should be centered around cleverly woven traps and hard choices. For example, it would be characteristic for a death knight to kidnap the entire family of a good character and threaten to torture and kill those innocents, while at the same time sending its undead legions and allies against a village the PC is sworn to protect. The PC has time to save only one group, his family or the village-which will it be? If the death knight has its way, the PC's choice is always the wrong one.

Sometimes, death knights hatch even less straightforward schemes. Kidnapping and torture are always good motivations, and the death knight seems to have an uncanny ability to manipulate PCs into doing what it wishes. It might kidnap a loved one or loyal retainer and force the PC to 'prove' his valor by fighting monsters, performing quests, and eventually choosing between good (and the death of his loved one) or evil (and the loved one's survival).

A Final Word

Though this article must end, there is no end to the usefulness of the death knight as an NPC villain. The death knight begins as a tragic character that the PCs might actually feel sorry for (make certain they know or learn of its history), but it becomes a terrifying evil that must not be allowed to roam free.

What's more, the death knight is not just a villain: It is a *promise*. PCs who ignore their alignments, break their vows, or make 'the hard choices. Too easily and without conscience can look at a death knight and wonder: How far away from that am I?



Vampires (*Vampirum species*)



The "Gift" of vampirism is a magical disease created by an Immortal of Entropy (Night, Hell or Thanatos are suspected) and brought to the Prime Plane in an attempt to spread sorrow and destruction (or to create a new race, in the case of Nosferati, as they are not necessarily evil). Mortal Magic or Medicine can't cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also gives the Vampire its special powers and seemingly restores the corpse to its youthful vigor or beyond.

There exist several strains of Vampirism. The normal Vampire strain seems to be the basis, while the Nosferati Strain seems to be a variation. The Velya variations are also a recent altered state of normal Vampirism, in it only different that the creature becomes adapted to the water. Devilfish vampirism is actually normal Vampirism, which they apparently have contracted from a normal Vampire, and due their hidden evil chaotic and aquatic lifestyle has become widespread under the species. Their already different biological build-up caused a slight variation of the disease, but a non-Devilfish killed by a devilfish vampire, will become normal Vampire, and not a Devilfish.

When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Vampires do not always begin as evil creatures, but the agonizing need for fresh Humanoid blood eventually turns each of them evil or insane (according to living creatures) at the rate of one day per Hit Dice it has. Nosferati; however; do not need the blood of Humanoids, and may feed on blood of other creatures and thus they are able to refrain from evil behavior or becoming insane.

The Necrology of Vampires

It should come as no surprise that a vampire's metabolism is not like that of a mortal; in fact, strictly speaking, a vampire has no metabolism whatsoever. Although all of the biological systems present in a living mortal are also present in a vampire, most of these systems are changed in function. For example, most vampires do not need to breathe, and can function equally well in an airless crypt or in the vacuum of a void. Provided that immersion in water is not deadly to them, they can function unimpaired on the ocean floor. Vampires do retain the use of their lungs, but only for speech.

Because vampires have no metabolism in the normal sense, metabolic toxins and poisons—ingested, inhaled, or insinuate—have absolutely no effect on the creatures. This is not to say there are not certain substances which, when insinuated into the body of a vampire, cause it serious or even lethal damage. These substances, although they may seem to function like poisons, are more like allergens and are usually specific to individual creatures. For example, Asanbosan are sensitive to holly, and the ash of burned alder wood is lethal to Nosferati. Some examples of other vampiric allergens are yew leaves, rose petals, salt, rice, silver, mistletoe, and lilies.

The digestive tract of a vampire is greatly modified from that of a living mortal. The stomach is frequently reduced in size, often to the size of a man's clenched fist, simply because no vampire needs to ingest large volumes of solid food. There is wide variation among vampires with regard to the ability to eat solid food. Some individual vampires are unable to eat normal food at all, and any attempt to do so results in immediate regurgitation. Others can eat solid food with no ill effects, although they extract no nourishment from the food, and pass the material through their bodies over a course of hours, as mortals do. In the middle ground, there are some vampires that can eat solid food, but must regurgitate it within a period ranging from minutes to hours. This issue may seem incidental, but it obviously has significant effects on a vampire's behaviour, should the creature try to masquerade as a living creature.

The circulatory system of a vampire is little changed. The heart still pumps blood throughout the vessels of the monster's body. There are some differences, however. Because vampires have no need to extract oxygen from the air, their blood absorbs nothing from the lungs. This renders them completely immune to noxious gases that must be breathed to be effective. A vampire might inhale the gas—that is, draw it into its lungs—but the toxic chemicals in the gas would not cross from the lungs to the blood.

Because a vampire does not require oxygen and, as is usually the case, must feed only once per day, where does it draw the energy required for the prodigious feats of which the creature is capable? Many sages disagree, but some say it is that the creature has an innate link with what sages refer to as Limbo. Whatever the reason, vampires are much more resilient and robust than living creatures.

They seem generally immune to exhaustion and to the debilitating effects of pain and exposure, and seem able to shrug off the negative consequences of many magical effects. They are totally immune to the effects of *sleep*, *charm*, and *hold* spells, and to other magical or psionic effects which mimic these spells. They are also totally immune to any magical effect that *specifically* causes paralysis. It is important to stress the word "specifically." While a vampire would be immune to the paralyzing touch of a ghoul or the dweomer of a *wand of paralyzation*, it could be affected by a potent enchantment, such as *alter reality* or *wish* that emulated the effect. (Any mage capable of casting such powerful magic would almost certainly choose an effect more significant than paralyzation, of course.) Like many other types of undead creatures, vampires sustain little damage from any effect based on cold or electricity, whether caused by spell, item, breath weapon, or even the elements.

Vampire Blood

The blood of a vampire is also somewhat different from the blood of a mortal. When viewed normally, it has the same rich, red color as a mortal's blood. When it is viewed by transmitted light, such as when a vial of vampire blood is held up to a light source, it has a distinctive golden color. Blood drawn from an undestroyed vampire can manifest a wide variety of powers. In some cases (0-35%), the blood is highly caustic, causing severe acid-like damage to anyone who touches it. In other cases (36-50%), the blood bursts explosively into flame when exposed to sunlight. In still other cases (51-75%), anyone who touches so much as one drop of the blood with bare skin instantly falls under the mental sway of the vampire. (76-00% = nothing special) It is impossible to predict beforehand what effects the blood of a particular vampire might have, if any. Caustic vampire blood causes 1d6 hit points of damage if it contacts bare skin. Explosive vampire blood (in a vial), when exposed to sunlight, inflicts 1d3 hit points of damage on anyone within 3 feet. Vampire blood possessing a *charm person* effect has a saving throw penalty ranging from -1 to -5, depending on the age category of the vampire, beginning with Old.

There is one common factor: at the instant a vampire is destroyed, any samples of his blood immediately become completely inert, and frequently become rancid within seconds.



Surprising a Vampire

The sensory organs of vampires become much more sensitive than those of their living analogues. If they did not already possess the power in life, vampires gain the ability to see in total darkness (infravision), typically with a range of some 90 feet. Their hearing also becomes much more acute, as does their sense of touch and smell; a vampire is exceedingly difficult, if not impossible, to surprise.

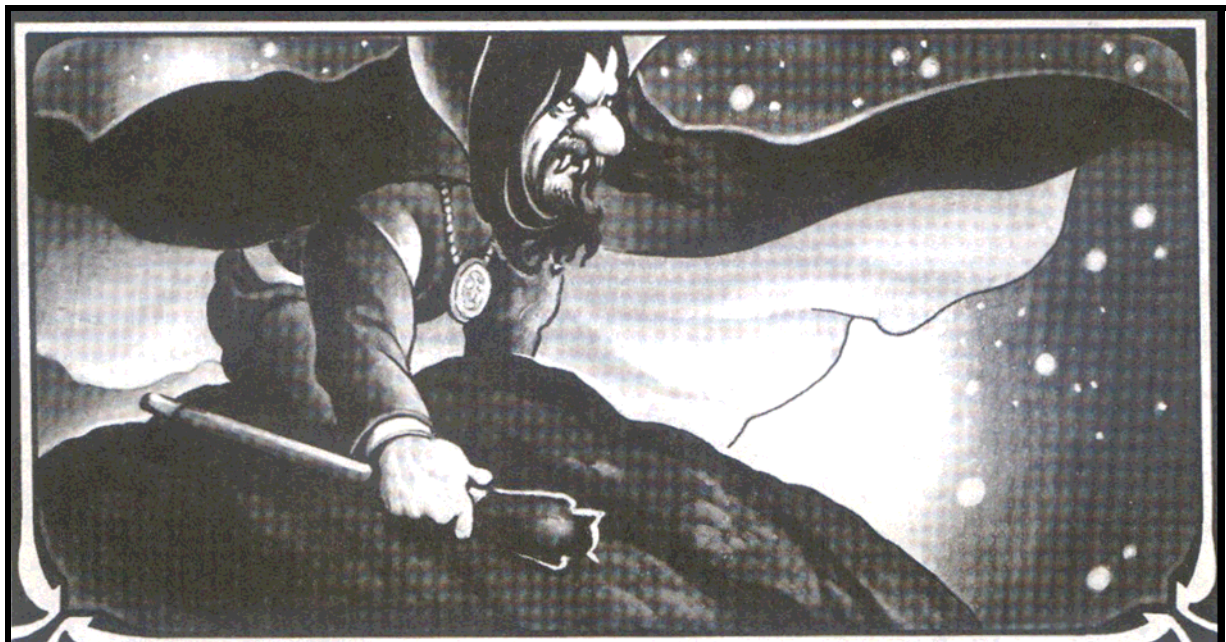
In most situations, the chance of surprising a vampire is one-half the chance for a normal creature of the race and character class of the vampire while it was alive. (most normal chance to surprise is 1 on 6, with Vampires this is 1 on 12)

Resistances

Vampires are totally resistant to several beneficial spells as well. The creatures are completely immune to the effects of priestly curative or healing magic, such as *cure light wounds*, *heal*, etc. Because the failure of such spells might well give away the monster's true nature, a vampire masquerading as a mortal will often go to great lengths to avoid exposure to such magic. A vampire's hair will never turn gray, nor will the creature show any other physical signs of aging unless it already had before death, never changing from there on. In general, as long as the creature is well fed and functions according to whatever other restrictions are relevant to its existence, it will never appear any different from the way it did on the day of its mortal death. This does not mean that vampires will flaunt their unchanging appearance, because doing so will certainly attract too much unwanted attention. A vampire that chooses to live within or on the outskirts of the society of men will, in most cases, go to great lengths to masquerade as a normal human or demihuman, pretending to age and even to "die" to remove suspicion.

Vampires of Different Racial Stock

Any Human, Humanoid and many Demihumans can become a Vampire, Elves however will however only become ghosts or Wyrds. Faenare and other bird like humanoids will only die. Giants are immune to disease, but still die when drained enough. Sometimes they may become ghosts. Whatever species, they keep the species basic abilities, knowledge and skills. Most of this guide's discussions about "typical" vampires generally refer to vampires that were (demi)humans when alive. There are some differences between these once-human vampires and those that arise from different racial stock. Again, as with discussions of human vampires, these paragraphs refer to "typical" cases. A dwarven vampire (for instance) may exhibit specifically dwarven characteristics, or may more closely resemble the human vampires. Their weaknesses and strengths are generally highly symbolic of the creatures' natures while alive. For example, some dwarven vampires may be highly reactive to weapons made of mithral, especially if they coveted the metal in life. This kind of symbolic significance is a common feature with vampires of all races and natures.



A well-known dangerous Dwarf vampire is Blysker or Red tooth in lower Dengar (Rockhome), due to his dwarven abilities. He also gained access to the knowledge to animate (or just control) Dwarf zombies and Ghouls. And with use of his skills he made elaborate traps, as a primary defense barrier..

Creation Magic

Vampire Production

Necromantic spell.

Range: Touch
Duration: 48 Hours
Effect: 1 Vampire
Saving Throw: None
Reading time: can't be written on scroll and thus releasing the Magic.
Components: a recently killed person, and Vampire Eye Drops

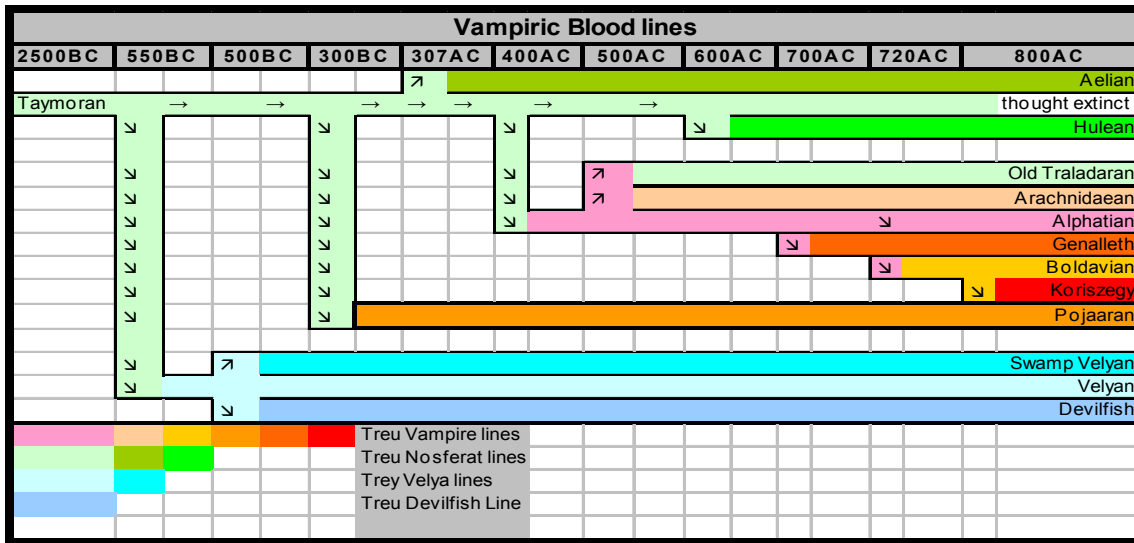
A Vampire Production will prevent the soul of the corpse to enter Limbo and giving it an eternal urge for blood and energy. This is actually a Magical disease created by an Immortal of Entropy and brought to the Prime Plane in an attempt to spread sorrow and destruction. This spell actually creates with the use of the Vampire Eye Drops (2 drips in each eye) a temporary link to some unknown Outer Plane belonging to the Immortals who use this disease in their worlds and brings it to this world. The soul of the victim is forced to remain in the corpse to rise later. The corpse will not decay as if time



has no more effect on it. When a Vampire is destroyed, its soul returns to Limbo to seek eternal rest. Vampires don't always begin as evil creatures, but the agonizing need for fresh blood eventually turns each of them evil or "insane" at the rate of 1 day/HD it has. This spell can also create Nosferati, and then the spell must create an access-way to the Outer Plane of the Immortal Night. This Neutral Entropic Immortal is responsible to bring this not necessarily evil strain of Vampirism to the world, just to create a new species. There also exists an aquatic version of this spell with almost the same results, but the creatures created by that spell are called Velya (sea-vampire) or swamp-Velya (sweet water-vampire). The Vampires (or Nosferati) thus created are not under control of the caster, and are instantly free willed. Vampire Eye Drops are made from the blood of Vampire bats or Vampire Dust, mixed thoroughly with night dew. This will happen automatically, lasting until fully regenerated. There are no further differences.

The Creation of Undead is an Evil Act!!! Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points.
The creation of a Nosferat isn't necessarily an Evil Act.,

Vampiric Blood Lines



Taymoran Line

Description: The Taymoran bloodline comprises the remnants of the long lost Taymoran Empire. Few Taymorans, if any, survive today, but those who do are masters of the undead and of necromantic magic, as befits to the followers of Nyx. This bloodline is the basis for all vampire breeds.

Creation: his bloodline was the outcome of the dark necromantic experiments of the Kings of Taymora somewhere around 2500BC, and their bound with the Immortal Nyx. The Taymoran Nosferati reached their maximum diffusion and power during the Taymoran age, but were mostly destroyed during the cataclysm that marked the end of the Taymoran Empire. This line is thought to be fully extinct.

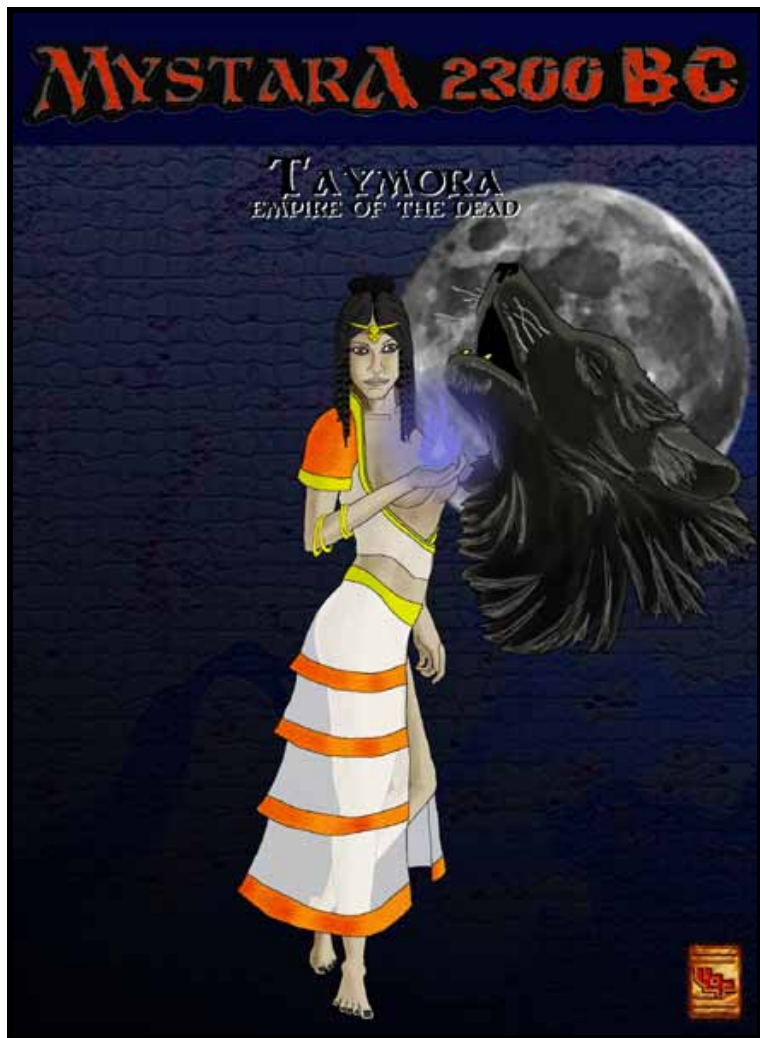
Progenitor: Unknown, lost in history.
Type of Vampire: Nosferatu.
Powers; as Nosferatu
Known Members: None.

Aelian Line

Description: Little is known of these Nosferatu, who can easily pass as humans, and don't feed on the citizen of Aelios. However, they all have priestly powers from their goddess Talitha.

Creation: This line has been created by the Immortal Talitha in 307AC from a wandering Taymoran Nosferat. All of its members are Nosferatu Priests of Talitha. The line is found only among the high clergy of Talitha in Aelios, a Milenian City-State in the Addakian Sound. This was the first new Nosferat line, which continues today.

Progenitor: Cassandra, first High Priestess of Talitha, was the first of this bloodline.
Type of Vampire: Nosferatu (Priest).
Powers: as Nosferatu
Known Members: Porophylle & the High Clergy of Talitha in Aelios.



Hulean Line

Description: These Nosferatu have been created to serve the Master of Hule as assassins and spies. Their strength lies in knowledge and misdirection, and their powers serve them well.

Creation: The Hulean Line derives directly from the Master of Hule's Avatar, a Nosferatu created from a Taymoran Nosferatu by the Immortal Loki in 600AC. This was the second Nosferat line generated from a Taymoran Nosferat, and actually the last direct line evolved from a Taymoran Nosferat

Progenitor: Hosadus.

Type of Vampire: Nosferatu.

Powers; as Nosferatu

Known Members: Hosadus and other Hulean Nosferatu.

Pojaaran Line (or Eastern Vampires)

Description: This line exists throughout Norwold and in the North-Western Wastelands. It is composed by followers of Thanatos who left the crumbling Taymoran Empire following their leader, Luvarshalla. They are easily recognized, as their flesh shows a deadly pallor, and the curse of Nyx makes them uglier as they age. Their powerful illusions can cover these marks, anyway. These were originally Taymoran Nosferat, but being corrupted by Thanatos, and therefore cursed by Nyx (their original creator). This true Vampiric line has not generated other Vampiric lines and as thus exists solely on its own infectious spreading.

Creation: Taymoran Nosferatu corrupted by Thanatos were transformed around 300 BC into vampires near modern Kaarjala.

Progenitor: Luvarshalla (known as Lovaara).

Type of Vampire: Eastern Vampire. Mostly Illusionists

Powers: as vampire

Known Members: Lovaara.

Alphatian Line

Description: Physically and magically powerful, these vampires enjoy an uncommon frequency of salient abilities. Their command of the elemental forces is strong, and their curse is easily transmitted, through most body fluids.

Creation: This line was created by rogue Alphatian wizards around 400AC, trying to create a superhuman Alphatian race. Its members mostly reside in Limn and Blackheart. It is rumored they used Taymoran remains to create this new vampire line. Thus being in effect a relative thereof. In effect this is the most spread form of vampire found on mystara, and also the version that has been the base of several other breeds and lines.

Progenitor: Unknown.

Type of Vampire: Vampire.

Powers; as vampire

Known Members: Many officers of the Limn army.

Old Traladaran Line

Description: This was the most common line before the "Dark Years" (AC 700 - AC 800) which led to the transition to undeath and to the defeat of both Morphail Gorevitch-Woszlany and the last of the Koriszegy, and to the creation of the "new" Traladaran lines. The Old Traladaran line is also common in the City-States of the Gulf of Hule, and in the Olgarian lands. Some Nosferatu of this line are also present in Boldavia and in the Flying City of Serraine.

The Old Traladarans are intelligent, charming and adept at cloaking their undead nature, and are among the most sociable Nosferatu. Many of them also wield wizardly or bardic magic.

Creation: This bloodline derives from a less powerful variant of the Alphatian strain since 500AC. In effect this was the only line successful of dissolving the strong Vampiric strain and returning to the Nosferat strain the Alphatian strain did evolve from. They are in effect almost equal to the normal Taymoran Nosferat, but due to their origin set as a different line. Being was physically inferior to their "relatives", those Nosferatu were forced to leave the better hunting grounds, but their adaptability made them more successful outside their native land.

After the purges brought on by the Alphatian Grand Council and the more advanced nations of the Known World, the Nosferatu area of influence was reduced to the less civilized lands, the dark forests of Traladara.

Progenitor: Unknown.

Type of Vampire: Nosferatu.

Powers: as vampire, Charm while Gaseous.

Known Members: Zemiros Sulescu, Aden III Ansimont of Darokin, Miroslav Gorevitch-Stekel and Andriy Stekel.

Genalleth Line

Description: These vampires have been created to serve as shock troops for the Necromancers of the Denagothian Plateau, and are therefore fearsome fighters. From their elven nature, they keep an affinity for enchantment magic.

Creation: This second bloodline generated from the Alphatian Bloodline was created during the wars between Wendar and Essuria (700AC), by the Essurian Necromancers. The Immortal Nyx interfered with the Necromancers' works, and the attempt to create a Greater Wyrd actually brought to a full elven Vampire, Sylarion. This line is assumed to have been influenced or even derived of the Alphatian line, as some notes found are found of Alphatian Vampiric blood used in the experiments.

Progenitor: Sylao, the elven Vampire, is the firstborn of this line.

Type of Vampire: Elven Vampire.

Powers; as vampire

Known Members: Sylarion and the Alfheim crusaders.



Boldavian Line

Description: The Boldavian bloodline is a powerful but not widely known one, due to the strict enforcement of the Boldavian Vampires' Law by Prince Morphail. Few Boldavian vampires go on a killer rampage like those of other lines, and most are powerful wizards, often necromancers.

Creation: This third originally Alpathian line was created by the Immortal Alphaks in AC 720 from Alpathian vampires. It is composed by the family of the Dark Prince, Morphail of Boldavia, and by the nobles of his house. A few "renegade" vampires can be found in the westernmost reaches of the Ethengar Khanate.

Progenitor: Morphail Gorevitch-Woszlany is the progenitor of this Vampiric line.

Type of Vampire: Vampire.

Powers: as vampire

Known members: The whole Boldavian nobility and King Thar.

Koriszegy Line

Description: Since the bloodline's progenitor, Koriszegy, cannot leave his keep near the Radlebb Woods, most Koriszegy vampires are free, and they make up a large portion of the Vampiric population of Traladara and Southern Darokin. This bloodline is growing faster than any other. Many young vampires come from this bloodline, and their unlife is often quite short, for most of them suffer from the same "madness" as their progenitor.

Creation: This line is the result of the failed attempt of the last Lord Koriszegy to forge an alliance with dark forces, supposedly Entropic Immortals or Fiends. But it is more logical that a wandering Boldavian vampire answered his pleas, (or was ordered to by entropic sources).

Progenitor: Lord Koriszegy, the mad vampire, is the ancestor of all of these vampires.

Type of Vampire: Vampire.

Powers: as vampire, Create minor undead (Ghoul).

Known Members: Koriszegy, Rosentus and Redtooth of Rockhome.

Arachnidaean Line

Description: These unusual vampires are able to take the form of large spiders, much like the aranea. They act as the agents of Arachne Prime in Thothia.

Creation: Created by Arachne Prime, the Night Spider, Planar Spider Immortal somewhere around 500 AC, assumed from Alpathian vampires. This was the first cross species infection of Vampirism, and thus created a whole different bloodline.

Progenitor: Queen Aketheti of Thothia.

Type of Vampire: Vampire.

Powers: Spider form instead wolf form, Webspinning, as vampire

Known Members: Queen Aketheti of Thothia, Ramenhotep X.



Velyan

Description: An uncommon breed of marine bloodsuckers, the Velya are rare, and reproduce at a slow rate. However, they can create or control powerful minions, including wights and sharks.

Creation: A forgotten Immortal cursed some surface dwelling people (presumably living nearby the coast) with this affliction somewhere between 550 BC and 500 BC. It is assumed he let them become infected by a Taymoran vampire in accordance with his vile magics. The Velyan line is small, but its members are all rather powerful and ancient. This line is the oldest underwater bloodline, and it is thought that Saasskas was originally a Velyan Vampire.

Progenitor: Unknown.

Type of Vampire: Velya.

Powers: as Velya

Known members: Hadric of Colhador.

A secondary form is the Swamp Velya. This evolved almost equally in the time line, so these are assumed to be affected by the same curse, but living presumably near rivers, moors or swamps.

Devilfish Line

Description: Like all underwater bloodlines, devilfish vampires have different vulnerabilities and immunities than the common land vampires. Most vampires of this bloodline are part of the devilfish religious hierarchy, and display powerful priestly magic.

Creation: The devilfish have a bloodline of vampires of their own, which includes all of the elder devilfish. This bloodline was created by Saasskas, the Immortal patroness of the devilfish race, who was a vampire itself, having been infected by blood transfusion by a Velya. A few humans followers of Saasskas from the Rajahstan of Sind have been infected with the disease. Progenitor Saasskas the destroyer from himself (a Velya vampire) around 500BC, soon after he became an undead himself.

Type of Vampire: (Devilfish) Vampire.

Powers: Not destroyed by immersion in water. Shapechange in devilfish form only. Summons devilfish and similar creatures only.

Known Members: None.

See this vampire kind, in the chapter animals under devilfish.

Vampire Moss, Vampire Blood Sucker, Vampire Rose, etc.

Some plants carry the vampire name, as they are blood drainers, but they do not spread vampirism to their victims, this in opposition to the rumors spread by common folk. Sages have clearly proven that the victims are purely bleed dry, and then rot away on their location they died (often further fertilizing the ground for these plants).



Vampire maidens are mostly under control of the vampire that created them, and as thus are mostly together, to form a stronger basis to defend from.

Vampirism (Undeath); Magic Disease

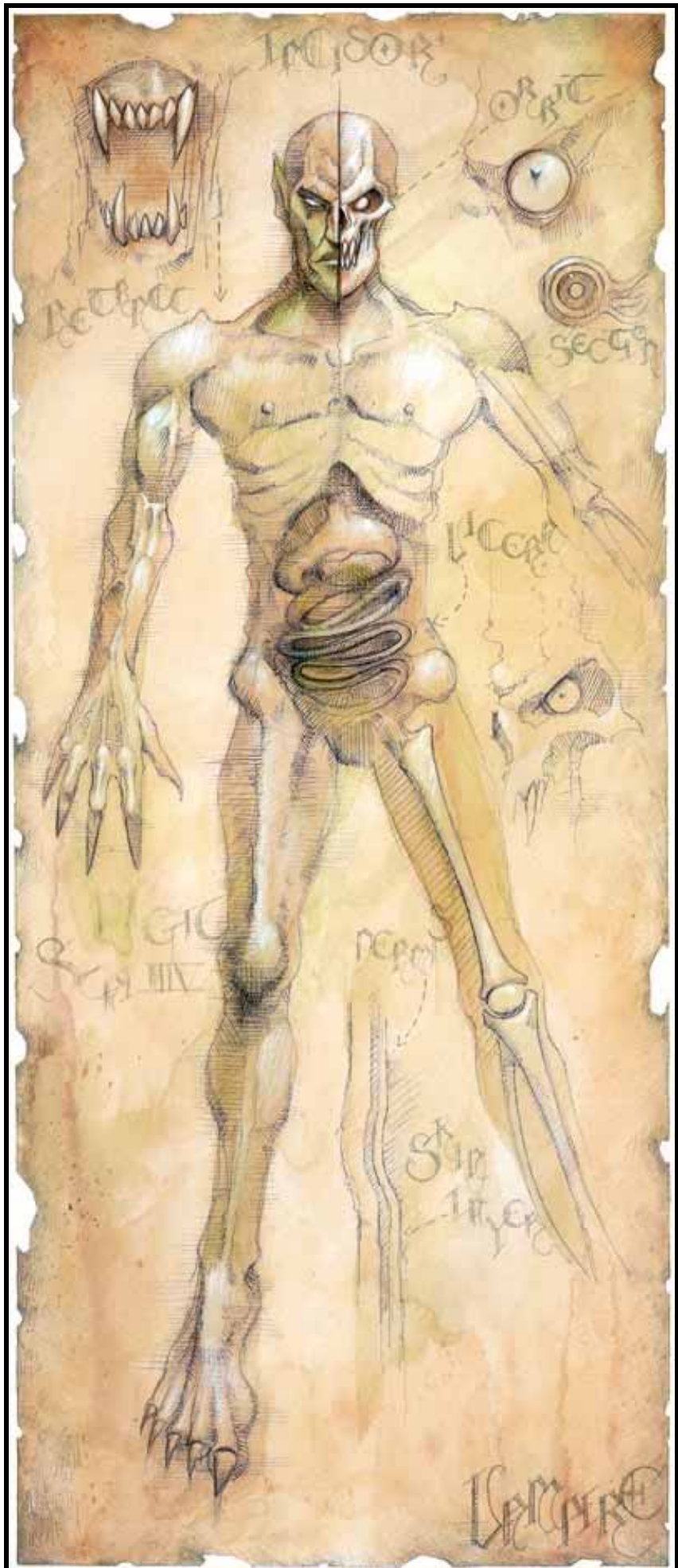
Return after death as a Vampire.

The disease is transmitted by enough saliva or level draining from a Vampire. This can be after 3 consecutive bites from the same Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Vampire). Any other can only be survived as long the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds). When the patient dies, he will return from death in 3 days, as a Vampire under the unlimited (in distance) mental control of the final slayer Vampire. This will last until that Vampire is destroyed.

He will then be a Vampire of 7** but can improve 1 HD by controlling at least 2 Vampires, another improvement is granted when all controlling Vampires control at least 2 Vampires. These HD will not fade. It is rumored that in some rare occasions more HD are acquired, but these extremely powerful creatures must be created individually by the DM. At this stage no Mortal Magic can cure the patient. Vampires don't gain levels in their former or current character class, but are able to cast magic if they normally could when still alive, and at the same level. Check alignment, Immortal restrictions, etc.

The "Gift" of vampirism is a magical disease created by an Immortal of Entropy (Night, Hell or Thanatos are suspected) and brought to the Prime Plane in an attempt to spread sorrow and destruction. Mortal Magic or Medicine can't cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later in its own corpse. The disease also gives the Vampire its special powers and youthful vigor and strength. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Vampires do not always begin as evil creatures, but the agonizing need for fresh Humanoid blood eventually turns each of them evil or insane (according to living creatures) at the rate of 1 week / HD it has.

The creation of a Vampire is an Evil Act; the creation of a Nosferat isn't necessarily.



Vampire* (Vampirum Hominoides)

Vampires	Vampire*	As Bat*	As Wolf*	As Gas*
Type	Undead	Giant Animal		gas
Climate/Terrain	Enchanted			
Frequency	Any Land			
Organization	Rare			
Activity Cycle	Solitary or pack (like wolves)			Any
Diet	Special			
AL	CE (rarely CN, LE)			
NA	1d4(1d2)			
Size	M; 4'-7'	5'-7'	M; 7'-12'	
Wingspan		25'-30'		
ST	19	14	13	0
IN		15		
WI		11		
DX	14	17	13	13
CO	12	11	13	12
CH		13		
Languages	as Host (1d3)		0	
Spellcaster Limits;	Shaman 9 Wicca 9 or full		0	
AC	2			
AV	by armor or 0			
HD	7**	8**	9**	as Original
HP	7d8	8d8	9d8	as Original
MV	120'(40')		9'(3')	150'(50')
FL			180'(60')	na
MF			1C	na
THAC0	8	7	6	as Original
Attacks	1Touch		1Bite	
Damage	1d10		1d4	2d4+4
Attacks	1Fist			
Damage	1d6~4			
Special Attacks;	Double Energy Drain			
Attacks	1weapon			
Damage	by weapon			
Special Attacks;	Charm Gaze		Medium Senses	
Special Defenses;	50% Blunt weapons			any solids
	50% Electricity			
	Regeneration 3hp/r			
Immune to;	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Feeblemind, etc.			
	Cold			
	Darkness/Blindness			
Extra Vulnerable to;	Strongly Presented Opposing Holy Symbol			
	Garlic			
	Wooden Stake through heart			
	Running Water			
	Sunlight			
Turning as Holy Water	Vampire		Not	
	1d6+1		0	
AM	0			
Horror Rating	3 if willed or 0			
Save as;	F7	F8	F9	as Original
ML	11			
XP	1250	1750	2300	as Original
TT	F			
Body Weight	1500/1800 cn		5000 LBS	0

Vampires are among the most feared of the undead. They haunt ruins, tombs, crypts and other places deserted by man, but fly out at night to prey on man.

Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.

One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires mostly cast no reflection in a glass, cast no shadows, and move in complete silence.



Combat:

When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 19, receiving a bonus of +3 to hit and damage. The crushing blows of a vampire's attack are so fierce that they inflict 1d6+3 damage.

Gaze (Glamor)

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a charm person spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw vs. spell (a DM may imply the charisma adjustment of the victim if it is of the opposing sex as a further penalty—a 16 CH is +2 penalty) In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

This gaze can also be used to cause the person to forget specific moments in the last 7 days, and remember others, if the Vampire decides to. A victim could thus think no one has visited him or her the last days and was busy with household work only.

Touch Drain

In human form, a vampire can attack by gaze or touch, or can summon other creatures. The touch of a vampire inflicts a double energy drain (removing 2 levels of experience) in addition to damage. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Immunities

Weapons of less than +1 enchantment pass through vampires without harming them in any way. Sleep, charm, and hold spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage.

Regeneration

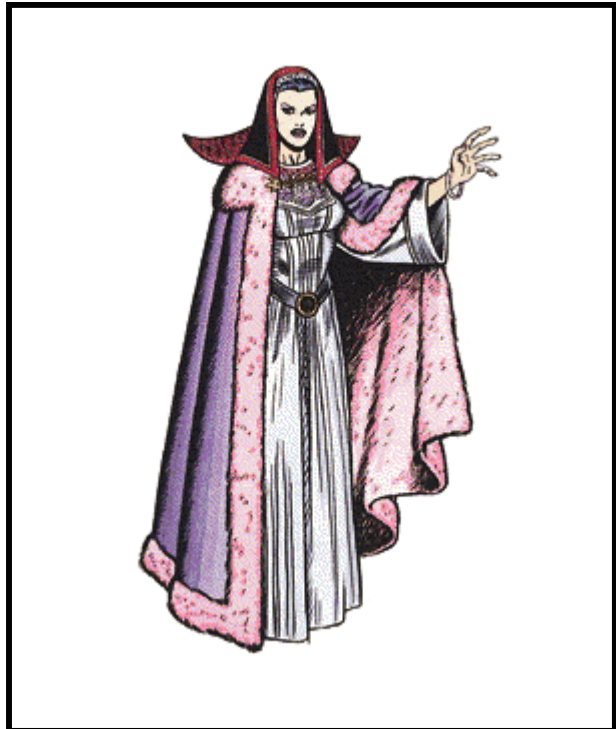
Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume gaseous form. Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporal form, with full hit points. If the defeated vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed. This fog can't be collected, and can fly, so a whole room must be air tight to prevent a vampire from reaching one of its coffins. (Or it may be teleported far away—in the middle of a desert might work).

Abilities of Vampires:

Shapechanging



the remaining hit points that form might have.



A vampire may take the form of a human (its original shape, but unaffected by any aging), a dire wolf, a giant bat, or a gaseous cloud at will. Some Vampiric bloodlines enable the vampire to shift into another form than those listed here. This is not an extra form, but comes instead of another from this list. Mostly the wolf shape is exchanged into another (i.e. Grey fox, Spider form (including Webspinning)). Each change takes 1 round.

Whatever its form, a vampire regenerates 3 hit points per round, starting as soon as it is damaged. If a vampire is reduced to 0 hit points it does not regenerate, but becomes gaseous and flees to its coffin. These shapes have statistics as given in the table. These shapes all have different abilities, which can only be used by that form. Any damages done in either form are subtracted from the total of any form, to find

It is thus possible for a vampire to wander around and being unable to transform into any other form as the wolf has a greater amount of hit points. When attempting to transform into a form that would currently be at 0 or lower hit points, the transformation fails. The only exception to this rule is the gaseous cloud form, which will always be possible. It is however impossible for a vampire to transform from gaseous cloud to wolf or bat form. Whatever form he or she desires, he or she first must be human form before transforming into another form.

In dire wolf or giant bat form, the vampire's move, attacks, and damage are those of the animal. The vampire's AC, Hit Dice, morale, and saving throws remain unchanged. In gaseous form, a vampire cannot attack, but can fly at the speed given above and is immune to all weapon attacks and can escape from almost any confinement.

Summon Creatures



The vampire may summon any one of the following creatures, which will come to its aid if they are within 300 feet (300 yards outdoors). This is a mental command, although often accompanied by a fiendish howl or shriek by the vampire.

In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2d6 rounds.

Some vampires (10%) will also attract flies, and other insects, but they don't control them. These insects do not form swarms, but may be attracted by the scent of death, the vampire might permeate. This is also the reason dogs and other animal dislike the approach of vampires.

Summoned Creatures											
Species	Habitat	Number	MV/FL	AC/AV	HD/HP	THAC0	Att	dm	Special	SV	XP
Rat	Underground, City	10d10	120'(40')	9/0	1/8 / 1	20	1bite	1disease	-	NM	5
Giant Rat	Underground, City	5d4	120'(40')	7/0	1/2 / 1d4	19	1bite	1d3+disease	-	NM	5
Bat	Underground, Forest	10d10	240'(80')	6/0	1/1	19	1bite	disease	Confusion	NM	5
Giant Bat	Underground, Forest	3d6	180'(60')	6/0	2/2d8	18	1bite	1d4+disease	Confusion	F1	20
Wolf	Wilderness	3d6	180'(60')	6/0	2+2/2d8+2	17	1bite	1d6	Leaping	F1	25
Dire Wolf	Wilderness	2d4	150'(50')	6/0	3+1/3d8+1	16	1bite	2d4	Leaping	F2	125

Spiderclimb

At will, a vampire can use a spider climb ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Spellcasters.

There can be vampire Spellcasters, most are Shaman or Wicca but some who have been Spellcasters in life, may continue in that class as normal. However, a cleric of a Good or Neutral Faith must first find another (Evil or Chaotic) Faith to get spells again.



Control Undead

Vampires soon learn to control other Undead, at first their own offspring vampires, later other lower strength vampires and other undead, like ghouls, Wights, specters, and animated undead.



Other abilities

Some vampires have instead this spiderclimb ability, the ability to use Longstride (this doubles their movement rate and increases their initiative by 4, but not their acting/attack rate), or they have the Jump spell (with double distances) as an ability, or they can Fly (360'/120' MF A) as per spell, or Camouflage (as the spell). These abilities can be used at will, as often as desired, but the vampires use them with caution, not to attract unwanted attention.

Weaknesses of Vampires:

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. And mostly the vampires have their own psychological imbalances and problems due to their Undead State and their difference to the rest of the world (often this is a case of lack of Love and Lust.).



Garlic

The odor of strong garlic repels them and they will not approach it. The odor of garlic repels a vampire; the creature must make a successful saving throw vs. poison or stay at least 10 feet away from the garlic during that round. Garlic will prevent the creature from attacking or entering the area. Garlic contains chemicals that exacerbates the symptoms of the sun burn (see later) and causes those with it to avoid it at all costs. Imagine having severe allergies and walking into a field of dust, flowers, and weeds. People soon learned the effect of garlic and made bands of garlic to prevent vampires approaching them. A person that has eaten garlic will be extremely foul in the taste of a vampire feeding upon it, but will cause no further discomfort. 25% of vampires are immune to garlic, they just dislike it.

Mirrors and Holy Symbols

They will recoil from the face of a mirror (A vampire casts no reflection and thus mostly avoids mirrors) and they are equally not received in images generated by Crystal Ball (or alike) effect. (In today times this means that these creatures could not be photographed or filmed. After about 2 centuries this weakness is lost, and its benefits (if any) too. When it comes to the folklore part of this myth, the reason for the mirror-phobia has to do with the idea that mirrors reflect souls and evil beings have no souls, therefore no reflection. There is also the old argument that blood suckers exist in two worlds, in the living and in the dead. But since it isn't fully in either one it will not be seen in a mirror' this will also apply to the objects they wear. Many vampires do have a reflection, but a distorted (death) one.





Further, they will recoil from the face of lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off, it can still move to attack from another direction. Mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 1d6+1 points of damage. A holy symbol is about as effective converting blasphemous hell bent atheists as it is wounding someone. A vampire may laugh at you if you threaten them with a holy symbol. They might even show you theirs. Some vampires enjoy the comfort that faith brings.

Clerical vampires are immune to the effects of their own (or related) holy symbols as long as they have at least 16 PIP in this faith. Faithless vampires (those created from mortal skeptics) suffer no ill effect from holy symbols, holy water or holy weapons. They are, however, fully affected by Clerical Turning.

In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a charmed person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vampire's original religious background.

Sunlight

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. If a vampire is exposed to direct sunlight, the creature must make a saving throw vs. death ray each round or suffer 3d4 points of damage by partial disintegration—a clouded sky gives no damaging sunlight. A continual light spell will not disintegrate a vampire. Any vampire which is exposed to direct sunlight is instantly rendered powerless; this means all his special abilities (except Shapechanging) are nullified for the time



they are exposed to the sun. They can, however, move away from the sun at normal running speed, whatever form they have. There are rumors of druidic vampires who keep the sky overcast by day.

Entering homes

In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to charm a servant or other inhabitant. Remember a welcome mat (or similar items) on the doorstep applied by the owner of the structure does count as a legitimate invitation.



Running Water

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins (or Vase, crypt, chest, etc) which mostly contain some dirt or ground from their place of birth (the birth as a Vampire is meant). During the day, a vampire usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. Most vampires have hidden several coffins in utmost secrecy, sometimes completely inaccessible by others (it can still reach these by assuming gaseous form). If all of the vampire's coffins are blessed or destroyed, the vampire will weaken, taking 2d6 hit points of damage per day. It dies when its hit points are reduced to 0. These hit points are not regenerated until the vampire has rested in its coffin for a full day.

If the vampire can be immersed in running water, it loses 10% of its hit points each round, until destroyed on the tenth round. This also includes a decanter of endless water, but then it has to have at least fountain strength.



Wooden Stake



Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off and its mouth stuffed with holy wafers (or their equivalent).

In the olden times, there was talk of priests with wooden stakes and holy crosses defeating vampires on their own ground. A stake is no more irritating to a vampire than it is a human. A splinter is a splinter no matter who you are. The difference is that a vampire regenerates from it quickly, a human does not.

Silver

To kill a vampire is a difficult task. Silver does work, but it only inhibits a vampire's physical abilities. Regeneration, speed, strength, all of this is slowed by the amount of silver that gets introduced into a vampire's blood stream. A magical silver knife, or a sword, a momentary cut to the skin can only affect a vampire slightly (It will reduce regeneration to +1 each round until that wound is closed).

Liquid silver if ingested, as per a drink, could do

some damage (it would stop regeneration for at least 8 hours, disabling shapeshifting (except into a fog—which in effect will remove any silver from the body by dropping it into fine drips on the floor).

However if someone could inject liquid silver into a vampire's blood, it would make them sick. Acting like a strong poison, it would force them to lose 1d6 points of damage each round after already 3 rounds. This reducing them to near death in a matter of moments. Since they have a hyper metabolism and an increased heart rate, they are affected quickly. However, when reaching 0 hit points they will assume gaseous form, purging the silver from the body, reigniting the regeneration from that moment on.

Living abilities

In most cases, vampires do not lose the abilities and knowledge which they had in life when they become undead. Thus, it is possible for a vampire to have the powers of, for example, a wizard, thief, or even priest. Thus they may have weapon mastery and may increase this in time (as training can be done anywhere in their long life). Skills are like weapon mastery increased in amount and strength. For game purposes assume that vampires have increased their skills to the maximum possible, and for every 50 years have another skill slot filled. In all cases, of course, the new vampire becomes chaotic evil (rarely Chaotic Neutral or Lawful Evil).

Habitat/Society:

Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder.

When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies.

Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes.

In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions which the vampire feels may be too dangerous or unimportant for its personal attention. If the need arises, these pawns will gladly be sacrificed to protect or further the ends of their master.

Ecology:

The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature.

Vampires sustain themselves by draining the blood and life force from living creatures. They become dormant if not feeding at least 1 level each month. This dormancy is broken if any living humanoid approaches within 100 yards. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.



The Legendary Strahd von Zarovitch of Ravenloft (realm of Nightmares or Death)



Vampires were the first that came aware of the ability to control Undead of lower strength like Skeletons, Ghouls, Zombies, Mummies, Wights and Wraiths), they diverted this power to their controlled ones to create a pyramid of power (not a real pyramid of course), and control undead than they normally could. This was acquired in the ages of Ancient Nithia (1000 BC). Any character slain by a vampire will return from death in three days, as a vampire under the control of the slayer

Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.

All and all, the moral is, don't try to kill a vampire. It's not nice to kill people no matter who they are. So don't.

Eastern Vampires*, Asambosam*, Burkolakas*: (Vampires hominoids orientalis)

This breed of vampire is, if anything, even more frightful than its western cousin. Although they are in all respect equal to the normal vampire, they share many of the western vampire's strengths and weaknesses,

They have the ability to fade from sight at will, as with an Invisibility spell. Once they have become invisible, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. They may also cast an illusion hiding their true appearances at will. These monsters are unable to charm their victims, however, and cannot assume gaseous form at will as western vampires can, except when falling back to 0 hit points.

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point



per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.

Nosferatu* (Vampirum humanum Nosferati)

Vampires	Vampire*	As Bat*	As Wolf*	As Gas*
Type	Undead	Giant Animal		gas
Climate/Terrain	Enchanted			
Frequency	Any Land			
Organization	Rare			
Activity Cycle	Solitary or pack (like wolves)			
Diet	Night or Darkness			
AL	Special			
NA	Any usually evil			
Size	1d4(1d2)			
Wingspan	M; 4'-7'	5'-7'	M; 7'-12'	
ST	19	14	15	0
IN		8-18		
WI		8-18		
DX	14	17	13	13
CO	12	11	13	12
CH		13		
Languages	as Host (1d3)			0
Spellcaster Limits;	Shaman 9 Wicca 9 or full			0
AC	2			
AV	by armor or 0			
HD	as Original			
HP	7d8	8d8	9d8	as Original
MV	120'(40')		9'(3')	150'(50')
FL			180'(60')	na
MF			1C	na
THACO	8	7	6	as Original
Attacks	1Bite		1Bite	
Damage	1d4		2d4+4	
Attacks	1Fist			
Damage	1d3+2			
Special Attacks;	Energy Drain at will			
Attacks	1weapon			
Damage	by weapon			
Special Attacks;	Charm Gaze		Medium Senses	
Special Defenses;	50% Blunt weapons		any solids	
	50% Electricity			
	Regeneration 3hp/r			
Immune to;	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Feeblemind, etc.			
	Cold			
	Darkness/Blindness			
Extra Vulnerable to;	Strongly Presented Opposing Holy Symbol			
	Garlic			
	Wooden Stake through heart			
	Running Water			
Turning as Holy Water	Vampire		Not	
AM	0			
Horror Rating	0			
Save as;	F7	F8	F9	as Original
ML	11			
XP	1250	1750	2300	as Original
TT	F			
Body Weight	150-180 LBS		75 LBS	125 LBS

A Nosferatu is a powerful and fearsome undead creature that strongly resembles a vampire. Unlike its dark cousin, the Nosferatu neither drains levels nor fears sunlight. However, most people fear Nosferatu despite the fact that some Nosferatu are not necessarily evil. These creatures are the victims of a dark fate, torn between pain, thirst, and disgust. Though Nosferatu hunger for blood, they occasionally show compassion.

These undead creatures are not easily detectible. A Nosferatu can easily mingle with mortals since its true nature is not obvious. It retains the abilities of its former class, as well as its new undead powers. It appears monstrous only when attacking. Like a vampire, however, a Nosferatu has no shadow or reflection.

The Nosferatu gains elongated fingers and instead elongated corner teeth, the top middle teeth become longer and sharper, but these teeth retract when not in use. It further is no different from a normal human and can easily pass as one. They often wear gloves to hide their claw like fingers and nails.

The Red Curse:

Nosferatu do not acquire Legacies or require cinnabryl. However, a Nosferatu could feasibly pose as an Inheritor, passing off its supernatural abilities as Legacies.

Combat:

Its undead nature makes a Nosferatu abnormally strong. At worst, a Nosferatu has Strength of 16. Its Strength otherwise remains what it was when the Nosferatu was alive. Because Nosferatu do not possess the ability to drain levels on touch, they often rely on weapons or

spells for combat.

A Nosferatu can charm anyone foolish enough to stare into its eyes, as per the charm person spell. Victims may attempt a saving throw with a -2 penalty to avoid being charmed. Once it has entranced a victim in this manner. This often allows a Nosferatu to get past guards without raising an alarm.

Weapons of less than +1 enchantment remain harmless to Nosferatu, and if wounded, a Nosferatu regenerates 1 hit point per round. If reduced to zero hit points, a Nosferatu adopts a gaseous form and flees to its coffin. After eight hours in its coffin, the Nosferatu regains its corporal form. A Nosferatu will die if it fails to return to its coffin within 12 turns of being defeated in combat. Sleep, charm, and hold spells, along with poisons and paralysis, do not affect Nosferatu. Spells based upon cold or electricity cause only half damage.

Weaknesses of Nosferat:

Despite the great powers which Nosferat obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. The odor of garlic repels a Nosferat; the creature must make a successful saving throw vs. poison or stay at least 10 feet away from the garlic during that round. Garlic will prevent the creature from attacking or entering the area.

Further, they will recoil from the face of a mirror (A Nosferat casts no reflection and avoids mirrors.) or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the Nosferat in any way nor drive it off, it can still move to attack from another direction. Mirrors and holy symbols force the Nosferat to find some means of removing the offending object before it can be bypassed.



In most cases, the Nosferat will seek to overcome these hazards with the aid of its minions. For example, a charmed person might be called upon to attack someone who is holding the Nosferat at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the Nosferat regardless of the Nosferat original religious background.

Just as Nosferat can be kept at bay, so too can they be slain by those who have the knowledge to do so. If a Nosferat is exposed to direct sunlight, the creature must make a saving throw vs. death ray each round or disintegrate—a clouded sky gives no damaging sunlight. A continual light spell will not disintegrate a Nosferat. Any Nosferat which is exposed to direct sunlight is instantly rendered powerless. However, a Nosferati slowly becomes more and more resistant to the damaging effects of Sunlight; they are able to stay 1Hr in sunlight for each 10 years existing as a Nosferati, and its save against disintegration raises by 1 for each 10 years it exists.

If the Nosferat can be immersed in running water, it loses 10% of its hit points each round, until destroyed on the tenth round.

Last, a Nosferat can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the Nosferat. To completely destroy a staked Nosferatu, it must be beheaded and have its mouth stuffed with dirt taken from ground dedicated to a good Immortal. Vampirism is an evil curse, and even the rare good-aligned Nosferatu is vulnerable to the cleansing power of a good immortal. In this case, the deity is not necessarily acting against the Nosferatu, but against its evil curse.



A strong garlic smell will keep a Nosferatu at bay. They are unaffected by the sight of clerical symbols, and only clerics of the opposite alignment or those specialized in hunting undead can turn Nosferatu. These undead creatures suffer no ill effects from contact with clerical symbols or holy water. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a Nosferat has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the Nosferat gaze to charm a servant or other inhabitant.

Nosferat cannot cross running water, either on foot or flying, except at bridges or while in their coffins (or Vase, crypt, chest, etc) which mostly contain some dirt or ground from their place of birth (the birth as a Nosferat is meant). During the day, a Nosferat usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. Most Nosferat have hidden several coffins in utmost secrecy, sometimes completely inaccessible by others (it can still reach these by gaseous form). If all of the Nosferat coffins are blessed or destroyed, the Nosferat will weaken, taking 2d6 hit points of damage per day. It dies when its hit points are reduced to 0. These hit points are not regenerated until the Nosferat has rested in its coffin for a full day.

A Nosferatu can assume a gaseous form at will, during which time it is immune to physical attacks. In addition, Nosferatu can shape change into a large bat at night or a raven during the day. All Nosferatu have the ability to spider climb. Nosferatu can also summon animals—1d100 rats or bats in a subterranean environment or 3d6 wolves in the wilderness. Summoned animals arrive in 2d6 rounds, which will come to its aid if they are within 300 feet (300 yards outdoors):

Summoned Creatures											
Species	Habitat	Number	MV/FL	AC/AV	HD/HP	THACO	Att	dm	Special	SV	XP
Rat	Underground, City	10d10	120'(40')	9/0	1/8 / 1	20	1bite	1disease	-	NM	5
Giant Rat	Underground, City	5d4	120'(40')	7/0	1/2 / 1d4	19	1bite	1d3+disease	-	NM	5
Bat	Underground, Forest	10d10	240'(80')	6/0	1/1	19	1bite	disease	Confusion	NM	5
Giant Bat	Underground, Forest	3d6	180'(60')	6/0	2/2d8	18	1bite	1d4+disease	Confusion	F1	20
Wolf	Wilderness	3d6	180'(60')	6/0	2+2/2d8+2	17	1bite	1d6	Leaping	F1	25
Dire Wolf	Wilderness	2d4	150'(50')	6/0	3+1/3d8+1	16	1bite	2d4	Leaping	F2	125

In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the Nosferat foes. In the wilderness, a Nosferat will normally call upon 3-18 wolves for assistance.

Nosferatu cannot enter a personal residence without an invitation from a resident, but once invited, the Nosferatu may come and go freely. Magical charm, disguise, or any other trickery used to obtain the invitation is still enough to allow Nosferatu entrance to someone's home.

Human or humanoid victims may later become a Nosferatu only if the original undead wishes it. In order to do so he must bite three times at the same location and drain all the blood and the levels of the victim. If so, the victim rises from the dead three days after being drained of blood, unless its body was burned or totally destroyed. The victim remains under its killer's control. If the latter is killed, all the victims become self-willed.

Nosferatu always retain all the memories, abilities, skills, and restrictions of their former character class and level. A character of higher level than the maximum Hit Dice drops to the maximum. A character with fewer than the minimum Hit Dice increases to the minimum. For example, a 12th-level mage would return as a 9 Hit Die Nosferatu with spells appropriate to a 9th level mage; likewise, a 5th-level cleric would rise to a 7 Hit Die Nosferatu with clerical spells equivalent to a 7th -level cleric. After this change has taken place, the Nosferatu can continue to gain experience and levels. It is difficult for a Nosferatu to change and grow, however, so it must earn three times the normal number of experience points in order to advance a level. Clerical spells no longer come from the original Immortal patron, unless the Nosferatu has the same alignment.

Most ability scores remain the same, but Strength becomes 16 or as it was if better. Clerical and warrior Nosferatu may wear armor. Weapons used in combat must be appropriate to the former character class.

Habitat/Society:

Nosferatu can dwell anywhere. They are found especially in the Eastern City-States like Slagovich, Zvornik, etc. Most often, a Nosferatu will be a person of some importance in the region (a dashing nobleman, a reclusive wizard, the lord of a domain, etc.). These undead do not feel the morbid need of their Nosferat kin to dwell in cemeteries and other sinister places of death. Nosferatu seek the living whose blood they crave.

Being close to the world of the living, Nosferatu feel at ease with unsuspecting mortals. In relative terms, Nosferatu also tend to think less and act more compared to the Nosferat. While a Nosferat might spend a century brooding and scheming, a Nosferatu will spend perhaps a decade. Nosferatu often need to change identities to hide the fact that they do not age or die. Clever disguises to modify the Nosferatu apparent age or impersonating its own offspring remain common tactics. If all else fails, disappearing for a decade also remains a valid option.

Nosferatu enjoy keeping company with others of their kind. An evil or neutral Nosferatu and its lesser followers enjoy toying with the living even more. The rare Nosferatu of good alignment, however, only occasionally interferes with the affairs of the living in order to preserve its existence or to save loved ones.

Ecology:

Each Nosferatu makes itself a secret place among the living. Evil Nosferatu act more like their Nosferat kin, while the good-aligned Nosferatu exist more as unfortunate victims. Good-aligned Nosferatu create other undead only if the victim consents (i.e. a loved one), in which case, the victim's original alignment is preserved.

Evil Nosferatu often twist a victim's alignment to reflect its own, but not always. An evil Nosferatu could decide to preserve a victim's alignment as a form of torment. Good-aligned victims often seek to destroy themselves or their evil masters. The living always fears a Nosferatu, regardless of its alignment.

All Nosferatu crave the blood of the living. A Nosferatu can go without blood for no more than a week before pain begins to twist its body. The pain causes all of its ability scores to drop 1 point per day after the first week of fasting, down to a minimum of 9. A Nosferatu must drain at least 9 hit points worth of mortal blood per week to avoid this pain. To recover lost ability score points, a Nosferatu must drink another 1d4 hit points worth of fresh blood. Nonhumanoid blood serves only to numb the pain for a day, but it cannot restore lessened ability scores.

Nosferati-Vampirism (Undeath); Magic Disease

Return after death as a Nosferat-Vampire. The disease is transmitted by enough saliva from a Nosferati-Vampire. This can be after three consecutive bites from the same Nosferat-Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Nosferat-Vampire). Any other can only be survived as long as the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds). When the patient dies, he will return from death in 3 days, as a Nosferat-Vampire under the unlimited (in distance) mental control of the final slayer Nosferat-Vampire. This will last until that Nosferat is destroyed, or when it willingly releases the controlled one, this can't be enforced.

The character will become a Nosferat-Vampire, which is able to still gain levels at almost the normal rate of experience. They are able to cast magic if they normally could when still alive, and still gain levels. Check alignment, Immortal restrictions, etc. however.

The "Giff" of Nosferati-vampirism is a magical disease created by the Immortal of Entropy Night and brought to the Prime Plane in an attempt to create a new race, as they are not necessarily evil. Mortal Magic or Medicine can't cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also gives the Vampire its special When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Nosferati do not need the blood of Humanoids, and may feed on blood of other creatures and thus they are able to refrain from evil behavior or becoming insane.



Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free-willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free-willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Velya (*Vampirum aquaticum Charcharodonia*)

Vampires	Velya*	As Shark*	Manta Ray*	Water current*
Type	Undead	Giant Animal		Liquid
Climate/Terrain	Enchanted			
Frequency	Any Ocean			
Organization	Rare			
Activity Cycle	Solitary or pack (like wolves)			
Diet	Night or Darkness			
AL	Any			
NA	Special			
Size	CE			
ST	1d4(1d2)			
IN	M; 4'-7'	30'	M; 12'	
WI	19	12	9	0
DX	10			
CO	11			
CH	14	10	9	13
Languages	12	11	9	12
Spellcaster Limits;	13	9		
AC	as Host (1d3)			
AV	0			
HD	Shaman 9			
HP	Wicca 9			
SW	3			
THACO	by armor or 0			
Attacks	0			
Damage	as Original			
Attacks	as Original			
Damage	as Original			
Special Attacks;	180'(60')	120'(40')	180'(60')	
Attacks	8	as Original		
Damage	na			
Attacks	1Touch	1Bite	1Tail	0
Damage	1d8	2d10	1d8	0
Attacks	1Fist			
Damage	1d4+3			
Special Attacks;	Energy Drain			
Attacks	1weapon			
Damage	by weapon			
Special Attacks;	Charm song		Paralysis	
Special Defenses;				any solids
Immune to;	50% Electricity, blunt weapons			
Extra Vulnerable to;	Regeneration 2hp/r			
Turning as Holy Water	Charm, Hold, Illusion, Discord			
AM	Poison, Death Magic			
Horror Rating	Insanity, Feeblemind, etc.			
Save as;	Cold,			
ML	Strongly Presented Opposing Holy Symbol			
XP	Open Air			
TT	Wooden Stake through heart			
Body Weight	Vampire	Not		-
	2d4			0
	0			
	0			
	as Original			
	11			
	as Original			
	F			
	1500/1800 cn	5000 LBS	15cn/hp	10cn/hp



Velya are a weak form of underwater vampire. Some were once surface dwellers and these may be found inhabiting ancient cities which have now sunk beneath the waves. However, they are extremely rare, and only a few have ever been discovered.

A Velya can take the form of a blue-skinned human with gills, a great white shark, a manta ray, or a water current at will. Each change takes one round. Whatever its form, a Velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. However, if a Velya is reduced to zero hit points, it does not regenerate, but becomes a water current and flees to its crypt where it must rest for a whole day.

Fire and acid damage is not regenerated until the Velya reaches and rests in its crypt.

In shark or manta ray form, the velya's movement, attacks, and damage are those of that animal the velya's Armor Class, Hit Dice, Morale and Saving Throws remain unchanged.

In water form, a Velya cannot attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells may affect it but none inflict any damage on it.

In human form, a Velya may attack by song or touch, or may summon other creatures.

The touch of a Velya inflicts an Energy Drain in addition to 1d8 points of damage. The creature's song can charm (as the charm person spell). Any victim hearing the song must make a Saving Throw vs. Spells or be charmed. The song can be heard up to a mile away, but it can only charm characters within 200 feet of the Velya. Once a successful Saving Throw is made, that character is immune to the velya's song for 24 hours. If the charm is dispelled, the character is still susceptible to the velya's song until he or she makes a successful Saving Throw. Velya are normally accompanied by 1d10 Wights, and can summon 3d6 mako sharks from up to one mile away. The sharks arrive in 1d4 rounds if they are close by. AC 4 AV 0 HD 4 Hp 4d8 THACO 16 At 1 bite 2d6 SW 180'(60')SV F2, Xp 75 ML 9 (under control 12).

Any character slain by a Velya will return from death in three days as a Wight under the control of the Velya. A creature can only become a Velya through an ancient and forgotten curse. However, the Velya are mostly aware of this cursed disease.

Weaknesses of Velya

A Velya is unable to approach to within 10 feet of a strongly presented holy symbol, although it may move to attack from another direction. Velya cannot enter the open air or they will instantly disintegrate. Because they are undead, Velya are unaffected by mind-affecting spells such as sleep, charm and hold spells. They can only be hit by magical weapons. During the day the Velya must rest in a crypt. If the crypt is blessed (with the clerical spell) the Velya can get no rest there. Failure to rest results in 2-16 points of damage per day. These points are not regenerated until the Velya rests in its crypt for a full day. Velya have no reflection and cast no shadow. A Velya can be destroyed by exposing it to air, by driving a wooden stake through its heart while it lies in its crypt, or by being turned by a cleric of level 13 or higher. In the latter case, however, the die roll for the number of Hit Dice of undead destroyed must equal or exceed the Hit Dice of the Velya.

Swamp Velya* (*Vampirum aquaticum*)

Vampires	Swamp Velya*	Crocodile*	White eel*	Water current*
Type	Undead	Giant Animal		Liquid
Climate/Terrain	Enchanted			
Frequency	Swamps on the Continent Brun (particularly Darokin)			
Organization	Rare			
Activity Cycle	Solitary or pack (like wolves)			Any
Diet	Night or Darkness			
AL	Special			
NA	CE			
Size	M: 4'-7'	L: 10'-20'	L: 15'	
ST	19	17	9	0
IN	10			
WI	11			
DX	14	9	9	13
CO	12	9	9	12
CH	13	9	9	
Languages	as Host (1d3)			
Spellcaster Limits;	Shaman 9			
	Wicca 9			
AC	3			
AV	by armor or 0			
HD	7**	as Original		
HP	7d8	as Original		
SW	180'(60')	90'(30')	240'(80')	180'(60')
THACO	8	as Original		
Attacks	1Touch	1Bite		
Damage	1d8	2d8	3d4	0
Attacks	1Fist	1Tail		
Damage	1d4+3	1d8		
Special Attacks;	Energy Drain			
Attacks	1weapon			
Damage	by weapon			
Special Attacks;	Charm song		Electricity	
Special Defenses;				any solids
	50% Electricity, blunt weapons			
	Regeneration 2hp/r			
Immune to;	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Feblemind, etc.			
	Cold,			
Extra Vulnerable to;	Strongly Presented Opposing Holy Symbol			
	Open Air			
	Wooden Stake through heart			
Turning as Holy Water	Vampire	Not		
	2d4			0
AM	0			
Horror Rating	2	0		
Save as;	F9	as Original		
ML	11			
XP	1250	as Original		
TT	F			
Body Weight	1500/1800 cn	5000 LBS	15cn/hp	10cn/hp



This weak form of underwater vampire was once common to the swamp. For a few centuries after its city drowned, the Velya flourished, but the lack of visitors to the swamp caused them to turn on each other, and now only a few are left.

Because they are undead, they are unaffected by sleep, charm, and *hold* spells and can only be hit by magical weapons.

A swamp Velya can take the form of a blue-skinned human with gills, an albino crocodile, a white eel, or a water current at will. Each change takes one round. Whatever its form, a Velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. If a Velya is reduced to 0 hit points it does not regenerate, but becomes a water current and flees to its crypt, where it must rest the whole day. Fire and acid damage is not regenerated until the Velya rests in its crypt.

In crocodile or eel form, the velya's movement, attacks, and damage are those of the animal. The velya's AC, hit dice, morale, and saving throws remain unchanged. In water form, a Velya can- not attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells affect it, none do damage.

In human form, a Velya may attack by song or touch, or may summon other creatures. The touch of a Velya inflicts an energy drain, removing one level of experience, in addition to damage. The creature's song can charm (as the spell). Any victim hearing the song must save vs. spells or be charmed. The song can be heard up to a mile away, but it will only charm within 200 feet of the Velya. Once a successful saving throw is made, that character is immune to the velya's song for 24 hours. If the charm is dispelled, the character is still susceptible to the velya's song until he makes a saving throw.

The Velya can summon 3d6 crocodiles if they are within one mile. The crocodiles will arrive in 1d4 rounds if they are close by.

AC5 AV2 HD2 HP2d8 MV/SW90' (30') THACO 17 Att 1 bite 1d8 + 1 tail 1d4 + ambush SV F1, XP 20 vulnerable to cold ML 7 (under control 12).

Any character slain by a Velya will return from death in three days as a Wight under the control of the Velya. A creature can only become a Velya through an ancient and forgotten curse. However, the Velya are mostly aware of this cursed disease.

Weaknesses of Velya

A Velya will not come within 10 feet of a strongly presented religious symbol, though it may move to attack from another direction. Swamp Velya cannot come fully into the open air or they instantly disintegrate. As long as one part of their body is in the swamp, they remain intact. During the day the Velya must rest in its sunken grave or crypt. If the grave is blessed with the clerical spell, the Velya can get no rest there that day. Failure to rest results in 2-16 points of damage per day. These points are not regenerated until the Velya rests in its crypt a full day. Velya cast neither reflection nor shadow. A Velya can be destroyed by exposing it to air, driving a wooden stake through it while it lies in its crypt, or being turned by a 13th or higher level cleric. The die roll for the number of hit dice of undead destroyed must equal or exceed the hit dice of the Velya.

Energy Drainers

Whenever an energy-draining undead (Spectre, vampire, Wight, wraith) slays a victim, the victim later rises as an undead of the same type, a pawn of the slayer. In this case, the armor class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim usually does not rise immediately, but usually after a period of 24 to 72 hours, or as given in each monster description.)

If the liege undead is slain after the victim has risen as a pawn, the victim becomes free-willed and gains 1 hit point per hour until reaching the full number of hit points possessed in life. If the original undead is slain before its victim can rise as an undead, the victim becomes a free-willed undead instead of a pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its armor class and movement rate change to match the new undead form.

Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when the undead is free-willed. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death; there are no undead druids. If a cleric (or paladin or avenger) gains a T or D result when attempting to turn an undead Spellcaster, the undead may make a saving throw vs. spells to avoid the effect entirely. If successful, the turn attempt is ignored, but is not counted as a failure: The same cleric may make further attempts at turning the same creature.

Any undead Spellcaster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a remove curse spell from a 26th or higher level cleric, followed by Cure-all and Raise Dead (Fully) spells, in that order.

Energy draining creatures restore lost hit points at the rate of 1d4 hp for each level/HD drained.



Phantom (*Phantomas species*)



Phantoms are undead beings which lurk nearly anywhere. They avoid sunlight, but are not harmed by it (they dislike in being temporarily forced into the ethereal plane by sunlight), nor are they bothered by magical light sources. They are immune to all charms and cold spells, and can only be damaged by magic weapons.

Attacks: Sight = fear; Special for each

Defenses:

Ethereal at first; Saving Throw vs. Turning (spells); magic weapon to hit.

Ethereal form:

When first encountered, a phantom is always in non-material form, and (though it can be turned) cannot be damaged at all from the Prime Plane. Each phantom has a special attack form, given in the description, which it normally uses immediately. The phantom then materializes for physical combat, becoming AC 0.

Fear:

Everyone seeing a phantom (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

Turning:

All phantoms are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2d6 rounds.

Each phantom keeps the treasure of its victims.

Apparition* (*Phantomas chaosar*)

Phantom	Apparition*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any
Organization	Very Rare
Activity Cycle	Solitary
Diet	Night or Darkness
AL	Life energy
NA	CE
Size	1(1)
ST	M; 6'-7'
IN	9
WI	15
DX	12
CO	9
CH	13
Languages	9
Spellcaster Limits;	as Host (1d3) understand
AC	0
AV	0
HD	10***
HP	10d10
MV	180'(60')
THACO	10
Attacks	2 Claws
Damage	3d4 each
Special Attacks;	Fear aura
Special Defenses;	Ethereal 1st round
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Feblemind, etc.
Extra Vulnerable to;	Cold
Turning as	0
Holy Water	Phantom
	Reflection Turning
AM	2d4
Horror Rating	0
Save as;	6
ML	M U 10
XP	10
TT	3000
Body Weight	(L)N,O
	0



It acts on the Prime Plane as a single humanoid creature, appearing much like a Wight but semitransparent. It is always seen standing in a clear area when first encountered, and never uses any weapons.

Combat

Ethereal form:

When first encountered, an Apparition is always in non-material form, and (though it can be turned) cannot be damaged at all from the Prime Plane. Each Apparition has a special attack form, given in the description, which it normally uses immediately. An apparition's first attack is the creation of a swirling semi-transparent mist, 10' high with a 20' radius. All within the mist must make a Saving Throw vs. Spells or be entranced, unable to do anything but watch the mist until it disappears.



Those remaining within the swirling mist must make the Saving Throw each round. The mist lasts for 12 rounds, or until the creature is destroyed or Turned. When the entrancing effect wears off, a victim need not make any further Saving Throws against the mist. The mist will move with the creature.

After entrancing at least one victim, the apparition materializes for physical combat, becoming AC 0. And rakes the victim with both bony claws (+4 bonus to hit rolls, damage 1d6+2 per claw). An apparition rarely attacks moving victims, trying to slay at least one victim per encounter.

Fear:



Everyone seeing an Apparition (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the Apparition was seen. Other creatures are unaffected if the Saving Throw is successful.

Any human or demi-human slain by an apparition will become one in one week—in effect the soul of the former victim is replaced by the powers of a Master of Chaos. It is not the character that becomes an apparition, only its body. Its soul is banished to Limbo and often hunted there. The only way to avoid this fate is to cast a dispel evil spell on the body before casting a Raise Dead (all within the week's time). If a Raise Dead is cast without the dispel evil, the character will revive, apparently none the worse for the experience—but will begin to fade a week later, turning into an apparition. This fade is so gentle that the character from one moment to the other is lost, and actually died, traveled to Limbo and its body being used by the Master of Chaos.

Turning:

All Apparitions are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2d6 rounds.

Habitat/Society:

Apparitions are solitary, but often live together with one or more other Undead, as Chaos draws forth more chaos. Masters of Chaos hate all order, which is light and all life, as both remind them of their undead existence and the weakness they actually have against these. They are therefore encountered often only in dark and desolate places, often desecrated ruins, temples, caves or battlefields.

Ecology:

No one knows how the first Apparition came to be, the few facts detailed above are all that is known with any degree of certainty. Each Apparition keeps the treasure of its victims in some area near where it is encountered.

Link with Limbo

Although treated as an Undead, the Apparition is the reflection in the Prime Plane of a **Master of Chaos** in Limbo (see there). This is a powerful tool given to Chaos, since it can be used anywhere at any Time, without the Entity leaving Limbo

Shade (Phantomas daca-offensive)

P phantom	Shade*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any
Organization	Very Rare
Activity Cycle	Solitary
Diet	Night or Darkness
AL	Life energy
NA	CE
Size	1(1)
ST	M; 6'-7'
IN	9
WI	15
DX	12
CO	9
CH	13
Languages	9
Spellcaster Limits;	as Host (1d3) understand
AC	0
AV	0
HD	1***
HP	11d10
MV	120'(40')
THACO	9
Attacks	1dagger
Damage	3d4
Special Attacks;	Fear aura
	Dagger mastery
Special Defenses;	Ethereal 1st round
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Feeblemind, etc.
	Cold
Extra Vulnerable to;	0
Turning as	Phantom
	Reflection Turning
Holy Water	2d4
AM	0
or Rating	4
Save as;	MU 10
ML	9
XP	3500
TT	(L)N.V
Body Weight	0

Similar to an apparition, this creature looks like a single humanoid, but always carries a dagger. It also often carries the resemblance of armor, shield, or a helmet, but these don't give it any improvement upon its Armor Class nor Armor Value or Saves. They are just a resemblance, a memory from earlier times, when the undead was still alive.

Combat

Ethereal form:

When first encountered, a Shade is always in non-material form, and (though it can be turned) cannot be damaged at all from the Prime Plane. Each Shade surprises its victims 90% of the time, normally moving through a wall or door when first encountered. It moves quickly toward one target, threatening with its weapon; the victim must make a Saving Throw vs. Death Ray or immediately fall dead in horror. The phantom then materializes for physical combat, becoming AC 0. After this initial attack, the shade materializes and viciously slashes any nearby victims with its dagger.

Fear:

Everyone seeing a Shade (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

Turning:

All Shades are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the Shade may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2-12 rounds.

If seriously endangered or if Morale fails, it will dematerialize and flee.

Habitat/Society:

Shades are solitary, but often lives together with other Undead or Demons They hate light and all life, as both remind them of their undead existence, and utterly despise churches and holy places and persons, as these were not able to help them in any way in Limbo or the afterlife. Unlike other phantoms, a Shade always inhabits indoor or underground areas, ruins and abandoned cities or desecrated temples. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

Ecology:

No one knows how the first vision came to be, the few facts detailed above are all that is known with any degree of certainty. Each Shade keeps the treasure of its victims in some area near where they are encountered.

Link with Limbo

None. The Shade is the undead servant of a Demon. It is the corrupted Soul of someone who was captured in Limbo and taken away to the Demon's Plane. When destroyed, the Shade returns to its evil Master's Plane.



Vision (*Phantomas pugnatus*)

Phantom	Vision*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any (Darkness preferred)
Diet	none
AL	CN, To CE
NA	11
Size	M; 6'-7'
ST	15
IN	9
WI	8
DX	9
CO	18
CH	9
Languages	as Host (1d3) understand
Spellcaster Limits;	0
AC	0
AV	By Armor (2 to 6)
HD	12***
HP	12d12
MV	0 (see below)
THACO	8
Attacks	1d2 weapons per humanoid
Damage	by weapon
Special Attacks;	Fear aura Weapon mastery mastery
Special Defenses;	Ethereal 1st round
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	0
Turning as	Phantom
Holy Water	Reflection Turning 2d4
AM	0
Horror Rating	4
Save as;	C12
ML	12
XP	3500
TT	(L)N, O
Body Weight	0

A vision often looks like the remains of a fierce battle with no survivors. The vision is actually a collection of lost souls.

Combat

Ethereal form:

When first encountered, all the souls start to cry and howl, and are always in non-material form, and (though it can be turned) cannot be damaged at all from the Prime Plane. All within 90' hearing the noise must make a Saving Throw vs. Spells. All those failing the Saving Throw are filled with sorrow and sympathy for the souls in the vision; they will believe all action is hopeless, and sit down and cry for the lost souls for 1d10+10 rounds. Those within range must continue to make one Saving Throw each round.

After crying out for 1d3 rounds, the creatures in the vision start to rise (The phantom then materializes for physical combat, becoming AC 0) and attack, continuing their awful wailing. No single individual has any hit points; the vision as a whole has 12 Hit Dice, and all damage inflicted on all individuals is counted against that total. The DM must check for the Weapon mastery the Vision has. Mostly this is basic, but as seen in this table it can also be any other.

Weapon Mastery Chance		1d100
Unskilled	UN	0-5%
Basic	BS	6-55%
Skilled	SK	56-70%
Expert	EX	71-85%
Master	MS	86-95%
Grand Master	GM	96-99%

Fear:

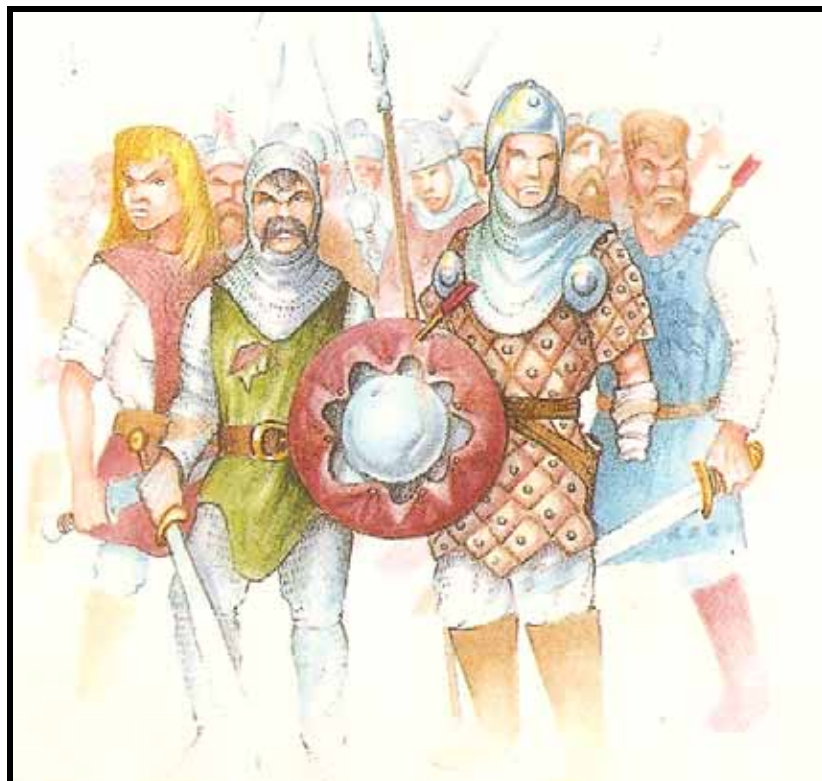
Everyone seeing a phantom (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

The vision attacks once per individual phantom within it, each individual attacking as a 12 HD monster and inflicting 1d8 points of damage per hit. (Each is typically armed with a normal sword; the DM may equip the phantoms otherwise, using the appropriate damage by weapon type. However, no magic weapons or other magic items will be used.) Within their restricted area, phantoms of a vision move at 40' per round. If a vision is successfully turned, it disappears for 1-6 hours before returning; it cannot move away from the given location. All individual phantoms in a vision are confined within the area, and cannot pursue or evade.

Link with Limbo

The Vision is an Amalgam of the Souls of warriors (2d4 combating and up to 40 non-combating Demi-Human-oids), rather than a single one, (and most

have weapons and armor of various types—a reflection of the weapons the souls owned in life—which can be retrieved in often



eroded state, somewhere on the battlefield) who died on a battlefield and found a way to return to the battle field (often this is the result of magic cast or miscast during the battle, blocking the voyage to Limbo). This means that a vision can also incorporate the battle against a vile dragon (including the Dragon).

Their emotions were so intense at the Time of their Death that they couldn't leave the Place (Strengthened by the remaining magic). Their misdirected angst causes them to attack anyone entering the site, thinking them to be their old enemies. They can't communicate and go dormant if no one approaches. If the Vision is destroyed, these Souls finally return to Limbo in search of their Eternal Rest. Quite different from other phantoms, a vision always inhabits a specific area of no greater than 500 square feet. Visions are undead beings which lurk nearly anywhere. They avoid sunlight, but are not bothered by magical light sources. They are immune to all charms and cold spells, and can only be damaged by magic weapons.



Turning:

All phantoms are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2-12 rounds. A Vision's treasure can be found in the area if its vision is destroyed.

Habitat/Society:

Visions are solitary, but often live together with one or more Ghostly Hordes. Visions hate light and all life, as both remind them of their undead existence, and utterly despise the ones responsible for their demise. They are therefore encountered often only in darkness and desolated battlefields. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

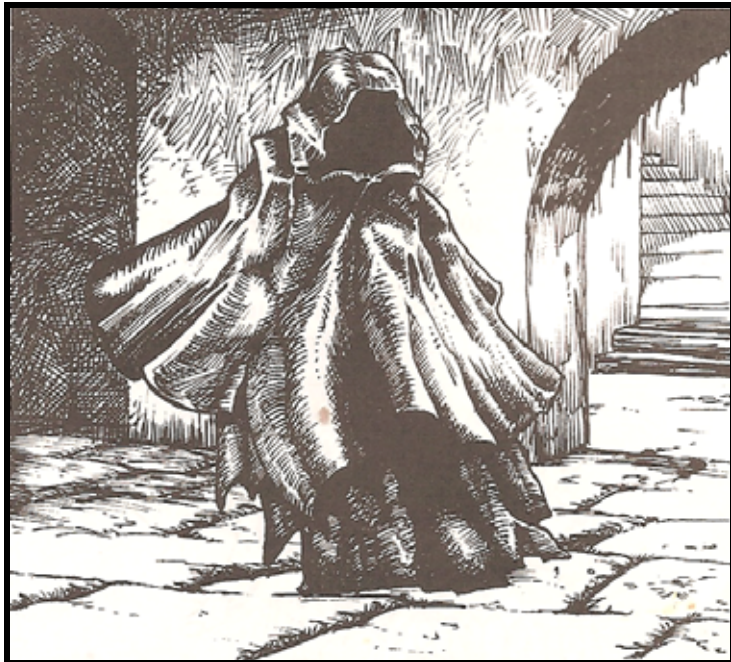
Ecology:

No one knows how the first vision came to be, the few facts detailed above are all that is known with any degree of certainty.



Darkhood (*Phantomas rophyr facialis*)

Spectral Dead	Darkhood*
Type	Undead Enchanted
Climate/Terrain	Dungeon/Ruin
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night or Darkness
Diet	Fear
AL	CE
NA	1d2 (0)
Size	M; 6'-7'
ST	6
IN	14
WI	13
DX	9
CO	8
CH	5
Languages	as Host (1d3) understand
Spellcaster Limits;	0
AC	-2
AV	0
HD	13*
HP	13d8
MV	240'(80') Special
THACO	14
Attacks	1Touch
Damage	1d4 + fear
Special Attacks;	Fear (pursuit)
Special Defenses;	Ethereal 1st round
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Febblemind, etc. Cold
Extra Vulnerable to;	Fire
Turning as	Haunt
Holy Water	SV SP negates 2d4
AM	0
Horror Rating	5
Save as;	M u 13
ML	11
XP	2300
TT	V
Body Weight	15 cn



The hideous spectral undead creature known as a dark-hood (or rophyr) thrives on the emanations of fear which it creates in its fleeing victims. The dark-hood appears as a translucent gray figure wearing a cowed robe, with its face completely shrouded in shadow. It does not speak, though many scholars suspect it understands several human and demihuman languages.

Combat:

Ethereal form:

When first encountered, a Rophyr is always in non-material form, and (though it can be turned) cannot be damaged at all from the Prime Plane. Each Rophyr has a special attack form, given in the description, which it normally uses immediately. The Rophyr then materializes for physical combat, becoming AC -2.

Fear:

Everyone seeing a Rophyr (within 120') must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in

which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

Turning:

All Rophyr are resistant to Turning by clerics. The creatures can be turned as haunts and, like them, are only destroyed on a "D" result if they fail a Saving Throw vs. Death Ray, but if a "T" result occurs, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2d6 rounds.

Each Rophyr keeps the treasure of its victims in some area near where they are encountered.

Although the creature seldom does much physical harm to its victims, it will often leave a party scattered, weakened and vulnerable to attacks by other creatures.

A dark-hood can only be hit by magical weapons of +2 or better, and is immune to spells such as sleep, charm, and hold and so on.

Within its domain of abandoned ruins or shadowed lands, a dark-hood glides insubstantially, and can even travel through solid objects to stalk its prey.

The dark-hood can draw visions from the dark depths of its victims' imaginations. Those who are the most intelligent have the most fertile minds and are the most susceptible - thus anyone seeing the Darkhood must make a reversed ability check by rolling higher than his or her intelligence on 1d20.

For characters that have recently undergone particularly harrowing experiences, the DM may choose to make them more susceptible to the dark-hood's visions by subtracting between 1 and 3 from the die roll. To those who roll greater than their intelligence on 1d20, the shadowy void beneath the creature's cowl remains empty.

To those who roll less than or the same as their intelligence, the cowl becomes filled by hideous visions from the depths of their imaginations. Those who experience such a vision flee in terror from the dark-hood, running maniacally at 30' more than their usual movement rate for 1d4+2 rounds, changing route at random

Running from a dark-hood is very exhausting, and fleeing characters must make a Saving Throw vs. Spells each round or temporarily lose 1d3 points of constitution, plus any hit points that may result from a constitution bonus being lowered. Any character whose constitution drops below 3 will fall unconscious until it rises to 3 or more. Lost constitution is regained at a rate of 1 point per turn. Once a victim has experienced the fear of a particular dark-hood and has recovered from it, he or she is immune to further fear attacks from that creature for the next 24 hours.

In melee, the dark-hood attacks with a chilling touch which causes 1d4 points of damage and fills the victim with an overwhelming terror which has the same effect as an imaginary vision (a saving throw vs. spell applies).. It is from terrified and fleeing characters (affected by touch or vision) that the dark-hood draws its sustenance, and it will pursue them until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the dark-hood will keep fleeing victims herded within its territory. The dark-hood ignores unconscious victims, and gives up its "attacks" once all of its victims have collapsed, recovered from the fear, or have left its area. The creature, sated from the hunt, will then return to its lair.



A dark-hood can be hit only by magical weapons of +2 enchantment or better, and (like other undead) is immune to spells such as sleep, charm, hold, and to cold and poison. A dark-hood is turned as a vampire.

Habitat / Society:

Each dark-hood has a particular terrain typically a small area in a crypt, dungeon, or abandoned structure the dark-hood cannot leave its territory. Within those c however, it enjoys complete freedom of movement. Unimpeded by solid objects, it often appears unexpectedly, merging from a wall, floor, or ceiling. The dark-hood pursues encountered creatures until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the dark-hood keeps fleeing victims herded within its territory until the collapse from fear and it can feed.

Ecology:

Dark-hoods are lonely creatures. Only rarely is in than one encountered, and never more than two haunt same territory. Legends say that dark-hoods are the restless forces of those who died in a state of extreme terror, especially terror of death itself. To maintain its connection to its territory the dark-hood feeds on the terror of other sapient beings, thus replenishing its own energies. No one has yet found a way to communicate with or adequately study a dark-hood, and so the truth behind the legends remains unsubstantiated. Occasionally, the tie of a dark-hood to an area is so strong that it cannot be dismissed, dispelled, or dispersed through magical combat. If vanquished in combat, the dark-hood later re-forms and returns to its territory. In many of these cases there is a special way and certain actions taken, before the dark-hood can be put to rest permanently.

Link with Limbo

None. The Darkhood is the undead servant of a Demon. It is the corrupted Soul of someone who was captured in Limbo and taken away to the Demon's Plane. When destroyed, the Darkhood returns to its evil Master's Plane.



Yeshom (*Phantomas immortelle-araneas*)

Phantom	Yeshom*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Sentient Beings
AL	NE
NA	1
Size	M; 6'diameter
ST	6
IN	19
WI	12
DX	6
CO	10
CH	5
Languages	as Host (1d6)
Spellcaster Limits;	MU 18
AC	0
AV	0
HD	14*****
HP	14d8
MV	12'(4')
THACO	7
Attacks	1Touch
Damage	1d12
Special Attacks;	Black Pudding Envelop
Special Defenses; Immune to;	Spell Immunities Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Any Energy Discharge
Extra Vulnerable to;	Fire
Turning as Holy Water	Turn Only 2d4
AM	75%
Horror Rating	5
Save as;	MU 14
ML	11
XP	8450
TT	A
Body Weight	350 LBS

Yeshoms are the undead remnants of Aranean mages who sought power, got it, and paid too high a price. In its normal form, the Yeshom resembles a large puddle of oily, black tar.

Yeshoms came into being about 1500 years ago, when a group of Herathian mages cooperated in an effort to gain immortality, augment the natural shape changing abilities of the Aranean race, and gain additional spellcasting power. Their research effort succeeded in all three of these goals, discovering a method by which a powerful Aranean could be transformed into a new form with vastly greater power. A number of Herath's best and finest mages volunteered for the treatment and were transformed into Yeshoms, before the process's horrible side effects were discovered. At first, the Herathian volunteers were able to retain their original alignments through force of will. However, the undead form carried a subtle evil warping influence, which slowly made the Yeshoms psychotic and bitter. All of them eventually became insane, humanoid-hating recluses.

The Red Curse:

Yeshoms each have six magical powers from cinnabar. They do not require cinnabryl.

Combat:

Yeshoms are quite willing to engage in combat, but lack most of the Phantom powers. Killing assuages their terrible boredom and hatred. A Yeshom casts spells as a 14th to 18th level mage. It also has the following permanent magical abilities: Infravision, comprehend languages, detect evil, detect good, detect invisible, and detect magic, protection from good, protection from normal missiles, read magic, tongues, and unseen servant.

With a successful attack (ignoring AV), a Yeshom can choose to either do damage as a black pudding or envelop its victim. If the Yeshom chooses to envelop its victim, a victim that does not make a successful saving throw vs. spell is thrust into an interior pocket-dimension and put into a state of suspended animation. Once a victim is placed in this state, the Yeshom knows everything the victim knows. The victim can then be killed at the whim of the Yeshom.

This horrible undead form amplifies the natural shape shifting abilities of the araneas. The Yeshom can assume the form of any man-sized or smaller creature, but each form retains its characteristic shiny, black, liquid texture. In addition to their magic resistance, Yeshoms are immune to any form of energy discharge, including lightning, fire, cold, and magic missile. They are also immune to any form of sleep, charm, and hold spells and death magic. They are also immune to poison. Holy water from the temple of a neutral good Immortal will inflict 2d4 points of damage per vial. Anyone killed by a Yeshom is gone forever, beyond resurrection, raise dead, and wish, as it is also banned from entering Limbo and its soul is devoured too.

Habitat/Society:

Yeshoms are extremely solitary; they have no retainers or undead followers. The Yeshom is also cruel, irrational, and bored. Yeshom prefer to draw out the agony of a death, prolonging the victim's terror. Yeshom are not prone to travel. They inhabit isolated regions and regard anyone or anything that wanders into their territory as prey. They especially like to prey upon araneas, a form of revenge for the failed experiment. Araneas try desperately to hide the existence of this creature from outsiders. Because the Yeshom tends to stay in one place, the araneas simply avoid those places. Also, the secretive araneas rarely feel obligated to warn outsiders.

Ecology:

Yeshom have little impact on the local ecology. They do, however, have large treasures, the belongings of their fallen victims.

Link with Limbo

As with mummies. The soul is bound to the corpse, but not by summoning a souleater but by the corrupted magic.



Haunt* (*Spiritum species*)



Haunt, Lesser (*Spiritum simplex*)

Haunt	Lesser Haunt
Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Rare
Organization	Pack
Activity Cycle	Night or Darkness
Diet	none
AL	any
NA	1d2 (1d2)
Size	M; 4'-7'
ST	3
IN	10
WI	11
DX	6
CO	4
CH	3
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	na
AV	0
HD	na
HP	na
MV	0
THACO	na
Attacks	nil
Damage	0
Special Attacks;	Fear Aura
Special Defenses;	50% Blunt weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	na
Turning as Holy Water	not 0
AM	0
Horror Rating	3
Save as;	special
ML	na
XP	100 (see text)
TT	0
Body Weight	0



Like the greater haunts (banshees, ghosts and poltergeist, the lesser haunt is the ghost-like spirit of some dead character or creature which is unable to rest for some reason (the need to pass on some message, or to fulfill a broken oath, for example), and is bound to a particular location.

This is often the place where their mortal bodies perished—often a gloomy bog, tangled forest, or abandoned dungeon. Unlike the greater haunts, the lesser haunt cannot be destroyed, only laid to rest by some special means decided by the DM.

For example, the haunt might require mortal aid (from the PCs) to enable it to complete its task and they may only receive the haunt's Xp's value once it has attained peace. Conversely, lesser haunts are much less dangerous than the greater. They cannot attack or cause damage, although an encounter with certain haunts may require characters to make a Saving Throw vs. Spells or run away in fear. Characters who fail their Saving

Throws will not willingly go into the haunted area again.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.



Ghost, Lesser or Coin Shee (*Spiritum animea continuum*)

Haunt	Lesser Ghost*
Type	Undead Enchanted
Climate/Terrain	Variable
Frequency	Rare
Organization	Group (special)
Activity Cycle	Night or Darkness
Diet	none
AL	CE, CN, NE
NA	1d4
Size	M; 4'-7'
ST	9
IN	9
WI	9
DX	9
CO	9
CH	8
Languages	as Host (1d3)
Spellcaster Limits:	0
AC	1
AV	0
HD	5**
HP	5d8
FL	150'(50')
MF	5B
THACO	15
Attacks	1Weapon
Damage	by weapon
Attacks	or 1strike
Damage	1d6
Special Attacks;	50% chance age 1d8 yrs
Special Defenses;	Invisibility
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold Any solids without magic
Extra Vulnerable to;	na
Turning as Holy Water	Wight 2d4
AM	o or special
Horror Rating	5
Save as;	F5
ML	12
XP	425
TT	C
Body Weight	0



The most common manifestation of Limbo on the Prime Plane is the lesser Ghost (or Coin Shee in case of Elves). A Lesser Ghost may appear only in one of three places; the place where it died, any graveyard, or near some valuable treasure it had owned when it was alive. Lesser Ghosts always appear as they looked just before they died, whether dressed in expensive gowns and robes or covered with battle wounds. They are always translucent, and can only be hit by Blessed or magic weapons, of non evil alignment.

Combat

A Lesser Ghost, upon successfully hitting an opponent with its bare hand, has a 50% chance of causing its opponent to age between 1 and 8 years (1d8) from fright. It may also manipulate existing objects to attack, as a form of continuous Telekinesis. They also radiate Fear in a 30'radius, but this is increased by 10' for each other Lesser Ghost which is within this area. The save will be reduced by 1 for every 4 Lesser Ghosts in the same area.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.



A slain victim must save vs. spells to prevent becoming a Lesser Ghost and continue its travel to Limbo. This save replicates the instant travel through its personal Gate to Limbo while the Lesser Ghost closes it with some unknown power. When failed they either pulled the soul back in the Prime Plane, or closing the Gate. Hereby is some entropic energy transferred to the new Lesser Ghost, making its alignment become CE, CN, or NE, which ever is the closest between the character's original alignment and CE. This character can't be raised in any way before is Ghost is slain, sent to Limbo, and then recalled by the use of a Raise Dead (Fully). His alignment will fall back to its living alignment only when the soul was spoken too before raising. Any Evil character must be played by the DM, and becomes an NPC instead. Ghosts can be turned like Wights by clerics, and are controlled as Zombies by more powerful Undead.

Habitat/Society

Contrary to popular belief, not all ghosts rattle chains and moan. Some carry swords, other staves or wands. They retain their former basic nature as a ghost — preferring to either talk, laugh or be quiet. Lesser Ghosts are always chaotic and will always attack, hoping to add another member to the undead legions. There is a ranking system among the ghosts that carries over from previous lives. If powerful or rich while alive, then they will be powerful while undead. There are even slaves among ghosts. Sometimes they serve those they served while alive. This ranking, however, will have no effect upon Turning, Powers or Control factors.

Ecology

Lesser Ghosts have somehow, either through revenge, a personal goal or by blocking access to Limbo refused to reach the Afterlife and finally eternal Rest. They still live the life they did before, with respect to the area they are bound too. Their changed alignment will become



prevalent when approached by living creatures of any race, for it now hates life. Its personal goal (if it had such a strong reason to become Undead) will also be the way to put it to rest, but it refuses to let others (especially living creatures) do this. They are often found in Magic Schools, Old castles and under controlled circumstances can live together with a living community (see Harry Potter's School). This control is often a strong Necromancer or Necromantic control device (this device can also return their original alignment but this is rarely done.).

Banshee (*Spiritum sylphus vocalis*)

Haunt	Banshee*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	none
AL	CE
NA	1
Size	M; 5'-6'tall
ST	8
IN	15
WI	16
DX	9
CO	10
CH	9
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	-3
AV	0
HD	13****
HP	13d8
MV	60'(20')
THACO	13
Attacks	1Touch
Damage	1d8
Special Attacks;	aging 1d4x 10 years
Attacks	1Gaze
Damage	0
Special Attacks;	Paralysing Gaze Death Wail Fear Aura Ectoplasmatic net
Special Defenses; Immune to;	all spells not affecting Evil Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold, Electricity Dispel Evil
Turning as	Haunt SV SP Negates Destruction
Holy Water	2d4
AM	50%
Horror Rating	5
Save as;	see text
ML	9
XP	5150
TT	E,N,O
Body Weight	0



The banshee or groaning spirit is the spirit of an evil female elf often by a Fairy curse—a very rare thing indeed. Banshees hate the living, finding their presence painful, and seek to harm whomever they meet.

Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight (60% invisible). Most banshees are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes. Banshees frequently cry out in pain -- hence their name.

The bean-sidhe (pronounced "bean" like as in the vegetable-"shee") is a woman of the Elven or Sidhe (see Fairy chapter) and may be an ancestral spirit appointed to forewarn members of certain ancient families of their time of death. Some say it is an evil female elf, cursed by the fairies for her deeds.

Whatever her origin, the banshee chiefly appears in one of three guises: a young erotic woman, a stately—sometimes translucent—matron or a raddled old hag. These represent the triple aspects of the Celtic goddess of war and death, namely Badhbh, Macha and Mor-Rioghain.) She usually wears either a grey, hooded cloak or the winding sheet or grave robe of the unshriven dead. She may also appear as a washer-woman, and is seen apparently washing the blood stained clothes of those who are about to die. In this guise she is known as the bean-nighe (washing woman). Mostly she has long white hair, which she combs with a silver comb. The banshee may also appear in a variety of other forms, such as that of a hooded crow, stoat, hare and weasel - animals associated in Ireland with witchcraft.

This lonely haunt prefers desolate moors and outdoor places, though it is occasionally found underground. It is a guardian of sorts, and may actually help one race in its area (often sprites or pixies) by frightening and chasing enemies away. It is rumored that a banshee is the soul of an evil female elf, atoning for its misdeeds in life.

A banshee can use its special attack, a wail, three times per day. All victims within 60' must make a saving throw vs. death ray or die on the spot. The creature often uses one wail at an out of range distance to ward off approaching enemies; an immediate morale check must be made for NPC's and monsters hearing it, with a +4 penalty to the roll. The banshee may be tricked into wailing again (if the opponents are very clever), but will not use its third wail until it is in the midst of combat. If avoided, a banshee will not pursue.





Combat:

Banshees are formidable opponents. The mere sight of one causes fear, unless a successful saving throw vs. spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to drop any items they were carrying in their hands.

A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a saving throw vs. death magic. Those who fail die immediately, their faces contorted in horror. Fortunately, groaning spirits can keen just once per day, and then only at night. The touch of a groaning spirit causes 1d8 points of damage.

Banshees do not inflict normal damage; they cause aging with their physical blows. Each other things and all Banshees can use a gaze attack as well as its special or physical attacks. If seriously threatened (or if morale fails), a Banshee will escape into the Ethereal Plane and not return for 1d8 days. A Banshee can only enter the Ether three times per day, but can leave it at any time.

Ectoplasmic Net:

When first encountered, a Banshee will normally start oozing ectoplasm. This appears as wispy tendrils, slowly forming a net. The net has no effect on the movement of the Banshee or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the Banshee and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (oil of ethereality, teleport, etc.). The Banshee will attack its ethereal victims when it returns to the Ether.

Paralyzing Gaze:

A Banshee's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds. A Banshee often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

Aging blows:

Each blow from a Banshee ages the victim by 1d4 x 10 years. Elves may ignore the effects of the first 200 years of

aging; dwarves may ignore the first 50 years, and Halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point). A wish will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a potion of longevity or a wish. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised.

Turning:

When a cleric's attempt at turning a Banshee gives a "D" result, the creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt. Other turning results are handled normally. Holy water causes 2d4 points of damage if broken upon them. A dispel evil spell will kill a groaning spirit.

Treasure

Each Banshee keeps the treasure of its victims in some area near the place where it is encountered. Victims of Banshees do not become Banshees themselves unless they are extremely evil beings. They are immune to all spells except those which affect evil. Banshees are noncorporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic (50%). They are fully immune to charm, sleep, and hold spells and to cold- and electricity-based attacks.

Banshees can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit lair is sure to be attacked when night falls. The nature of this attack varies with the victim. Beasts and less threatening characters are killed via a touch. Adventurers or Demihumans are attacked by keening. Creatures powerful enough to withstand the groaning spirit's keen are left alone.

When attacking adventurers, the groaning spirit attacks at night with her wail. If any characters save successfully, she then retreats to her lair. Thereafter, each night, the groaning spirit returns to wail again. This routine is repeated until all of the victims are dead or have left the groaning spirit's domain, or until the groaning spirit is slain.



Habitat/Society:

A Banshee is an undead soul of some creature (only Elven, or Sidhe and female) unable to rest (or reincarnate). Banshees are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon. They avoid, but are not harmed by, sunlight and magical light.

Banshees loathe all living things and thus make their homes in desolate countryside or ancient ruins. There they hide by day, when they cannot keen, and wander the surrounding countryside by night. The land encircling a groaning spirit's lair is strewn with the bones of beasts who heard the groaning spirit's cry. Once a groaning spirit establishes her lair she will remain there.

The treasure of groaning spirits varies considerably and often reflects what they loved in life. Many hoard gold and fine gems. Other groaning spirits, particularly those that haunt their former homes, show finer tastes, preserving great works of art and sculptures, or powerful magical items. It is nearly impossible to distinguish the cry of a groaning spirit from that of a human or elf woman in pain. Many a knight gallant has mistaken the two sounds, and then paid for the mistake with his life. Banshees are exceptionally intelligent and speak numerous languages, including common, Elvish, and other demihuman languages. Banshees occasionally use their destructive powers to seek revenge against their former adversaries in life.

Ecology:



Banshees are blight wherever they settle. They kill without discretion, and their only pleasure is the misfortune and misery of others. In addition to slaying both man and beast, a groaning spirit's keen has a powerful effect upon vegetation. Flowers and delicate plants wither and die and trees grow twisted and sickly, while hardier plants, thistles and the like, flourish.

After a few years all that remains within five miles of a groaning spirit's lair is a desolate wilderness of warped trees and thorns mixed with the bones of those creatures that dared to cross into the groaning spirit's domain.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.

The Banshee or bean sídhe, which means "woman of the sídhe", has come to indicate any supernatural woman of the Isle of Dawn (later found almost everywhere) who announces a coming death by wailing and keening. It is said that these are the fairies who could not reincarnate due to the magics the Alphas used to defeat the Fairies of the Tuatha Dé Danann. This magic still lingers on and is still able to transform a fairy (or Elf) into a Banshee. Also Read the Sidhe in the Fairy chapter.

Real World Legends

Although not always seen, her mourning call is heard, usually at night when someone is about to die. In 1437, King James I of Scotland was approached by an Irish seeress or banshee who foretold his murder at the instigation of the Earl

of Atholl. This is an example of the banshee in human form.

There are records of several human banshees or prophetesses attending the great houses of Ireland and the courts of local Irish kings. In some parts of Leinster, she is referred to as the bean chaointe (keening woman) whose wail can be so piercing that it shatters glass.

In Kerry, the keen is experienced as a "low, pleasant singing"; in Tyrone as "the sound of two boards being struck together"; and on Rathlin Island as "a thin, screeching sound somewhere between the wail of a woman and the moan of an owl".

According to ancient legends, an Elven or fairy women sang a song according to customs (Irish: caoineadh, at funerals. With the five great Irish clans; The O'Gradys, O'Neills, O'Briens, O'Connors, and the Kavanaghs. In the Táin Bó Cúailnge is Fráech mac Iddad after his death carried into his tomb by 150 Sidhe women.

According to another story, a Banshee appeared to Brian O'Bua. This was a local Irish King. He wandered through the forest, and saw an old woman washing clothes covered in blood, and she was weeping. The next day Brian was found dead in his tent. This happened approximately 1000AD, since then many people have heard the chilling howl of the Banshee end the following day a family member or acquaintance has perished.

Use this information on the Irish people of the Isle of Dawn or Skothar continent.

To see the banshee, said the Irish, meant to foresee one's own death. This sad harbinger often appeared as a pale young woman, washing graveclothes in lonely streams.

Ghost* (*Spiritum spiritus*)

Haunt	Ghost*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	none
AL	Any
NA	1
Size	M; 5'-6'tall
ST	8
IN	12
WI	13
DX	8
CO	9
CH	12
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	-2
AV	0
HD	14****
HP	13d8
MV	90'(30')
THACO	8
Attacks	1Touch
Damage	1d8
Special Attacks;	aging 1d4x 10 years
Attacks	1Gaze
Damage	0
Special Attacks;	Paralysing Gaze Death Wail Fear Aura Ectoplasmatic net
Special Defenses; Immune to;	all spells not affecting Evil Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Electricity
Extra Vulnerable to; Turning as	Dispel Evil Haunt
Holy Water	SV SP Negates Destruction
AM	2d4
Horror Rating	50%
Save as;	5
ML	see text
XP	10
TT	5150
Body Weight	E,N,O
	0



A Ghost is an undead soul of some creature (usually human) unable to rest. Ghosts are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon. They avoid, but are not harmed by, sunlight and magical light. Of all the more powerful undead, only a ghost may be of any alignment. All Ghosts can become invisible at will, and pass through solid matter, but rarely do (they aren't used to this course of movement. A location, or building haunted by a ghost will give an eerie feeling, and become a focus point for wandering haunts and sometimes other undead or even Necromancers. This is due to the power of the Ghost and its link to Limbo, which draws that Plane nearer to the location the Ghost, resides within.

Some ghosts appear in forms related to their death. A drowned human might appear soaked in water, soaking all things around it; the ghost of a person who died of fire might appear cloaked in ethereal flames. The DM may add details of this sort whenever desired. Ghosts are formed not sooner than 56 days or two separate full moons have passed, except by the spell Ghost Production.

Ghosts may rest in clothing or corporeal remains, jewelry or even illustrations off their former self. Any character touching the item must make a save vs. Dragon Breath or be taken over by the spirit.

Ghosts can only be harmed by magical weapons of + 2 or greater enchantment. They are immune to all spells except those which affect evil.

Ghosts do not inflict normal damage; they cause aging with their physical blows. Each other things and all Ghosts can use a gaze attack as well as its special or physical attacks. If seriously threatened (or if morale fails), a Ghost will escape into the Ethereal Plane and not return for 1d8 days. A Ghost can only enter the Ether three times per day, but can leave it at any time.

Fear Aura

As ghosts are non-corporeal (ethereal), they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to flee in panic for 2d6 turns unless a saving throw versus spell is made. Priests above 6th level are immune to this effect, and all other humanoids above 8th level may add +2 to their saving throws.



Possession

Every ghost has the ability to use a magic jar effect (similar to the spell; range 60') on one victim per turn. If successful, one item carried by the ghost will glow, powered by the life force of its victim. The ghost's force then possesses the body of the victim, and causes it to attack others. During this time, and for as long as it possesses another, the ghost's figure stops, merely holding the light (but oozing the ectoplasmic net). The ghost and the item both remain ethereal. If its magic jar attempt fails, a ghost usually materializes and attacks with blows or its gaze attack.



In this possession state the ghost can cast spells it can memorize or pray for, if the means are available. The Intelligence, Wisdom, saving Throws will be that of the ghost in its original living state. Even the Hit Points are transferred, but if the character has more hit points, these are used instead. If the possessed body sustains more damage than the Ghost had in life, it forces the Ghost out of the body, instantly curing the ghost of any damages, but disabling it from repossessing the same body for 24 hours.

A willing character forfeits any save. An Unwilling but unknowing character, when it awakes (normal sleeping period—standard 8 hours—no sooner, or the character is known to be a short sleeper), may save vs. spells at -4, each passed hour (so it can't free itself directly after becoming aware of its current situation.)

A Lawful ghost will explain its goal so far it can, a requested aid, and offer a reward, to any possessed character. Neutral or chaotic Ghosts rarely explain this or not at all. Unwilling resisting characters may save vs. spells at a +1 bonus for each step in alignment difference the possessing ghost and the character has.

DM; The DM should allow the player whose character has been possessed to play the ghost. Take the player aside and tell him or her what is happening, with as much background as you think is needed. Encourage the player to role play the ghost as much as possible. Be ready to remind the player, if necessary, that the ghost has but one single goal, and consider disallowing player actions that are out of the Ghost's character.

A Lawful ghost (picture Right) appears as a transparent human, often carrying a lit lantern or candle. If attacked, it can respond with the same attacks as any other ghost. If approached with caution, the ghost will gesture. If followed, it will lead to a special clue or treasure, and then disappear. Some Lawful ghosts exist only to guide Lawful living beings away from some area of great danger. They can and will possess a body unwillingly (preferably unknowingly or willingly) when their goal needs it.



A Neutral ghost (Picture further below) is a human soul who has become trapped, unable to rest, either because the body remains unburied, or because the being was greatly betrayed, harmed, or cursed. If this type of ghost is aided, and the body found and returned to a churchyard, the ghost will rest in peace. When aided, the ghost usually reveals its treasure hoard.



A Chaotic ghost (picture Left) looks like a nearly transparent bundle of cloth. It may assume any form desired, even (but rarely) that of a Lawful or Neutral ghost. Whatever the form, the creature will often have a dark or unlit candle, torch, or lantern with it. When first encountered, a Chaotic ghost uses its magic jar spell immediately unless it is masquerading as one of the other types.

Combat

Immune to all spells except those affecting evil; harmed only by +2 or better weapons; saving throw vs. turning / destruction spells).

Note that ghosts can be attacked with spells only by creatures that are in an ethereal state.

If the ghost does not become semi-material it can only be combatted by another in the ethereal plane (in which case the ghost has an Armor Class of 8). Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form, or in ethereal form in the Ethereal Plane.

Ectoplasmic Net:

When first encountered, a Ghost will normally start oozing ectoplasm. This appears as wispy tendrils, slowly forming a net.

The net has no effect on the movement of the Ghost or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the Ghost and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists).

The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (oil of etherealness, teleport, etc.). The Ghost will attack its ethereal victims when it returns to the Ether.

It will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years.

Paralyzing Gaze:

A Ghost's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. Blind(ed) persons are immune to this attack form of course.

The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds. A Ghost often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

Aging blow:

Each blow from a Ghost ages the victim by 1d4 x 10 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and Halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point).

A wish will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a potion of longevity or a wish. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead, and can't be raised with a Raise Dead or reincarnation spell, as even in Limbo its soul is gone forever. It also can't find eternal rest. Its life and soul points are literally consumed (like the soul points in Limbo, when becoming damaged there).

Turning:

When a cleric's attempt at turning a Ghost gives a "D" result, the creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt.



Other turning results are handled normally. Magic spells are included in this no effect resulting save even if the spell itself has normally no saved (like disintegration—which always gives some damage.).

Each Ghost keeps the treasure of its victims in some area near the place where it is encountered. Victims of Ghosts do not become Ghosts themselves unless they are extremely evil beings. To become a Ghost is a means for the DM, and not Player material.

Ghost may also use Telekinesis on familiar objects to manipulate them or wear them (like in this example of a Dwarven Ghost). Unfamiliar objects require an intelligence check for each Turn the item is manipulated. When failed the item will move 1 round as directed by the Ghost and the stop, tumble or fall (DM!!). The Ghost can't instantly try to manipulate the item again, and must wait (actually concentrate or rest) for a minimum of 1 full Turn.

The same applies for using ESP to speak to living creatures unable to understand their language. When a ghost uses ESP, he must succeed a personal intelligence check and he (not the player) must succeed another. If this is failed the character, momentarily thinks he heard something. The ghost must wait a full turn to be able to try again. A person with a wisdom lower than 8 is unable to hear a Ghost other than eerie frightening whispers, but can't make out words or sentences.

Some Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.

with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.



Habitat/Society:

In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his storefront or, perhaps, at that of a former competitor.

Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near its body, waiting for a passerby to promise to bury the remains. The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.

In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.

In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the lad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

Ecology:

The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost, and has nothing whatsoever to do with courage.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.

Ghost Production

Necromantic spell 8

Range: Touch
Duration: 48 Hours
Effect: 1 ghost

Saving Throw: None

Components: a recently died person (sometimes even animal).

Reading time scroll: can't be written on scroll and thus releasing the Magic.

A Ghost Production is unlike other Death Master or Necromancer spells in that the Death Master or Necromancer will have no control over the ghost once it fully forms 48 hours after the spell is cast. The ghost so produced will not know how it was created and will be free-willed. It would attack the Death Master or Necromancer if it met him again (if it failed the save of 8 allowed to the Death Master or Necromancer who created it). The victim must have had an Intelligence of 14 or more and have been at least 9th level in any class, or have more than 9 hit dice if monster or animal prior to Death. Hit points for such a ghost will be the maximum possible. Ghost which come into existence spontaneously or under the need of some unaccomplished task or urge don't need these requirements, and could be of any class, race, species, level or hit dice.

It will be a Lesser Ghost when it is created first but after a Decade or so it transforms into a normal Ghost. This will also happen if it defeats the Necromancer or chases it away. Necromancers know this and often, after casting this spell let them being chased away.



Neutral Ghost

The Creation of Ghosts is an Evil Act!!!

Animal Ghosts (*Spiritum Animalea species*)

Haunt	Bear*	Boar*	Stag*	Horse*	Mountain Lion*	Wolf*
Type	Undead Enchanted					
Climate/Terrain	Temperate Land		Any Non-Mountain land		Warm/ Temperate Land	Non-Tropical Land
Frequency	Very Rare					
Organization	Solitary					Solitary or pack
Activity Cycle	Night					
Diet	none					
AL	LE					
NA	1					1d8
Size	L; 9'tall	M; 5'-6'tall	L; 8'tall	L; 8-9' long	M; 4-5'long	S; 3-4'
ST	8					
IN	3	3	1	1	4	7
WI	11					
DX	10					
CO	9					
CH	7					
Languages	0					
Spellcaster Limits;	0					
AC	0 (ethereal Plane 8)					
AV	0					
HD	5+5****	3+3****	3****	2+2****	3+1****	3****
HP	5d8+5	3d8+3	3d8	2d8+2	3d8+1	3d8
MV	120'(40')	150'(50')	240'(80')	240'(80')	120'(40')	180''(60')
THACO	15	17	17	19	17	17
Attacks	2 Claw s	Tusks	2 Hooves	2 Hooves	2 Claw s	! Bite
Damage	1d3 each	3d4	1d3 each	1d3 each	1d3 each	1d4+1
Attacks	1 Bite		1 Antler		1 Bite	
Damage	1d6		2d4		1d6	
Special Attacks;	Age (5d4 years)					
	Fear Aura w ith weakness (-1Str)					
Special Defenses;	Ethereal State					
	all spells not affecting Evil					
Immune to;	Charm, Hold, Illusion, Discord					
	Poison, Death Magic					
	Insanity, Feblemind, etc.					
Extra Vulnerable to;	Cold, Electricity, non magical w eapons					
Turning as	Dispel Evil					
	Spectre					
Holy Water	SV SP Negates Destruction					
AM	2d4					
Horror Rating	0					
Save as;	3					
ML	C6	F3	E3	F2	DW3	MU3
XP	12					
TT	675	275	175	150	275	175
Body Weight	E (of former victims lying aroundin its territory unattended/unguarded)					
	0					



Ghost Wolf (*Spiritum Canis Lupus*)

Animal Ghosts are the spirits of woodland creatures that died under some unusual circumstances (often related with wild magic, earth magic zones or even fairy magic, or Undead powers—even an Dragon becoming Undead can have this effect).. In the case of pets, they may have been killed while attempting to serve their masters. For wild beasts, it may that they died while in panic or other emotionally charred state while under influence of the aforementioned influences. Whatever the cause of their unlife, they are doomed to roam the territory or local area where they lived or died, haunting those who killed them or seeking to complete an unfinished task. They hate all life and have an undying hunger that can only be satisfied by drawing the essence from those (non-plant based) creatures still living.

Ghost animals retain the basic forms they had while in life, but may show open wounds, only skeletal remains, look emaciated, but all glow with an eerie luminescence, or appear faint and transparent. They still bark, hiss, and growl or make whatever sound they did make in life, although these have now a haunting spectral quality to them. (Although not as strong as that of intelligent humanoid, demihuman or human ghosts, it is the basis of their fear attack.



Combat:

Like other Ghosts, these Undead are incorporeal. Though usually encountered only by those in a like state, the residue of their being is visible to non-ethereal creatures and is so frightening that those viewing it must make a fear check. As is the same effect those hearing these creatures. Succumbing to this fear causes the victim to temporarily lose 1 point of Strength in addition to all other fear effects.

People with more than 60 Piety are immune to this fear and those with a piety of 40 receive a +2 to their fear checks.

Those who do not retreat promptly upon encountering the ghost are likely to be attacked by it. After spending 1 round to assume a semi-corporeal form, the animal attacks as it would have while alive. In this state, however, its claws, fangs or other natural weapons will not harm the living. The ethereal touch, however, will cause those hit by it to age 2d4 years. While semi-corporeal, a ghost animal has an Armor Class of 0 and can be struck only with silver or magical weapons. Spells cast upon the creature will affect it normally. Semi corporeal ghost animals can be turned by priests as if they were Spectres and may be harmed by holy water, which does 2d4 damage to them.



Ghost Horse (*Spiritum Equus*)

Ecology

The fear that animal ghosts engender has nothing to do with their appearance or the fact that they are dead. The fear they cause and their ability to age a victim through touch are manifestations of their supernatural power. Bravery is not enough to protect someone from their powers. Any treasure found with a ghost animal is usually that of former victims, for the creature has no interest in such things itself.

They leave ectoplasmic tracks that evaporate in 1 Hour/HD exposed to air without any residue.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.



Ghost Bear (*Spiritum Ursus*)

When in its ethereal state, the ghost animal can only be combatted by another in the Ethereal realm. If this is the case, it has its normal Armor Class or 8 whichever is better, they can be attacked by spells, but only if the caster is also within the ethereal realm and is ethereal.

Any living thing killed by a Ghost animal is drained of its life essence and is dead beyond the power of normal magic to revive. No force other than a Wish can breathe life into someone slain in this manner. This is all due to the ghostly creatures' disturbance of the link between the victim's body and the victim's soul.

Habitat Society

In most cases, Ghost animals are confined to a small area. Usually, this is the place where they died, though they may haunt their former lair, or that of the person that killed them. Occasionally, the ghost animal's range extends to the territory the creature once roamed or claimed.

Most animal ghosts have specific reasons to seek revenge on those who ended their lives or were cruel to them. They are very dangerous, as they often don't distinguish between the specific person who slew them and an innocent traveler passing through the area.



Ghost Cougar (*Spiritum Puma Concolor*)

Ghost dragons (*Spiritum Draconis*)

Ghoul	Ghost Dragon*
Type	Undead
Climate/Terrain	Enchanted
Frequency	Any Land
Organization	Very rare
Activity Cycle	Solitary
Diet	Night
AL	na
NA	CE
Size	1
ST	By dragon
IN	as original+4
WI	as original -4
DX	8
CO	9
CH	as original+4
Languages	as original +2
Spellcaster Limits;	as Host (1d3)
AC	0
AV	5
HD	0
HP	as in life
MV	1d12/HD
FL	90'(30') or as original
THACO	240'/60'
Attacks	By HD+2
Damage	2 Claws
Attacks	as original or 1d12 each
Damage	1Bite
Special Attacks;	as original or 1d4+4
Immune to;	life aging presence Spellcasting Breath weapon Fear Aura Paralyzing gaze Tail or wing sweep.
Extra Vulnerable to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Paralysis, Sleep As Dragon Immunities As Dragon Vulnerabilities Sunlight
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	6
Save as;	F 1/2 HD
ML	12
XP	By HD +*****
spellcasting	+*/2 spell levels
TT	B
Body Weight	0

A ghost dragon retains its original appearance, though it is noncorporeal and transparent, and it possesses a terrifying aspect that overwhelms the normal dragon fear aura. Ghost dragons tend to be hateful, envious, and jealous (Though it might be possible—extremely rare to unique—that a ghost dragon is lawful or even good). Unlike other undead dragons, the ghost dragon is confined to a limited domain. These guardians haunt a particular area, usually the lair they occupied when alive, although occasionally their creator might prepare a more convenient location. Ghost dragons can magic jar as do ordinary ghosts, and they may cross the borders of their domain while in possession of another body, although this would be unusual as the greedy nature of a ghost dragon-compels it to guard its lair and treasure at every moment. Like normal ghosts, the ghost dragon is an ethereal creature and is subject to attack only by other ethereal creatures unless it materializes on the Prime Plane, where it is vulnerable only by magical weapons.

Combat

Immune to all spells except those affecting evil; harmed only by +2 or better weapons; saving throw vs. turning / destruction spells).

Note that ghosts can be attacked with spells only by creatures that are in an ethereal state.

If the ghost does not become semi-material it can only be combatted by another in the ethereal plane (in which case the ghost has an Armor Class of 5).

Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form, or in ethereal form in the Ethereal Plane.

Fearful sight

The sight of a ghost dragon is so terrifying that all who view it instantly age 1d4*10 years. A semi-materialized ghost dragon may use any of the combat tactics that it was allowed as a living dragon; however, any physical blow ages the recipient 10 years in addition to the normal damage. Clerics of time immortals might restore all damage lost to this breath attack, for the right cost. Similar items or spells act as a cure light wounds spell if used on a creature which has suffered a breath attack from a ghost dragon.

Breath weapon

It also retains its original breath weapon; however, this attack is spectral rather than physical, and it draws its power directly from Limbo. Such spectral breath weapons can affect creatures that would normally be fully or partially immune to the physical effects of such an attack. For example, a protection from lightning spell offers no protection from the breath weapon of a blue Spectre dragon. Safety from this attack can be gained only from spells such as limbic protection (negating all damage from a single attack if a save vs. death magic is made by the protected creature) or an item like a scarab of protection (which makes the holder immune to the spectral attack at a cost of one charge if the holder makes his saving throw vs. the breath attack, two charges if he fails). The breath weapon of a ghost dragon draws its power from Limbo, but its effects can be mitigated by protections from aging in addition to protections from Limbic attacks' the breath weapon otherwise conforms to the breath weapon of a living dragon with

respect to area of effect and damage. Any living creature killed by a ghost dragon is completely drained of life essence and is forever dead. Raise dead and resurrection spells are useless, though a wish spell might work.

Fear Aura: A Ghost dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges. Creatures within a radius of 10'/HD are subject to the effect if they have fewer than the Dragon's. A potentially affected creature that succeeds on a saving vs. spells remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD suffer a -2 on saves, THACO and skills due to the fear for 4d6 rounds. Ghost dragons ignore the frightful presence of other dragons.

Ectoplasmic Net:

When first encountered, a Ghost dragon will normally start oozing ectoplasm. This appears as wispy tendrils, slowly forming a net.

The net has no effect on the movement of the Ghost dragon or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the Ghost dragon and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists).

The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (oil of etherealness, teleport, etc.). The Ghost dragon will attack its ethereal victims when it returns to the Ether.

It will then semi-materialize in order to attack by touch (in which case the ghost dragon is Armor Class 0). Semi-materialized ghost dragons can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years.





Paralyzing Gaze:

A Ghost dragon's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. Blind(ed) persons are immune to this attack form of course.

The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds. A Ghost dragon often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

Aging blow:

Each blow from a Ghost dragon ages the victim by 1d4 x 10 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and Halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point).

A wish will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a potion of longevity or a wish. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised. Any human or demi-human killed by a ghost dragon is drained of its life essence and is forever dead, and can't be raised with a Raise Dead or reincarnation spell, as even in Limbo its soul is gone forever. It also can't find eternal rest. Its life and soul points are literally consumed (like the soul points in Limbo, when becoming damaged there).

The dreadful fear caused by the ghost dragon, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost dragon's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost dragon if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost dragon, and has nothing whatsoever to do with courage.

Turning:

When a cleric's attempt at turning a Ghost dragon gives a "D" result, the creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt. Other turning results are handled normally. Magic spells are included in this no effect resulting save even if the spell itself has normally no saved (like disintegration—which always gives some damage.).

Habitat/Society

Though corrupt and evil, Ghost dragon dragons focus almost single-mindedly upon their hoards. They rarely venture from their lairs except to collect treasure for their hoard. They will stop at nothing to acquire more treasure, and, in protecting their hoards, they display a ferocity that puts most living dragons to shame.

Their hoards do not reflect this however, as their aura and effects chase away any treasure bearing creature afar.

In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost dragon often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's dragon life.



Ecology

As Undead creatures they have no place in normal ecology but greatly affect their surroundings. Ghost Dragons greatly affect their surroundings due to the ambient draconic magic residing within them. All areas within 1 mile per HD will become desecrated, measured from the point of their origin, and within 100' from their current location. Luckily they rarely travel afar, or they would surely desecrate vast areas.

Ghost dragon keeps the treasure of its victims in some area near the place where it is encountered. Victims of Ghost dragons do not become Ghosts themselves unless they are extremely evil beings. To become a Ghost is a means for the DM, and not Player material.

Ghost dragons may also use Telekinesis on familiar objects to manipulate them. Unfamiliar objects require an intelligence check for each Turn the item is manipulated. When failed the item will move 1 round as directed by the Ghost dragon and the stop, tumble or fall (DM!!). The Ghost dragon can't instantly try to manipulate the item again, and must wait (actually concentrate or rest) for a minimum of 1 full Turn.

The same applies for using ESP to speak to living creatures unable to understand their language.

When a ghost dragon uses ESP, he must succeed a personal intelligence check and he (not the player) must succeed another. If this is failed the character, momentarily thinks he heard something. The ghost dragon must wait a full turn to be able to try again. A person with a wisdom lower than 8 is unable to hear a Ghost dragon other than eerie frightening whispers, but can't make out words or sentences.

Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.

Creation

Generally created to serve as guardians of powerful magic, only the most powerful dragons can become ghost dragons. Preparation time; 6 weeks, cost; 16.000gp, saving throw modifier; -6, minimum age, adult.

Saving throw modifier summary	Condition modifier
Wisdom bonus of creator	-4 to +4
Dragon species and undead type are different alignment	-1 to -4
Dragon species is a "preferred" type	+4
Dragon is a mature adult or older	-1 to -6

Example: A 9th-level necromancer (Wisdom 15) attempts to create a mummy dragon from an adult brass dragon of chaotic neutral alignment. His unmodified save vs. spell is 10, adjusted by +1 for Wisdom, -3 for three degrees of alignment difference (CN vs. LE), +4 for a preferred type, and -5 for a mummy dragon. A d20 roll of 13 grants success, a roll of 5-12 means failure, and a roll of 4 or lower means total failure and the spirit can never be recalled.

The Creation of Undead Dragons is an Evil Act!!! Any Good aligned Mage who employs this spell loses 3d6 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d10 points, while Neutral Clerics, Shamans or Paladins lose 2d6 points.



Errant soul * (*Spiritum errans*)

Haunt	Errant Soul*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	none
AL	C
NA	1
Size	M; 5'-6'tall
ST	8
IN	12
WI	13
DX	8
CO	9
CH	12
Languages	as Host (1d3)
Spellcaster Limits;	0
AC	2
AV	0
HD	6***
HP	6d8
MV	150'50'
FL	300'/100'
MF	3
THACO	8
Attacks	1Touch
Damage	0
Special Attacks;	weakness
Special Attacks;	Spell Death Wail Fear Aura Ectoplasmatic net
Special Defenses;	all spells not affecting Evil
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Electricity
Extra Vulnerable to;	Dispel Evil
Turning as	Haunt SV SP Negates Destruction
Holy Water	2d4
AM	50%
Horror Rating	5
Save as;	F6 or better
ML	11
XP	950 1650 2300 3000 etc
TT	E
Body Weight	0



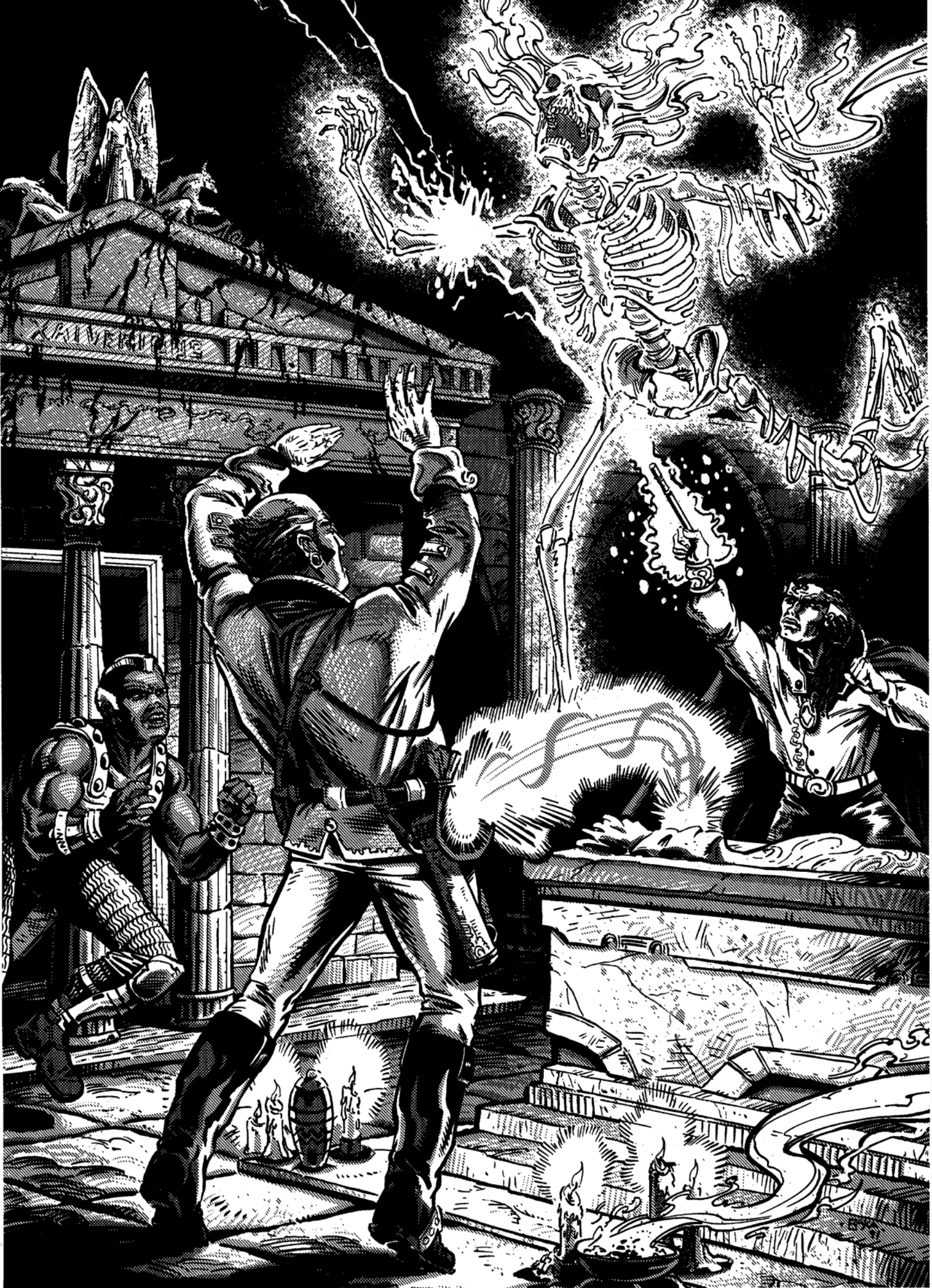
The errant soul appears as a faint skeletal silhouette inside a translucent red specter, its eyes no more than gaping pools of darkness. It can appear as a less fearsome ghostlike person if it wishes. It is an undead that rose from the remains of a being that was once powerful through the use of cinnabryl. The original being aged beyond its natural life span, then died when it ran out of cinnabryl or when the cinnabar poison subsided from its body. The chances of an errant soul forming are equal to 1% per century of the being's final age at the time of his death. For example, a 350-year-old creature dying of one of these two causes has a 3% chance of becoming an errant soul. This presumes the original body is intact and left in a crypt or another secure area where it becomes a dry, mummified husk. The errant soul rises on the 10th day after the being's death.

An errant soul typically has 5 HD, plus one per century of the original being's age at the time of its death. In the example given above, the errant soul would have 8 HD and save as an 8th level fighter. It retains the memory and personality of the original being, but it has an uncontrollable desire to find cinnabryl. It does not have any of its previous life's spell-casting abilities, other than those described herein. The errant soul's only attack form consists of a grasp of weakening. On a successful to-hit roll, it causes its victim to temporarily lose a point of Strength (no save). At Strength zero, the victim passes out and dies. Lost Strength is recovered after a full night's sleep. The errant soul can be hit only by magical weapons. If the mummified body is ever destroyed, the vengeful errant soul will forever stalk the culprits until they are dead or until it itself is destroyed. A successful raise dead spell cast on the monster will destroy it forever, as well as a D result on the Cleric Turning Undead Table. If it does gain revenge, it returns to the old

grave and haunts it forever (or until destroyed). An errant soul can be turned as a specter. Like all undead, it is immune to sleep, charm, and hold spells.

The errant soul lurks in the dark, avoiding contact with crowds or bright lights. It must save vs. spells each round it is in presence of two or more living creatures, or if caught in sunlight or within a light spell's area of effect. It vanishes if it fails its saving throw, is turned by a cleric, is defeated in combat by means that failed to destroy it permanently, or so wishes. It rematerializes 1-4 days later at midnight, near the old grave.

Characters killed by an errant soul rise from their bodies 1-4 days later as common wraiths. They travel back to the errant soul's old grave during night hours and seek to guard it in the errant soul's absence. They attack anyone approaching without cinnabryl. There is a 50% chance of finding 1-4 wraiths guarding an errant soul's old grave. The errant soul is attracted to cinnabryl and can accurately sense its location within 24 miles. It seeks to have cinnabryl brought to its parent body, since the errant soul is immaterial and thus could not carry it. The errant soul has the ability to cast a phantasmal force once a day, which it uses to isolate a victim. It also can charm a victim once a day and persuade him to carry the metal back to the dead body. If brought within 10' of the dead body, the metal is instantly depleted at the rate of 100 Ci per hit die of the errant soul. If there was enough cinnabryl to account for all of the undead's hit dice, the errant soul and the mummified body are exorcised and permanently destroyed. If not, the errant soul becomes enraged and seeks to kill the bearer of the cinnabryl. The errant soul is an intelligent being that uses its charm ability to gain information on people or treasures, or in order to meet any goal it has given itself. If the charm fails, it may attempt to parley, depending on the situation.



Artwork by Thomas Baxa

Poltergeist* (Spiritum telekinesis Terrax)

Haunt	Poltergeist*
Type	Undead Enchanted
Climate/Terrain	Any where dramatic death was
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night preferably
Diet	none
AL	CE
NA	1d4
Size	M; 5'-6'tall
ST	10
IN	15
WI	16
DX	9
CO	10
CH	9
Languages	1d4
Spellcaster Limits;	0
AC	-1
AV	0
HD	12****
HP	12d8
MV	60'(20')
THACO	8
Attacks	2 missiles
Damage	1d3
Special Attacks;	aging 1d4x 10 years
Attacks	1 Gaze
Damage	0
Special Attacks;	Paralysing Gaze Death Wail Invisibility Fear Aura Ectoplasmatic net
Special Defenses; Immune to;	all spells not affecting Evil Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Electricity
Extra Vulnerable to;	Dispel Evil
Turning as	Haunt SV SP Negates Destruction
Holy Water	2d4
AM	0
Horror Rating	7
Save as;	see text
ML	11
XP	4300
TT	E,N,O
Body Weight	0



This strange being (also named as Spiritum chaosar Terrax) is completely invisible; having the form of a cluster of ectoplasmic tentacles with dozens of tiny eyes, or may take on a more human appearance out of being used to it. It cannot be seen except by magic. A poltergeist is not a physical being, but a mischievous spirit that is bound to a certain area, usually a room, but sometimes a small house or an area in open lands or woods.

Link with Limbo

Poltergeists are thought to be the spirits of restless dead to most people. But although treated as an Undead, the Poltergeist is in truth the extension of a Minion of Chaos (see there). The latter uses it to interact with the Prime Plane without traveling there itself, like a remote-controlled device.

By using a Poltergeist, a Minion of Chaos may pull objects into Limbo for its own uses (thus being real and not figments of someone's memories). This is the way physical objects from the Prime Plane may end up in Limbo. An object's reflection in Limbo, if one already exists there, vanishes from the hands of whatever Soul possessed it at the moment the Physical object is character acquires such an object in Limbo he can't bring it back into the Prime Plane together with him, but is able to throw it before him in the Gate, in the hope to relocate it later (it appeared randomly somewhere in a distance of 1d4 miles of the area where the Soul has met his demise).

They are similar to haunts but are more malevolent. They hate living things and torment them constantly, by breaking furniture, throwing heavy objects, and making haunting noises. They are often, but not always, attached to a particular area. Poltergeists are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon.

Poltergeists can be created only on the site of a Dramatic Death where the link between the Prime Plane and Limbo is Strong.



Sometimes Great Sorrow or inherent magical power (as with young children, which could attract a Poltergeist and seemingly control it unconsciously). Poltergeists are always invisible. Those who can see invisible objects describe them as humans whose features have been twisted at the sight of horrors. They wear rags and are covered with chains and other heavy objects that represent a multitude of evil deeds that these creatures have committed against themselves as well as others. How this image came to be is unknown, but seems to be consistent. Probably these chains are the ethereal chains locking the Minion of Chaos to Limbo, and are a reflection of this barring link. They also often appear to those seeing invisible or with Second Sight as a billowing mass of smoky tendrils. Maybe this is their actual true form, and the human-like version only a reflection and memory of both the viewer and the Minion of Chaos.

They avoid, but are not harmed by, sunlight and magical light.

Combat:

Poltergeists can only be harmed by magical weapons of + 2 or greater enchantment. They are immune to all spells except those which affect evil. Poltergeists cannot be fought by normal means. They must be exorcised by a high level cleric (else they return easily). Due to the unusual nature of poltergeists, they are often avoided. They cause much confusion to anyone entering their area.

Ectoplasmic Net:

When first encountered, a Poltergeist will normally start oozing ectoplasm (but it may decide to attack solely with objects to cause fear and chaos. Its ectoplasmic net is usually the first thing seen. This appears as wispy tendrils, slowly forming a net. The net has no effect on the movement of the Poltergeist or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the Poltergeist and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (oil of ethereality, teleport, etc.). The Poltergeist will attack its ethereal victims when it returns to the Ether.

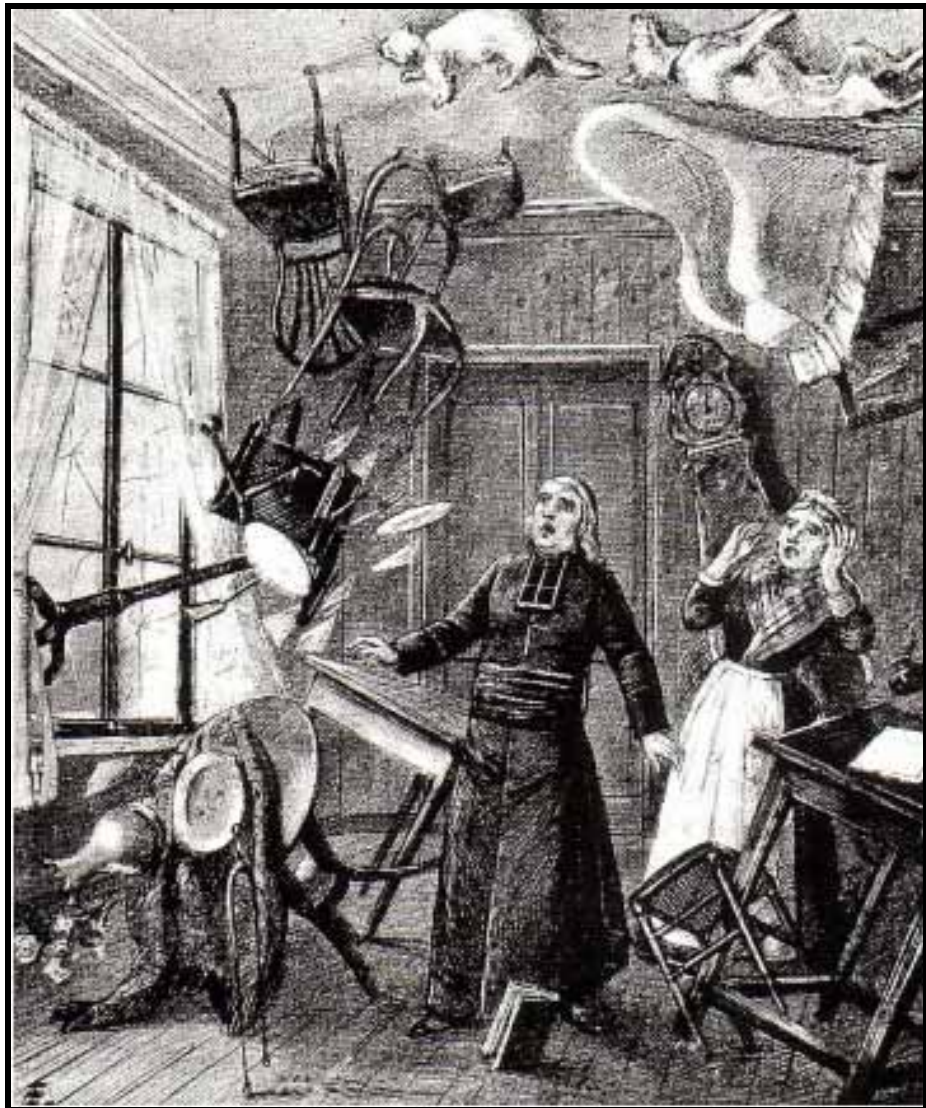
Attacks

A poltergeist causes damage to its opponents by using the objects around it, such as a stick, a chair, or a plate. Typically, the poltergeist will move many objects all at once, only choosing one or two as weapons.

A poltergeist throws and moves things with its invisible tentacles, any nearby object that a strong human can throw will suffice. It is usually found in an area where loose items (sticks, rocks, etc.) can be easily picked up and used; otherwise, the poltergeist will move items carried by the intruders.

The monster can throw two items per round; the damage done varies by the size of the item, from as little as 1 point (for a small stick) to 3d6 points (a large rock). Most items chosen as weapons by the poltergeist are small and cause little damage (usually from 1d3 hit points). Sometimes the spirit will only attempt to knock the intended victim down, confusing, or simply scaring him or her.

In addition, any victim hit must make a saving throw vs. spells or age 10 years; this saving throw must be made for every hit. Unlike other haunts, poltergeists inhabit only indoor or underground areas, and may be found in groups.



Aging effect:

Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and Halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point). A wish will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a potion of longevity or a wish. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised.

If the victim is struck he must roll a successful saving throw vs. spell or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 2d12 rounds before recovering. There is a 50% chance that the victim drops whatever he was holding (he drops it at the start of his flight). Once a person rolls a successful saving throw, he is immune to further fear attempts by the poltergeist in that area.

Those who try to hit a poltergeist but cannot detect invisible objects suffer a -4 penalty to their attack roll, and must use an intelligence check at -8 to locate the location of a Poltergeist. A poltergeist is harmed only by silver or magical weapons. Sprinkled holy water or a strongly presented holy symbol drives back a poltergeist but cannot harm it. Poltergeists that are bonded to the area of their death are hard to dispel.

Paralyzing Gaze:

A Poltergeist's gaze attack has a 60' range, and will only affect creatures able to see invisible things, and may be used once per round (against a single victim) at most, in addition to other attack forms. The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds.

A Poltergeist often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain. (see picture right—this is paralyzing fright.).



Turning:

When a cleric's attempt at turning a Poltergeist gives a "D" result, the

creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt. Other turning results are handled normally.

Each Poltergeist keeps the treasure of its victims in some area near the place where it is encountered. Victims of Poltergeists do not become Poltergeists themselves unless they are extremely evil beings.

If seriously threatened (or if morale fails), a Poltergeist will escape into the Ethereal Plane and not return for 1d8 days. A Poltergeist can only enter the Ether three times per day, but can leave it at any time. If slain, the Minion of Chaos can later recreate a Poltergeist.

Habitat/Society:

Some say that poltergeists are the spirits of those who committed heinous crimes that went unpunished in life. Whatever their origins, poltergeists are malevolent spirits whose activities can be anything from annoying to deadly. Their purpose in existence is to haunt and disrupt the lives of those who still live.

Poltergeists often haunt families and partnerships. In the latter case, they haunt their place of business, striking almost as much terror in death as they did in life.

A poltergeist is often strongly bonded to a particular place, the place where its corporal existence ended. Bonded poltergeists almost never wander more than 100 feet from this place. A few are wandering spirits, doomed never to find their way home.

Places where poltergeists are particularly strong have been known to have phantom shifts. These extremely rare and terrifying illusions take the character encountering the poltergeist back in time, to the time when the poltergeist was still alive. They often reveal why the being died and later in Limbo was transformed into a poltergeist. Characters in a phantom shift may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time; likewise, any attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times, or may repeat itself endlessly. No one can predict exactly when a place will experience a phantom shift, but they seem to occur on the anniversary of the poltergeist's death.

Ecology:

These spirits, which are terrifying and pitiable at the same time, do not consume food and do not collect treasure. Poltergeists dissolve when slain or laid to rest.

They can manipulate objects, and even temporarily reshape surfaces like walls to reflect faces, hands or only motive Humbs. They have some influence on the ether, and any detection spell or item giving visionary output, will give only static (like TV snow) when it is active within 60'. Trees around the sot will deform, into grotesque shapes in time, giving the area an uneasy feeling. Lowlife (insects and spiders) will feel some attraction to the point. The building materials age in double rate, and some say any not-living material is aging like living objects do under the attacks. A still standing house with a Poltergeist inside for over two decades to four, must have been build formidably, otherwise it would have collapsed wholly or partially. It will surely feel old, and look like it is old, and deteriorated.

In Sind they are called Mumai.

For some unknown reason these undead monsters share some aspects with elves and goblins. Why they are often concentrated upon a troublesome child or youngling can be guessed, the feeding and release of entropic energy.

Why do locals refuse to accept the existence of Poltergeists; maybe due to their undead existence, maybe due to religious skeptics or bias, maybe different. The main problem is that anywhere on Mystara, the local rulers and church refuse to accept a poltergeist, even when defeated.

A piece from the Holy Book of the Church of Karameikos:

The church doctrine wants the people to think that the phenomena of Poltergeists are hoaxes perpetrated by the agent. Indeed, some poltergeist agents have been caught by investigators in the act of throwing objects. A few of them later confessed to faking. Is thus best to let the people believe Poltergeists, ghosts and such powerful undead do not exist. The whole Clergy maintains the idea that civilians and mages are especially easy to fool when they think that many occurrences are real and discount the hoax hypothesis from the outset. Even after witnessing first hand an agent throwing objects, psi-believing mages rationalize the fact away by assuming that the agents are only cheating when caught cheating, and at no other time. One reason given is that the agents often fake phenomena when the investigation coincides with a period of time where there appears to be little or no 'genuine' phenomena occurring. Another stated reason is that some of the phenomena witnessed would be hard to fake, even for magicians when under the watch of many people, let alone untrained children and non-magic users. The wisdom of Undead and there existence is merely a case for the Clergy and none other. It is the task of the clergy to dispel the world of Undeath and bring order to it.

The current consensus among most followers is a mixture of the self-delusion and hoax hypotheses and a bit of the caused-by-scientifically-explained-forces hypothesis [tremors, abnormal air currents etc].

Signs of a poltergeist

- 1 Occurrences often associated with but rarely acknowledged by locals reports of poltergeists are:
- 2 Objects are moved or thrown around, sometimes at the victim
- 3 Objects appearing in random places
- 4 Raspy or vague voices are heard
- 5 Noises are heard (such as tapping, dragging, thumping or footsteps)
- 6 Being pushed, tugged, or knocked down by an unknown force
- 7 Ghostly figures or shadows being seen (sometimes are only seen with Infravision)
- 8 Haunting or activity starts after something bad happening (such as a death)
- 9 Forcing things on the victim (such as poison)
- 10 Rapping noises (e.g.: one means no, two mean yes)
- 11 Electronics malfunctioning (during the presence of the poltergeist)
- 12 Victim may have strange feelings or sensations during the presence of a poltergeist (such as nausea or sickness)
- 13 Cackling is heard upon presence of a poltergeist
- 14 Cold spots are often felt usually in dark areas
- 15 Blood appearing on floors, walls, ceilings, shiny and grimy surfaces
- 16 Inappropriate drawing of faces or contents usually on foggy mirrors
- 17 Unexplainable fear within the home or depression
- 18 Sensation of poltergeist activity becomes stronger and more prominent



Doomsphere* (*Spiritus oculi tyrannis*)

Haunt	Doomsphere*
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any dark/shrouded
Diet	nil
AL	CE
NA	1(0)
Size	M; 4'-6' diameter
ST	9
IN	1
WI	1
DX	8
CO	9
CH	3
Languages	0
Spellcaster Limits;	0
AC	0
AV	0
HD	14*****
HP	14d8
FL	60'(20')
MF	5 B
THACO	7
Attacks	1Touch
Damage	0
Special Attacks;	aging 1d4x 10 years
Special Attacks;	Infection
Eye 1	Telekinesis
Eye 2	Charm Monster
Eye 3	Disintegrate
Eye 4	Death
Eye 5	Fear
Eye 6	Slow
Eye 7	Sleep
Eye 8	Cause Serious Wounds
Eye 9	Flesh to Stone
Eye 10	Charm Person
Central Eye	Anti Magic Ray
Special Attacks;	Paralysing Gaze
	Death Wail
	Invisibility
	Fear Aura
	Ectoplasmic net
Special Defenses;	all spells not affecting Evil
	Full recombination in 24 Hr
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Feblemind, etc.
	Cold, Electricity
Extra Vulnerable to;	Remove Curse+Prot. Evil 10'
Turning as	Haunt
	SV SP Negates Destruction
Holy Water	2d4
AM	0
Horror Rating	8
Save as;	see text
ML	12
XP	12,150
TT	E,N,O
Body Weight	0



This type of Undead Beholder is the equivalent of the Beholder Ghost. A Doomsphere is an intangible spirit possessed by an insatiable desire for revenge against the living.

A Doomsphere looks like a glowing, translucent Beholder. The Doomsphere will haunt the area where it died and will remain unmoving, invisible and intangible, until it detects any creature within its area. At that point, it will shriek (like a Banshee) become visible, and attack until the creature dies.

If a Doom sphere's hit points fall to 0, it simply dissipates. Unfortunately, the Doomsphere will recombine a day later. The complete destruction of this undead monster requires the cooperation of a powerful priest. This priest must cast Remove Curse and Protection from Evil 10'radius after the dispersal of the Doomsphere (of course before its recombination). These spells will prevent the recombination of the Doom sphere's energy and forever banishing it to Limbo.

Combat

Immune to all spells except those affecting evil; harmed only by +2 or better weapons; saving throw vs. turning / destruction spells). Spells and blows from such attacks will appear to penetrate the Doomsphere and carry away some of its cloudy substance. A character attacking the Doomsphere with a melee weapon will not feel any resistance when hitting it, but will be able to see that he has diminished its apparent mass. If the character made a charge, jumping or similar motive attack he will fall through the Doomsphere, suffer a free aging attack from it without needing to make a hit roll, and being prone the next round unless a dexterity check was successful(then the character just passed through, got the attack but is still standing or in motion).

Doomsphere have a single Armor Class (unlike other Beholders dead or alive) of 0. It does no good to target the central eye or eye stalks; all eyes continue to function until the Doomsphere is fully dispersed.

Note that ghosts can be attacked with spells only by creatures that are in an ethereal state.

If the Doomsphere does not become semi-material it can only be combatted by another in the ethereal plane (in which case the Doomsphere has an Armor Class of 8).

Doomsphere can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form, or in ethereal form

in the Ethereal Plane.

Ectoplasmic Net:

When first encountered, a Doomsphere will normally start oozing ectoplasm. This appears as wispy tendrils, slowly forming a net. The net of a Doomsphere, however takes 6 rounds to complete. And it must keep its central eye closed during the forming or it will be dispelled and must start anew. In the ethereal plane, he can make use of all its eye powers as the net wont be dispelled there by the ant magic powers.

The net has no effect on the movement of the Doomsphere or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the Doomsphere and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists).



The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (oil of etherealness, teleport, etc.). The Doomsphere will attack its ethereal victims when it returns to the Ether. It will then semi-materialize in order to attack by touch (in which case the Doomsphere is Armor Class 0). Semi-materialized Doomspheres can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years.

Paralyzing Gaze:

A Doomsphere's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. Blind(ed) persons are immune to this attack form of course. The monster's front eye always projects an antimagic ray and fright. In addition, any attempts to turn undead from in front is also reflected back on the cleric, who must make a saving throw vs. spells or run in fear for 2d6 rounds. The monster usually turns to face any character that starts casting a spell, and watches for clerics. This reflection cannot be aimed above or behind the creature, but only straight in front of it. The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds. A Doomsphere often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

Aging blow:

Each blow from a Doomsphere ages the victim by 10 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and Halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point).

A wish will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a potion of longevity or a wish. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised. Any human or demi-human killed by a Doomsphere is drained of its life essence and is forever dead, and can't be raised with a Raise Dead or reincarnation spell, as even in Limbo its soul is gone forever. It also can't find eternal rest. Its life and soul points are literally consumed (like the soul points in Limbo, when becoming damaged there).

Turning:

When a cleric's attempt at turning a Doomsphere from any other direction, but the front, and gives a "D" result, the creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt.

Other turning results are handled normally. Magic spells are included in this no effect resulting save even if the spell itself has normally no save (like disintegration—which always gives some damage.).

Eye	Location	Power	Range	effect	Saves
Central	Front	100% Anti Magic	140 yard/90° arc before Beholder or distance	Nullifies active Magic Supresses inactive Magic Paralyzing Gaze	none none Negates
1	Front	Telekinesis	60 yard thin ray	250 LBS manipulate	none
2	Front-Left	Invisibility	60 yard thin ray	Invisible	Negates
3	Left	Disintegrate	20 yard thin ray	Destroy target	70 damage
4	Mid Left	Death	40 yard thin ray	Kill Target	Negates after 1 r
5	Back Left	Fear	60 yard thin ray	run away 2d4 Turns	Negates after 1 r
6	Back	Slow	60 yard thin ray	Slow ed 2d4 Turns	Negates after 1 r
7	Back Right	Sleep	60 yard thin ray	Sleep one 4 HD+1 creature 2d4 Turns	none
8	Mid Right	Cause Serious Wounds	50 yard thin ray	2d6+2 damage+2 bloodloss/r	2 damage
9	Right	Confusion	30 yard thin ray	Confused	1 r Delayed
10	Front-Right	Solid Fog	60 yard thin ray	affected area suppresses all motions	none

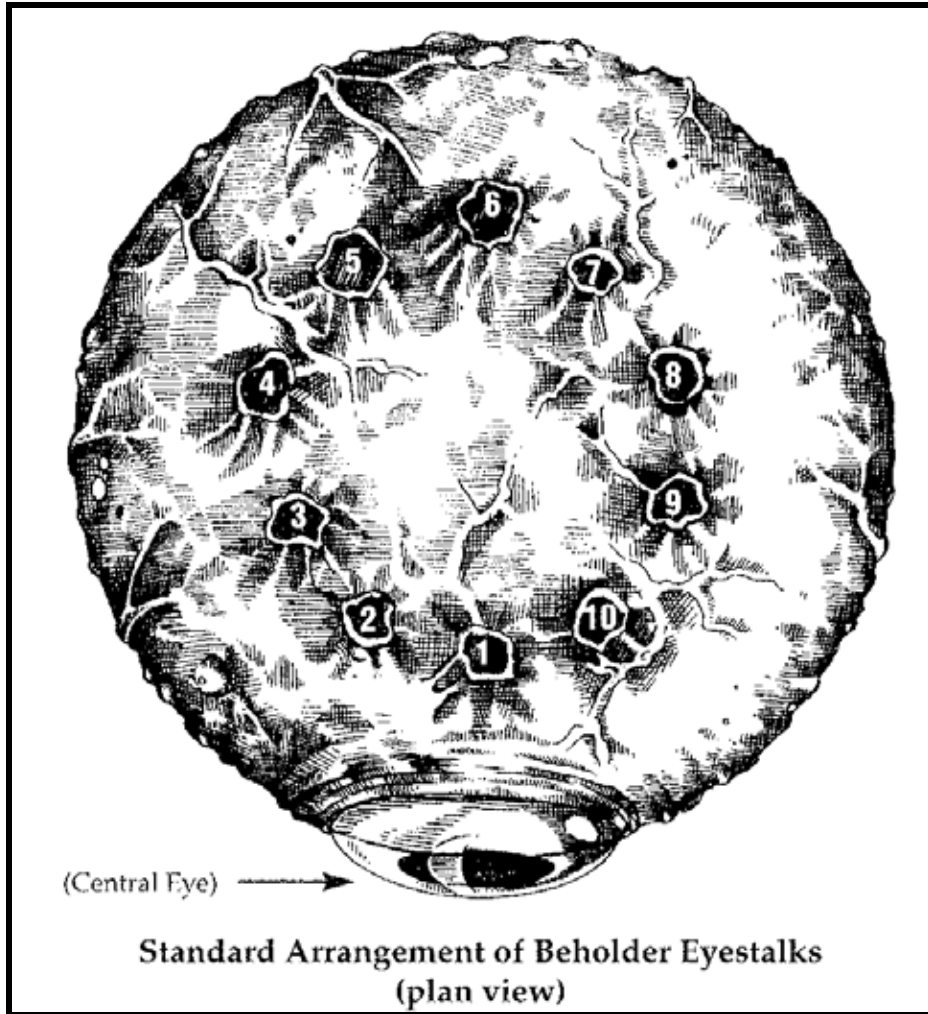
Small eyestalks:

Each small eye may be used once per round at most, and only four eyes can aim in one direction without hindering/blocking the others (forward, backward, etc.; if a target is above the creature, all ten small eyes can be used). The beholder often uses only two small eyes per round unless seriously threatened.

A Doomsphere may activate the magical powers of its eyes' at will. Generally, it can use 1d4 smaller eyes if attackers are within a 90 degree angle, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes.

Solid Fog function exactly as the 8th level spell, with equal ranges and effect.

Why the Doomsphere enveloped an eyestalk that can make opponents invisible is unknown, for as soon as it views them with the central eye they are visible again. Probably it works well as a form of confusion, as the enemies party members can't locate the invisible person and aid it correctly. The Doomsphere can close its central eye to suppress any dispelling effects.



Link with limbo

None the soul remains on the prime plane by some unknown reason or force until this is solved, whereafter it will seek its eternal rest in Limbo.



Spirit (*Spiritum spiritum species*)



Spirit Druj* (*Spiritum corpus partiale*)

	Undead
	Enchanted
	Desert Dungeon/Ruin
	Rare
	Pack
	Night or Darkness
	none
	CE
	0(1) or 1d4+1
	S; 4" inch to 8 inch
AL	18
	8
	11
	9
	10
CO CH	5
	as Host (1d3) understand
	0
	-4
	0
	14****
	14d8
	90'(30')
	B=50% Blunt weapons
	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	Cold
	Fire
Turning as Holy Water	Spirit
	2d4
AM	0
Save as;	F 14
ML	12
XP	5500
TT	I,O,V
	Eye 5 cn
	Hand 20 cn
	Head 140 cn

Druj Spirits are powerful evil beings inhabiting the bodies (or body parts) of others; they are among the nastiest of undead monsters.

Link with Limbo

The Druj is similar to the ghost in that the soul returned to the body sometime after death. The difference is that the original, evil character was 18th level or higher and his soul may reanimate the corpse even though it has reached an advanced state of decay.

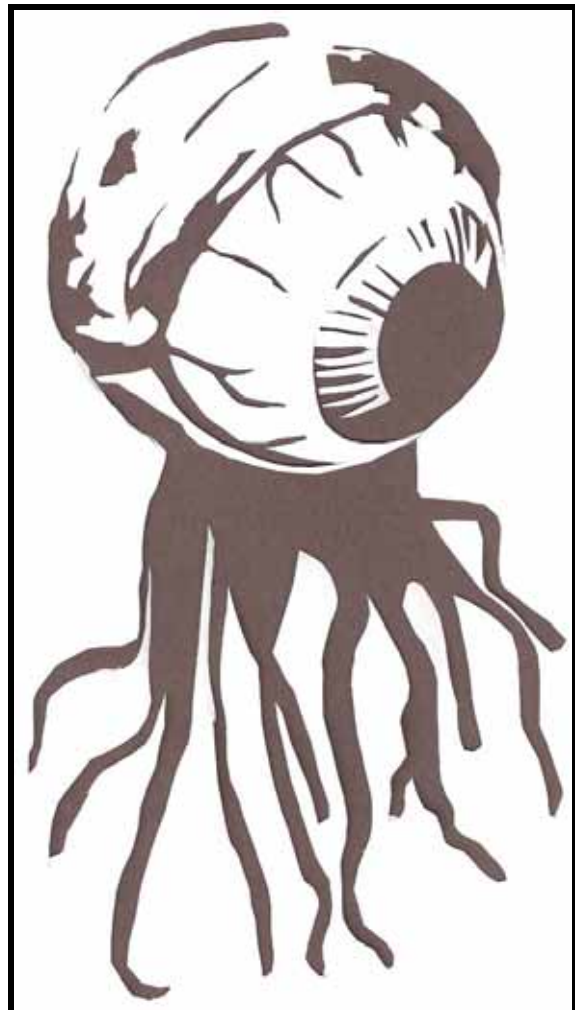
Druj appear as body parts, floating or crawling about in a horrible way. A Druj is usually encountered in the form of a hand, eye, or skull. Druj are very intelligent and strongly evil, far more dangerous than they may seem, and may have acquired lots of skills and knowledge.

All Druj are travelers, never staying in one place for more than one night; they become invisible and nearly powerless (except to move) with the light of dawn, regaining their powers at dusk. In daylight, any spirit can travel up to 24 miles per day (1 hex).

A Druj can split its essence, creating four (identical) forms instead of one. This can be performed only once per night. Each of the forms can attack separately, but only one of the forms is able to cast spells (as given above). The form using the spells can often be distinguished, as it will hover nearby while the other forms attack. If that form is slain, one of the surviving forms immediately gains all unused spellcasting abilities.

All Druj travel the Prime plane in search of those (and their descendants) that caused their deaths. Spirit hauntings cease when all legitimate descendants of the original culprit, up to the 7th generation, are dead or insane. These spirits are destroyed when they reach their goal or exceed the time of their quests in the Prime plane.

Druj are always encountered singly unless commanded into service by a lich or more powerful member of the Sphere of Death. In such cases, two Druj eyes may rest within a Druj skull, accompanied by two Druj hands; no more than these five Druj can ever gather in one place.



Spirit Druj* (*Spiritum corpus Oculi*)

An eye Druj darts about, trying to touch (poison) its opponent; a touch does not inflict any damage other than poisoning. Each eye Druj can also gaze at one victim per round (30' range), in addition to its physical attack. The victim must make a saving throw vs. paralysis or be paralyzed for 1d4 turns. The eye Druj may touch a paralyzed victim automatically.





Spirit Druj* (*Spiritum corpus Manus manus*)

A hand Druj inflicts 1d4 points of damage when it hits, and thereafter holds onto its victim, causing automatic damage each round thereafter. The damage caused is equal to the AC of the victim, ignoring dexterity and shield bonuses, plus 1d4 points. If the adjusted armor class is a negative number, the attack will still inflict 1d4 points of damage each round.

Spirit Druj* (*Spiritum corpus Caecum*)

A skull Druj floats toward and bites its victim. When first approached, the victim must make a saving throw vs. spells or be frozen with fear, allowing the skull Druj to bite (no attack roll needed) for 2d4 points of damage. The normal saving throw vs. poison applies to each bite.

Combat

Poison touch and presence

All spirits are poisonous. All four forms are poisonous. When hit by a spirit in hand-to-hand combat, the victim must make a saving throw vs. poison or die immediately. A new saving throw must be made for each hit by the spirit. The poisonous presence of a spirit causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no saving throw allowed. Even living plants and small insects within this area are paralyzed, dying if the spirit remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

Defenses:

+2 weapon or better to hit; immune to 1st, 2nd and 3rd level spells and spell-like powers and cannot be harmed by normal weapons or magical weapons of less than +2 enchantment. All spirits can sense invisible things, and can attack them without penalty.

Turning

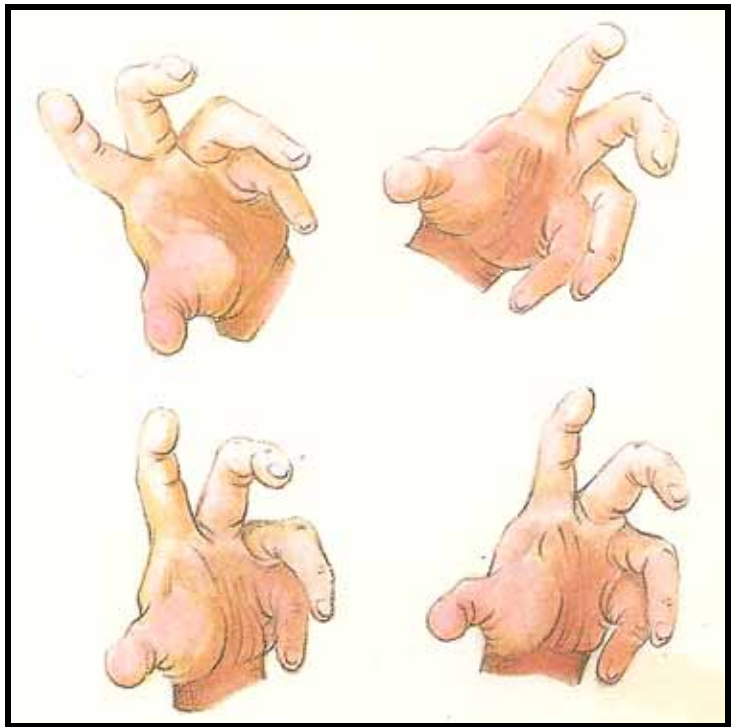
If turned by a cleric, the parts of a Druj turned are forced to reunite into one creature, remaining united for 1d4 + 1 rounds. Further success at turning is handled normally.

Clerical Spells

All spirits can, once per round, at will, create the following cleric spell effects: Darkness, Silence 15' radius, Cause Disease, Animate Dead, Finger of Death (all as if cast by a 16th level cleric). A spirit will often pause to animate the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at turning such zombies are made as if turning the spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using ability, a spirit cannot attack physically. Unlike normal cleric spells, no words or gestures are needed. It is unknown which Immortal supplies the Druj with these spells, for nobody has survived one long enough to observe it in prayer. It receives these spells continuously and can thus use them each round again' they may also use all magical items usable to non-Spellcasters and clerics, if it can handle them. (Matazumi can thus use a magical earring, while Druj hands could almost use anything, and an Eye Druj almost nothing (maybe only lenses).

Treasure

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1d6 of its victims, who may carry treasure.



Possess:

A Druj can only take possession of dead body parts ranging in size from Diminutive to Small. Being inanimate objects, the possession attempt is automatically successful. A Druj usually chooses to possess a hand, a skull or an eye; other body parts are possible at DM's discretion, but lack the combat efficiency of the former ones. The body part must belong to a creature that had a skeletal system while alive. The Druj needs not to find a dismembered body part to use his possess ability; the mere presence of a Druj inside a corpse's part is enough to make it rot and detach from the body at the end of the round following the one in which the Druj possessed it (so the Druj cannot move the possessed part until the a full round has elapsed, even if it may still use any other ability).

A well known Skull Druj is Matazumi of the Great Library of the Flying Ship-city Serraine.

Matazumi is now the Chief Librarian at the Great Library of Serraine.

He arrived in Serraine in 913 AC, the result of a miscast spell of summoning by a Mage dabbling in Necromancy. Matazumi broke free, killed the mage, and started buzzing around the flying city, wondering where he was. Hit by a Power Word; Stun and Maze combination, the disoriented Druj was quickly overcome and magically imprisoned. The Master of the Onyx Tower was reluctant just to dispose of the Druj without draining its mind of knowledge first.

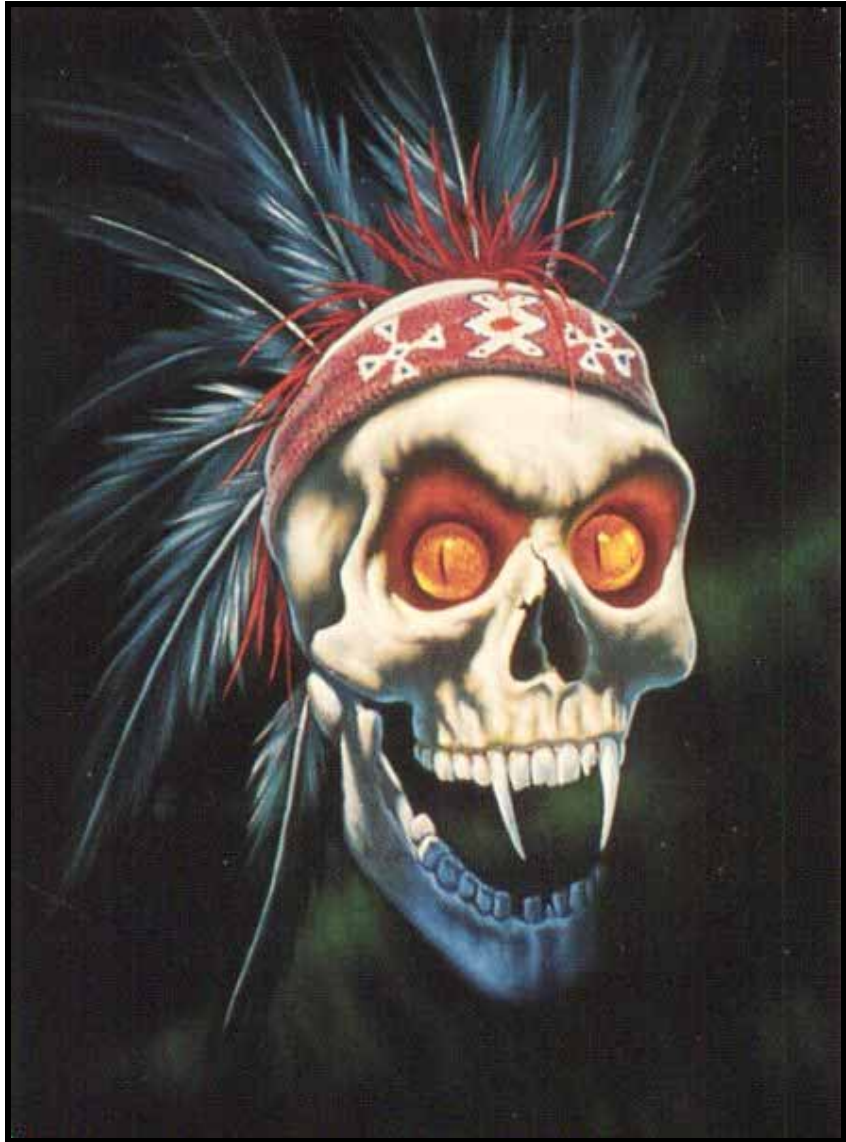
Surprisingly, the undead horror was a remarkable student of history. Mage and Druj shared mutual interests! At that time, a rash of thefts plagued the Great Library. Desperate to protect its treasured records, the city was considering anything...

A deal was struck. Matazumi agreed to accept a Geas to be the Chief Librarian for 200 years—to be freed and rewarded upon his release. Thieves found his presence a definite discouragement to further pilfering. After all, an unsleeping guardian able to treat intruders with instant magical death was a decided deterrent to casual thefts. Matazumi quickly settled into his new job, increasing his knowledge of history, and correcting errors in the Library's collection.

Only Matazumi can authorize new Library Cards, and an interview with him is necessary to get access to the place. Matazumi speaks slowly and with a deep hollow voice. He likes frightening people. Frightened people are quit people (usually). If scaring fails, he has Silence (and even Hold) spells up his sleeve. He does not use finger of Death against irritating library pests, however.

Matazumi is a somber, laconic, and purposefully frightening. He has a very morbid sense of Humor. He is still a Floating Spectral skull, oozing ectoplasmic slime and radiating Terror.

Although he is undead and Chaotic, he is not actively Evil (more Neutral or even Good). Boning up on historic pleases him more than mayhem and slaughter ("Too much effort", is his laconic comment). He is more a combination of Shock amusement, and might even act as an intermediary between the characters and either city officials or members of the Onyx Tower, with whom he is on good terms. If he has a weakness, it is for a really good brandy (he can't drink it, but likes inhaling the fumes through his sinuses). He can speak, Thyatian, Dwarf, Elf, Faenare, Gnome, Skycommon and even Sphinx. His skills are History of Alfheim and Elves, History of Alphaia, History of Dwarves and Rockhome, Gnomish History, Thyatian History. He wears an earring of paralysis (casts Hold Person 3 times a Day at 16th level of power). Magic has been used to allow Matazumi to control his 30' poisonous radiant effect, which he does not use in the Library. It is probably due to his presence that bookworms and other paper-damaging vermin do not live in the library for long.

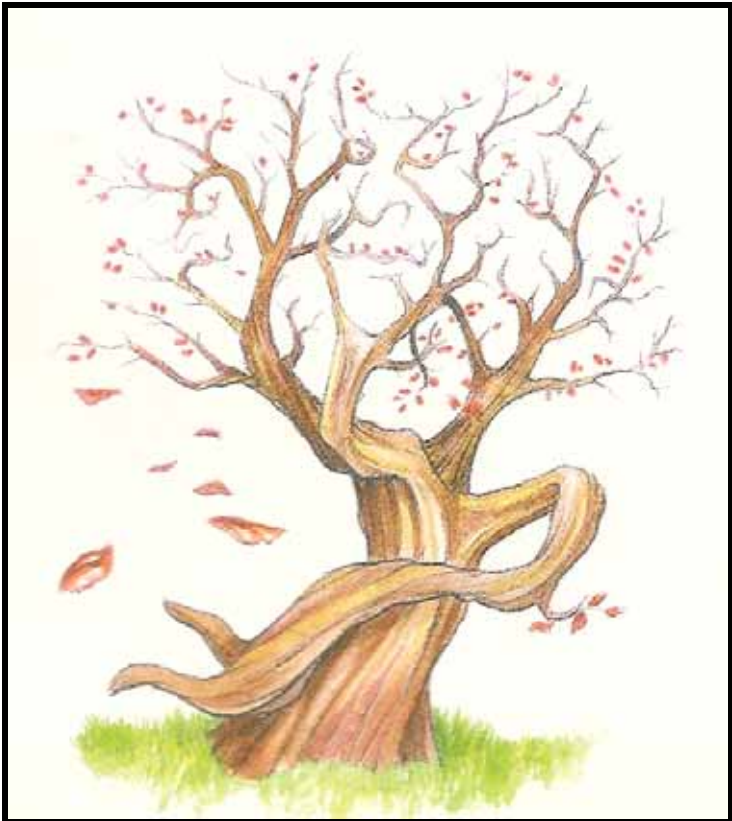


Matazumi Chief Librarian of the Great Library of Serraine the Flying City.



Spirit Odic* (*Spiritum possessio Arborea*)

Type	Undead	
	Enchanted	
Climate/Terrain	Outside Tree	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Special	
Diet	none	
AL	CE	
NA	0(1)	
Size	G; 20'-50'high 15'to 35'diameter crown	
ST	20	
IN	9	
WI	7	
DX	8	
CO	14	
CH	9	
Languages	0	
Spellcaster Limits;	0	
	Tree	1to 6 Leaves
AC	-4	4
AV	in Tree 4 else 0	0
HD	16****	12**
HP	16d10	4
MV	special	30'(10')
THAC0	7	16
Attacks	1	1
Damage	1d12	
Special Attacks;	Poison	Surprise 90%
Attacks	or 4	
Damage		
Special Attacks;	Poison	Charm
	Clerical Spells	
Special Defenses;	Energy Drain Aura	0
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Feblemind, etc.	
	Cold	
Extra Vulnerable to;	Fire x2	
Turning as	Spirit	
	SV SP negates	
Holy Water	2d4	
AM	0	
Save as;	F 16	
ML	12	
XP	6250	7
TT	I,O,V	
Body Weight	500 LBS/10'height	



Link with Limbo

The Odic is the soul of an evil monster whose body was totally destroyed before the soul's return to the Prime plane. All Odic travel the Prime plane in search of those (and their descendants) that caused their deaths. Odic hauntings cease when all legitimate descendants of the original culprit, up to the 7th generation, are dead or insane. These spirits are destroyed when they reach their goal or exceed the time of their quests in the Prime plane.

This evil spirit travels up to 24 miles each day, settling into a plant by night. It is dangerous even if avoided, as it animates parts of the plant to do its bidding. Once it has settled for the night, an Odic cannot move from the spot until daybreak.

Combat

Defenses:

+2 weapon or better to hit; immune to 1st, 2nd and 3rd level spells and spell-like powers and cannot be harmed by normal weapons or magical weapons of less than +2 enchantment. All spirits can sense invisible things, and can attack them without penalty.

Aura

The plant can easily be seen at long range (up to 300 yards), as the Odic radiates a purplish light in a 20' radius. Any living being within this light must make a saving throw vs. spells or lose 1 level because of energy drain (as if struck by a Wight). The odic's spirit aura is powerful and dark, more than other spirits. All living things brought into the aura, suffer a chill, and desires to leave (SV, THAC0 and Damage -1).

While possessing a body or body part, the odic's presence becomes not only unnerving to the living, but also extremely destructive to its environment. Within that aura, all food and liquids (even holy water, magical oils, salves and potions) immediately spoil and become useless. Living plants and normal insects within the poisonous aura's radius become immediately paralyzed (no save) and die if they happen to remain in the spirit's poisonous area for more than an hour. Within this aura all forms of plant control (including entangle and similar spells relying of vegetation or plant material) and all insect plagues (summoned or natural, including all spells relying on insects and vermin of individually less-than-Small size) do not function.

Clerical Spells

All spirits can, once per round, at will, create the following cleric spell effects: Darkness, Silence 15' radius, Cause Disease, Animate Dead, Finger of Death (all as if cast by a 16th level cleric). A spirit will often pause to animate the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at turning such zombies are made as if turning the spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using ability; a spirit cannot attack physically, except by using its 1 to 6 leaves. Unlike normal cleric spells, no words or gestures are needed. It is unknown which Immortal supplies the Odic with these spells, for nobody has survived one long enough to observe it in prayer. It receives these spells continuously and can thus use them each round again' they may also use all magical items usable to non-Spellcasters and clerics, if it can handle them.

While using its spells, it can attack by animating part of the plant. The longest branch or vine of the plant reaches out (10' to 30' range), attacking as a 16 HD monster and inflicting 1d12 points of damage per hit (in addition to poison). The plant is immediately killed when the Odic possesses it. The creature uses the plant's parts to seek out other life to feed on.

Double Damage against Objects:

An Odic or animated tree that makes a hit roll with 8 more than needed in an attack against an object or structure deals double damage to the structure.

Animate Leaves:

The Odic can animate up to 6 leaves at a time. These leaves can fly (30', perfect) and attack living humanoids. The leaf (2 hp, AC 6) and attacks with a touch attack (THACO +1 attack bonus). A victim hit by a leaf is affected by a dominate person effect (save DC 19, cha based). The leaves may range up to a mile away from the Odic. Slain leaves will be replaced by others, in 1 round. Animated leaves normally gain surprise (90% chance). Each leaf attacks as if a 4 Hit Dice monster; no damage is inflicted, but each victim hit must make a saving throw vs. spells or be charmed. A charmed victim is drawn toward the Odic, and has a —4 penalty on the saving throw against the energy drain when entering the purple aura. If the plant possessed has no detachable leaves, the Odic may animate other portions (pine needles, flowers, etc.) in a similar manner, as described above—up to 6 at once, each with charm ability

per touch. The odic's animated leaves will be the first challenge the characters face; they are 50% likely to encounter 1d3 of these leaves as they approach, meeting them 100 yards away from the creature.

Poison touch and presence

All Odic are poisonous. When hit by an Odic in hand-to-hand combat, the victim must make a saving throw vs. poison or die immediately. A new saving throw must be made for each hit by the spirit. The poisonous presence of a spirit causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no saving throw allowed. Even living plants and small insects within this area are paralyzed, dying if the spirit remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

Turning

Odic are resistant to turning attempts. If any "D" result is indicated, the Odic may make a saving throw vs. spells; if successful, the attempt has no effect. It can't be turned away by a "turn" result. It will often send leaves toward the Turning character first after it notices the Turning attempt, or attack it physically if that character is within range.



Treasure

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1d6 of its victims, who may carry treasure.



Possession

The Odic may attempt to possess a plant or a plant creature as a standard action, at nightfall (the time of day after sunset, while there is still light in the sky). Intelligent plant creatures may resist by a saving vs. Spells. Should the sun set completely while the Odic is still incorporeal, the Odic is banished from the material plane, for a full month. Odic occasionally inhabit the bodies of plantlike monsters. The creature may make a saving throw vs. spells to avoid the possession, but may die from the level draining and other abilities of the Odic even if the saving throw is successful. The Odic gains the abilities of any plantlike monster possessed. They may be used in addition to the normal abilities of the Odic. Odic are always encountered singly.

An Odic inhabiting a former Treant is a mighty powerful enemy indeed, and gains up to * and 1100 Xp extra for each special ability or each two spell level the original host could cast. (As the Odic can do this now too).

When the Odic leaves its host at dawn, it becomes an immaterial intangible and invisible undead, with no attacks or special attack. It loses all special qualities except undead immunities. It will do no more than travel around towards another tree to possess. In this search it flies either on the ground or high up in the air. When it passes a living creature it will feel only a minor short chill, and feel of unease. Nothing can damage it in this state. It can held at bay only by protective wards like consecrated ground, Protection from Evil or similar.

Should an odic's host be destroyed while possessed by an Odic, that Odic is banished from the material plane for a full month. Only magic that specifically destroys undead (such as an Exorcism or powerful undead turning) may permanently destroy an Odic.

Revenant* (*Spiritum corporea Maleficum*)

Spirit	Revenant*
Type	Undead
Climate/Terrain	Enchanted Barren Lands and Ruins
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night or Darkness
Diet	none
AL	CE
NA	1(1)
Size	M; 5'-7'
ST	18
IN	8
WI	11
DX	9
CO	10
CH	5
Languages	1d4+1
Spellcaster Limits;	0
AC	-3
AV	0(by armor)
HD	18****
HP	18d8
MV	120'(40')
THACO	6
Attacks	1Bite
Damage	1d4+2
Special Attacks;	Poison
Attacks	2 Claws
Damage	2d4 each
Special Attacks;	Poison
	or 1 weapon by weapon
Special Attacks;	Fear Aura Surprise attack Paralyzing Gaze
Special Defenses; Immune to;	Recombination Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold, Acid, Gas
Turning as Holy Water	0 Spirit 2d4
AM	0
Save as;	F 18 10
TT	7525 I,O,V
Body Weight	140-210 LBS



Revenants are vengeful spirits that have risen from the grave to destroy their killers. The revenant appears as a decayed version of its appearance at the time of its death. Its pallid skin is drawn tightly over its bones. The flesh is cold and clammy. The sunken eyes are dull and heavy-lidded but, when the revenant faces his intended victim, the eyes blaze with unnatural intensity. The revenant bears an aura of sadness, anger, and determination. This horror appears to be a zombie, though it walks at a faster rate. It rarely carries weapons. The Revenant roams the night in search of victims,

surprising them 50% of the time.

Combat

Surprise Leap

It can leap once per turn (10 minutes=60 rounds) to a 60' range; when both surprising and leaping on a victim, its three attacks all hit (no attack rolls needed), causing normal damage and three separate saving throws vs. poison. If using a weapon it can use it as a singular attack in this fashion only. It can't be a bigger weapon than medium size. A hit roll must still be thrown when using a weapon, to determine Critical hits, but it can never miss this jump attack, no matter what the AC of the Victim. A target protected by a Protection from evil will not become a victim of this jump attack.

Poison touch and presence

All Revenants are poisonous. When hit by a spirit in hand-to-hand combat, the victim must make a saving throw vs. poison or die immediately. A new saving throw must be made for each hit by the spirit. The poisonous presence of a Revenant causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no saving throw allowed. Even living plants and small insects within this area are paralyzed, dying if the revenant remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

Defenses:

+2 weapon or better to hit; immune to 1st, 2nd and 3rd level spells and spell-like powers and cannot be harmed by normal weapons or magical weapons of less than +2 enchantment. All spirits can sense invisible things, and can attack them without penalty.

Turning

Revenants are resistant to turning attempts. If any "D" result is indicated, the revenant may make a saving throw vs. spells; if successful, the attempt has no effect. A "turn" result gives no saving throw, but the revenant will return in 1d4 turns. Revenants are always encountered singly. It cannot be raised or resurrected.



Clerical Spells

All Revenants can, once per round, at will, create the following cleric spell effects: Darkness, Silence 15' radius, Cause Disease, Animate Dead, Finger of Death (all as if cast by a 16th level cleric). A Revenant will often pause to animate the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at turning such zombies are made as if turning the spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using an ability, a spirit cannot attack physically. Unlike normal cleric spells, no words or gestures are needed. It is unknown which Immortal supplies the Druj with these spells, for nobody has survived one long enough to observe it in prayer. It receives these spells continuously and can thus use them each round again; they may also use all magical items usable to non-Spellcasters and clerics, if it can handle them. (Matazumi can thus use a magical earring, while Druj hands could almost use anything, and an Eye Druj almost nothing (maybe only lenses).

Shadow Summoning

Once per night, a Revenant can summon 1d4 Spectres from Limbo to come to its aid. The Spectres will arrive 1d6+2 rounds after being summoned, and will obey and fight for the revenant. They may be turned as normal Spectres.

Strangulation

A revenant may also attack by hooking its claw-like hands around its victim's throat. This strangulation causes 2d8 points of damage each round, but the victim must save vs. Poison only once on the initial round, or die on the spot. It will not release its grip until either the Revenant is destroyed or its victim is dead. If the revenant stares into its victim's eyes, that person must roll a successful saving throw vs. spell or be paralyzed with terror for 2d4 rounds. This power affects only the revenant's killer.

Recombination

If a revenant is dismembered, the severed parts act independently, as though guided by the revenant's mind. The revenant's willpower causes the parts to reunite. It can also regenerate 3 hit points of damage each round, except for fire damage. It is immune to acid and gas. Although a revenant's body can be cut apart by normal or magical weapons, the damage is temporary and does not destroy the revenant. Only burning destroys a revenant -- the original body must be completely consumed and reduced to ash.

Habitat/Society:

Under exceptional circumstances, a character that has died a violent death may rise as a revenant from the grave to wreak vengeance on his killer(s). In order to make this transition, two requirements must be met. The dead character's Constitution must be 18 and either his Wisdom or Intelligence must be greater than 16. Also, the total of his six ability scores must be 90 or more. Even if these conditions are met, there is only a 5% chance that the dead character becomes a Revenant. If both Intelligence and Wisdom are over 16, the chance increases to 10%. If Intelligence, Wisdom, and Constitution are all 18, the creature can shift at will into any freshly killed humanoid, if the Revenant rolls a successful saving throw vs. death. If the character died a particularly violent death, it may be unable to reoccupy its original body. In this case, the spirit occupies any available, freshly-dead corpse. However, the Revenant's killer and associates always see the Revenant as the person they killed.

The Revenant retains all the abilities it possessed in its previous life. It can converse fluently in its original language, although the stiffness of its vocal cords deters it from speaking except under extreme circumstances, such as when casting a spell at its killer. The sole purpose of the revenant's brief existence is to wreak vengeance on its killer, together with anyone who may have aided in the murder. It stops at nothing to achieve its purpose and can locate its intended victim wherever he may be. Accomplices are also tracked down if they are in the company of the killer, but if they are elsewhere they are ignored until the killer is dealt with. If the associates of the killer are with him in a party, they are dealt with after the killer is dead.

Ecology:

Revenants give murder victims a chance to avenge their own murders. They pursue their goals alone without desire or need for allies. However, if the revenant faces a powerful foe able to destroy the revenant's new form, the revenant may decide to use adventurers as pawns in its quest.

All Revenants are travelers, never staying in one place for more than one night; they become invisible and nearly powerless (except to move) with the light of dawn, regaining their powers at dusk. In daylight, any Revenant can travel up to 24 miles per day (1 hex). All spirits are poisonous. When hit by a Revenant in hand-to-hand combat, the victim must make a saving throw vs. poison or die immediately. A new saving throw must be made for each hit by the Revenant, but a continuous attack needs only one save (strangling).

Treasure

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1d6 of its victims, who may carry treasure.

Link with Limbo

The Revenant is similar to the ghost in that the soul returned to the body sometime after death. The difference is that the original, evil character was 18th level or higher and his soul may reanimate the corpse even though it has reached an advanced state of decay. All three spirits travel the Prime plane in search of those (and their descendants) that caused their deaths. Spirit hauntings cease when all legitimate descendants of the original culprit, up to the seventh generation, are dead or insane. These spirits are destroyed when they reach their goal or exceed the time of their quests in the Prime plane.



Revener* (*Spiritum corporea Sensorum-deprivatum*)

Spirit	Revener*
Type	Undead Enchanted
Climate/Terrain	Underground
Frequency	Reare
Organization	Loose group
Activity Cycle	Night or Darkness
Diet	none
AL	CE
NA	1d3(0)
Size	M; 5'-7'
ST	18
IN	8
WI	11
DX	9
CO	10
CH	5
Languages	1d4+1
Spellcaster Limits;	0
AC	-4
AV	0(by armor)
HD	10*
HP	10d8
MV	180'(60')
THAC0	10
Attacks	1Touch
Damage	0
Special Attacks;	Special
	or 1weapon by weapon
Special Defenses; Immune to;	50% Blunt weapons Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	0 Spirit 2d4
AM	0
Horror Rating	6
Save as;	F 10
ML	10
XP	1750
TT	0
Body Weight	140-210 LBS



Revener are vengeful spirits that have risen from the grave to destroy their killers. This monster appears as a human figure with skeletal hands and a skull head with flowing, white hair. A Revener prowls dark, underground caverns and dust-filled tombs and crypts. The Revener bears an aura of sadness, anger, and determination. This horror appears to be a zombie, though it walks at a faster rate. It rarely carries weapons.

Combat
Poison touch and presence.

All Reveners are poisonous, but less poisonous than normal spirits. When hit by a Revener in hand-to-hand combat, and it touches a victim, it drains one of the victim's senses permanently; the

victim may make a saving throw vs. spells, success indicating that the loss is temporary (lasting only 2d6 rounds). The lost sense may be chosen or randomly determined; subsequent hits always drain different senses. A restore spell will restore one lost sense.

Taste: Victim cannot identify tastes (such as potions).

- Smell: Victim is immune to vile odor effects, but suffers a - 1 penalty to surprise rolls.
- Hearing: Victim cannot hear and loses the ability to speak clearly (may ruin spell casting).
- Touch: Victim's Dexterity drops by 4 points (and, if an elf, cannot find secret doors).
- Sight: Victim is blinded.
- Sixth Sense: Victim may not use ESP, crystal balls, telepathy or similar extra-sensory magical effects.

A new saving throw must be made for each hit by the spirit. The poisonous presence of a Revener causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no saving throw allowed. Even living plants and small insects within this area are paralyzed, dying if the Revener remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

Defenses:

+2 weapon or better to hit; immune to 1st, 2nd and 3rd level spells and spell-like powers and cannot be harmed by normal weapons or magical weapons of less than +2 enchantment. All spirits can sense invisible things, and can attack them without penalty.

Turning

Revener are resistant to turning attempts. If any "D" result is indicated, the Revener may make a saving throw vs. spells; if successful, the attempt has no effect. A "turn" result gives no saving throw, but the Revener will return in 1d4 turns. Reveners are always encountered singly. It cannot be raised or resurrected.

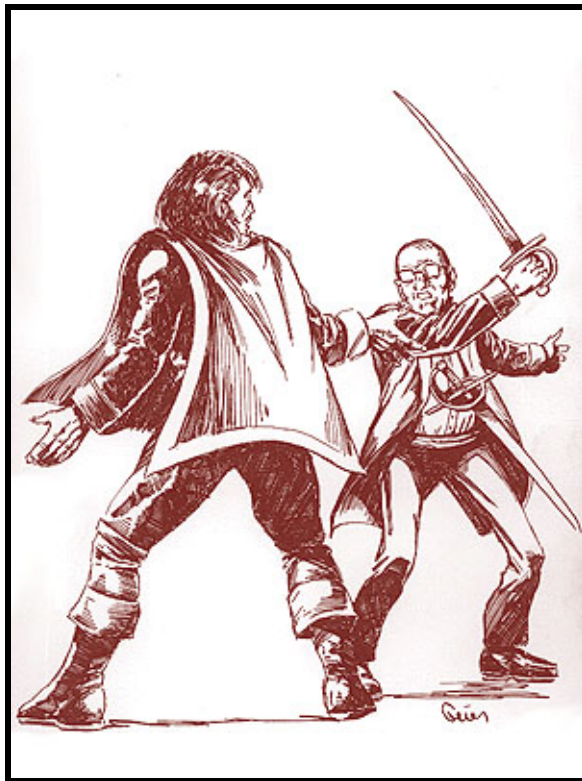
Ecology

The Revener is similar to the ghost in that the soul returned to the body sometime after death. The difference is that the original, evil character was 18th level or higher and his soul may reanimate the corpse even though it has reached an advanced state of decay. All three spirits travel the Prime plane in search of those (and their descendants) that caused their deaths. Spirit hauntings cease when all legitimate descendants of the original culprit, up to the seventh generation, are dead or insane. These spirits are destroyed when they reach their goal or exceed the time of their quests in the Prime plane. A spirit normally has no treasure, though it may occasionally serve as a guard for some special item.



Spirit, Heroic (*Spiritum humanum Heroicum*)

Spirit	Heroic Spirit
Type	Undead Enchanted
Climate/Terrain	Any Savage Coast only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	none
AL	Any
NA	1
Size	M; 4'-7'
ST	9
IN	9
WI	9
DX	9
CO	9
CH	9
Languages	1d3
Spellcaster Limits;	0
AC	special
AV	0
HD	0
HP	0
MV	special
THACO	na
Attacks	0
Damage	0
Special Attacks;	Super Heroism Luck effects Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold Fire
	0
	F6 12
XP	special 0 0



Link with Limbo

As Ghost; the heroic spirit is an undead entity who died while attempting to perform some especially heroic deed or defeat some dastardly villain. It remains in the living world to accomplish its "unfinished business." This entails either completing the heroic deed or dishonoring the villain.

The heroic spirit retains whatever alignment it had while living. The spirit first occupies a living victim, who remains mostly free willed and unharmed throughout the process.

The heroic spirit can only communicate through empathy. The host should eventually realize it is haunted (through DM clues) and should then begin to investigate the circumstances behind the spirit's death and discover its goal. The heroic spirit only rarely manifests a visible form, usually only to wave adieu when it leaves its host.

The Red Curse:

Heroic spirits never acquire Legacies or require cinnabryl.

Combat:

Most of the time, the heroic spirit remains dormant. It awakens when its host faces deadly peril. In either case, the heroic spirit automatically makes a successful suggestion that its host leap into battle, regardless of the odds. The spirit then utters a battle cry through its host, such as "*La fortune sourit aux audacieux*" (fortune favors the brave) or "*qui ne risque rien n'a rien*" (nothing ventured, nothing gained).

During combat, the heroic spirit acts as a potion of super-heroism on the host, regardless of class. While in combat, the host must act in the flashiest, bravest manner possible. Panache is the key here, more so than combat efficiency. Combat under the effect of the heroic spirit lasts as many rounds as there are foes (with a minimum of 4 rounds and a maximum of 15). The host may then choose whether to withdraw or continue the battle. If withdrawing, the host must still show flair and elegance with the departure.

In addition, the heroic spirit may also allow a host a Luck effect (like the potion), if the host adopts the spirit's flamboyant ways. Once activated, this luck factor remains active even though the heroic spirit is dormant. The heroic spirit cannot be attacked or turned directly, although it could be forced out by an exorcism. A good-aligned heroic spirit will leave its host voluntarily if the host truly wishes the spirit to leave.

Habitat/Society:

The heroic spirit remains in its host either until its goal is reached or until the host gains an experience level. In the latter case (or if the host dies), the heroic spirit then moves on to another host. Heroic spirits rarely choose a swashbuckler as a host. Heroic spirits like to change the life of a quiet or a shy person, sometimes even a notorious coward. A heroic spirit will never chose the host of a legacy leech. When two such hosts encounter each other, the heroic spirit and the legacy leech instantly recognize each other. If the host of the heroic spirit does not voluntarily attack the host of the legacy leech, the heroic spirit will attempt to temporarily take over the host's body with magic jar. The host might very well be forced to fight to the death.

Ecology:

As an undead creature, the heroic spirit has little effect on the ecology. The first time the heroic spirit activates, the host receives a one-time bonus of 450 experience points. The bonus comes from the actions the heroic spirit causes its host to perform. A host that actually helps a heroic spirit achieve its goal receives an additional award of 1,000 experience points.

Spirit Wolf (*Spiritum Lupus supremor*)

Spirit	Heroic Spirit
Type	Undead Enchanted
Climate/Terrain	Any Savage Coast only
Frequency	Very Rare
Organization	Solitary or Pack
Activity Cycle	Night, Darkness
Diet	Carnivore, Life Energy
AL	CN, CE
NA	1(2d4)
Size	M; 3'-4'
ST	9
IN	9
WI	9
DX	9
CO	9
CH	9
Languages	1d3
Spellcaster Limits;	0
AC	0
AV	0
HD	2+2*****
HP	2d12+2
MV	180'(60')
Load	500/ 1000
BM	1/2
FL	30'(10')
MF	5B
THACO	17
Attacks	1Bite
Damage	1d6
Special Attacks;	Ability Drain Leaping Gaze Attack Howling Fear Aura Possession Telekinesis
Special Defenses;	Heal Self by Draining
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	0
Turning as Holy Water	not 0
AM	0
Horror Rating	5
Save as;	F1
ML	8
XP	95
TT	nil
Body Weight	0



Spirit Wolves are the spectral remnants of intelligent Wolves who, for one reason or another, cannot rest easily in their graves. A Spirit Wolf greatly resembles its corporeal form in life, but is further translucent. These creatures were often the Alpha males or Females of a Wolf pack. Spirit Wolves are large, intelligent canine carnivores, and hunt in packs. Though they prefer the wilderness, they may occasionally be found in caves. The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate.

Spirit Wolves exhibit colors from pure white, to grey, to Greenish. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost empathic ability. All wolves have the following skills; Instinct (Wi+8), Hide in Shadows (40%), Jumping 12' (-2' with rider), Odor Scinting (IN+5), Endurance (Co). They also have enhanced senses. When a Spirit Wolf forms, all its equipment and carried items usually become ethereal along with it into the ethereal realm.

Combat:

Spirit Wolves prefer to hunt in packs, and will attack prey in a hit and run fashion. Often they all target the same individual. When under control of a Powerful Undead or Necromancer they may use this tactic to completely

immobilize their target by holding its arms and or legs or even throat, until their master arrives. Although it has lost several of its original attack forms, it has acquired several better ones instead.

Gaze Attack

A Spirit Wolf can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the Spirit Wolf's gaze must save vs. DR take 2d10 points of damage and 1d4 points of Charisma damage.

Ability Drain

A Spirit Wolf that hits a living target with its incorporeal touch attack deals 1d6 points of damage. A Spirit Wolf that hits a living target with its incorporeal bite drains 1d4 points from any one ability score it selects. On each such successful attack, the wolf heals 5 points of damage to itself.

Terrifying Howl:

A Spirit Wolf can emit a frightful Howl. All living creatures within a 3 mile radius must succeed a Morale check or become skittish and frightened. Within 300 feet this must be rolled again to avoid panic for 2d4 rounds. Panicked people suffer a -4 on THACO, saves and Int/Wisdom abilities for the duration of the panic. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the Howl cannot be affected by the same Ghost' wolf's Howl moan for 24 hours.

Special	
Detect W	83%
	Int +4
	Wis +6
	Int. at +4
	Int -2
Detect Noise:	30% +1%/Lvl
	-1

Fear Aura

Any living creature within 60 feet that views a Spirit Wolf must succeed on a saving vs. Spells or become panicked. When already panicked run away in fear for 1d3 turns in a random direction. After each Turn, the character must roll a constitution check or suffer from over action and fright from a Heart attack. A creature that successfully saves against this effect cannot be affected by the same Spirit Wolf's horrific appearance for 24 hours.

Heart Attack:	Roll 1d8 for Severity; 1-4 is Mild, 5-6 is Severe, 7+ is Terminal	Special Affliction
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A heart attack will come at late age (mostly Elder, but can under special circumstances even appear at young ages.) mostly and during extremely great extortion of the Mind (fear) and body. In other words, when the patient was shocked, feared, highly active, severely fatigued, or similar. This is a malfunction of the body. It can also come when the patient has survived a Stroke, and exerted himself to his limits. A terminal Heart attack causes death in 1d10 rounds. A severe one will become terminal in a Turn when not treated. Treatment consists of heart massage (Healing skill). This treatment will revive the patient but will cause the patient to lose 1d8 Hp to recover, any electrical attack spell can also be used to treat the patient, but to be used as a treatment the spell must be severely reduced in Strength (int. check by the caster) to prevent the patient to die from the treatment. No more than 8+/- Constitution bonus damage may be given to the patient in this way, or the paralysis chance is doubled and becomes permanent. A heart attack (stronger than mild) causes the patient to temporary loose (wholly or partially) consciousness, from which he will recover in 1d30 Turns. It partially halves all his statistics (as movement, THAC0, damage, etc.). The patient has a 55%-5% per Constitution point to suffer from temporary partial paralysis (often one half of the body, resulting in a contorted face, useless extremities, etc.). The affliction affects especially persons with overweight, smokers, and those who continuously work strenuously more than 10 hours every day. **The affliction will often reveal itself to the patient when he comes under stress, be it mentally (sadness, sorrow, grief, anger, fear, etc.) or physically (violence, accident, etc.). !% contracting it per Fear attack or each % age over 45%.**

Magic Jar:

Once per round, an ethereal Spirit Wolf can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (at power level 10th), except that it does not require a receptacle. To use this ability, the Spirit Wolf must be manifested and it must try move into the target's space; moving into the target's space to use the Magic Jar ability does not provoke attacks of opportunity. The target can resist the attack with a successful saving vs. Spell s adjusted with its Charisma adjustment. A creature that successfully saves is immune to that same Spirit Wolf's magic Jar for 24 hours, and the Spirit Wolf cannot enter the target's space. If the save fails, the Spirit Wolf vanishes into the target's body.

Manifestation

Every Spirit Wolf has this ability. A Spirit Wolf dwells on the Ethereal Plane and, as an ethereal creature; it cannot affect or be affected by anything in the material world. When a Spirit Wolf manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested Spirit Wolf can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested Spirit Wolf can pass through solid objects at will, and its own attacks pass through Armor. A manifested Spirit Wolf always moves silently. A manifested Spirit Wolf can strike with its bite. A manifested Spirit Wolf remains partially on the Ethereal Plane, where is it not incorporeal. A manifested Spirit Wolf can be attacked by opponents on either the Prime Plane or the Ethereal Plane. The Spirit Wolf's in corporeality helps protect it from foes on the Prime Plane, but not from foes on the Ethereal Plane.

A Spirit Wolf has two home planes, the Prime Plane and the Ethereal Plane. It is not considered extra planar when on either of these planes.

Telekinesis:

A Spirit Wolf can use *telekinesis* at power level 12th. When a Spirit Wolf uses this power, it must wait 1d4 rounds before using it again. It however rarely uses this ability, unless the creature has noticed it elsewhere, by others of its own or other race.

Recombination:

In most cases, it's difficult to destroy a Spirit Wolf through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A Spirit Wolf that would otherwise be destroyed returns to its old haunts within these 2d4 days. As a rule, the only way to get rid of a Spirit Wolf for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turning

Spirit Wolves are resistant to turning attempts. If any "D" result is indicated, the Spirit Wolf may make a saving throw vs. spells; if successful, the attempt has no effect. A "turn" result gives no saving throw, but the revenant will return in 1d4 turns. It cannot be raised or resurrected.

Habitat/Society:

Spirit Wolves, like humans and demi-humans, are social animals, they tend to live as in their former life. They live and hunt in families. There is a very strict social structure in these family groups that is continually followed. Each pack is led by an alpha male; his mate is the alpha female. Their domain has many terrain features in which they can hunt. Spirit Wolves will kill a human when it moves into their area, but may also decide to go elsewhere. They will kill their nemesis if it was the reason to become a Spirit. Spirit Wolves can communicate with each other over long-distances, by howling. This communication will mostly only be identification, and location to others around. Other canines (Dog, Living Wolf etc.) will dislike this howling and prefer to move elsewhere.

Ecology:

All Spirit Wolves are "vulnerable" to the calls of control by the Vampire species, but when released they will mostly run. A Vampire, actually "Charms" a Spirit Wolf, and then uses Control Undead. A Remove Charm, will instantly remove the Vampire's control over the creatures, however, as long the vampire is alive it can be called into control again, Spirit Wolves, like many Dog Species have the strange ability to Detect Disease.

Link with Limbo

As with Ghosts.

Spirit, Wallaran (*Spiritum fantasia Wallaran*)

Spirit	Wallaran Spirit*		
	Kangaroo	Koala	Kookaburra
Type	Undead		
Climate/Terrain	Enchanted		
Frequency	Dreamlands (Spiritrealm?)		
Organization	Very Rare		
Activity Cycle	Solitary		
Diet	Any		
AL	Night		
NA	none		
Size	NG, LG, N, LN		
ST	1		
IN	M; 5'tall	S; 2,5'tall	T; 18 inch tall
WI	9	8	7
DX	19		
CO	20		
CH	10	8	9
Languages	10		
Spellcaster Limits;	9		
AC	5		
AV	6		
HD	Dreamspeech		
HP	0		
MV	0		
FL	10d8		
MF	180'(60')	60'(20')	60'(20')
THACO	na	na	180'(60')
Attacks	na	na	3B
Damage	11	11	11
Attacks	2 Claws	1bite	1peak
Damage	1d3 each	1d2	1
Attacks	1kick	or 1 claw	
Damage	2d4	1d2	
Special Attacks;	0		
Special Defenses;	50% Blunt weapons		
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feblemind, etc.		
Extra Vulnerable to;	Cold, Fire		
Turning as Holy Water	0		
AM	0		
Horror Rating	95%		
Save as;	F10		
ML	Special		
XP	1000		
TT	0		
Body Weight	0		



Wallaran spirits are dream-world creatures of the Wallaroo grasslands that function as spirit guides and totems to the wallaras. The Dream world or Spirit real is a Plane that touches Limbo and the Prime Plane. It is possibly the same Realm the Ethengar get their spirit totems from, Wallaran spirits do not inhabit the waking world and will never be found there. Their domain is exclusively the Dream world, the world occasionally visited by sleeping mortals

when they have a dream that is so detailed it is difficult to tell apart from reality.

Wallaran spirits take the form of various animals from the Wallaran grasslands. Many different types exist, but three of the most common forms are the kangaroo, the koala, and the kookaburra. Each animal totem has specific abilities and areas of influence, which are discussed below. Wallaran spirits speak directly to the dreaming mind. They can even speak with non-wallaras if they want to.

The Red Curse: Wallaran spirits never acquire Legacies or require cinnabryl.

Kangaroo (*Spiritum fantasia Wallaran Marsupial*)

Kangaroos are ordinarily quite timid, but they are dangerous when angered, pummeling attackers with their forepaws and slashing with their powerful hind legs. The long, muscular tail is used as a support when the animal sits or walks and for balance when it leaps. Kangaroos are usually gray or dull red in color.

Wallaras who have a kangaroo spirit-guide are the closest thing to warriors that can be found in the peaceful Wallaran society. Wallaras of the kangaroo totem are prone to action and are considered hasty by Wallaran standards.



Wallaran Art of a Kangaroo spirit



Wallaran Koala spirit Art

Koala (*Spiritum fantasia Wallaran*)

The koala reaches a maximum length of about two and a half feet. It has a large, round head, a vestigial tail, and a stout body covered with thick, ash-gray fur. Its legs are short, and its feet are large. Koalas live high in eucalyptus trees, feeding only on the leaves and flowers of a certain species of eucalyptus. They are lethargic and often remain in the same tree for days. A koala will not relax its hold on a tree, even when it is mortally wounded.

Wallaras with a koala as a spirit guide are sedentary by nature. They are primarily concerned with providing food for the community. These wallaras are extremely loyal, peaceful, and contemplative.

Kookaburra (*Spiritum fantasia Wallaran*)

The kookaburra is stocky grayish bird in the kingfisher family. It is about 18 inches long. It has a



loud, raucous call, which inspired its common nickname of "laughing jackass." It rarely catches fish, living mainly on large insects, mice, small birds, and snakes.

Wallaras who see the kookaburra have a dual nature. These wallaras are about as deceptive and tricky as a wallaras can get. They tend to be jokers and pranksters. They are outgoing and often act as a contact with outsiders. Kookaburra-wallaras are also the ones that are primarily responsible for rearing Wallaran children, since they are friendly and interact well with youngsters. The wallaras take these duties very seriously and will never abandon a child. These wallaras will also join with the kangaroo-wallaras to help defend their communities if necessary.

Combat:

Combat with a Wallaran spirit creature would be a tricky affair at best, although it is theoretically possible. These spirit creatures appear only in the Dream world, where they are masters of reality. Any mortal who sees one of these creatures must be asleep and dreaming. If a dreaming creature attempts to attack a Wallaran spirit, the spirit either disappears or the attackers may find that they are suddenly wielding something other than their weapons (such as eucalyptus leaves or pieces of fruit).

So great is the spirit-creature's control of the Dream world that Spellcasters who attempt to confront a Wallaran spirit creature in the Dream world will find that their spells simply do not work about 95% of the time.

Wallaran spirits may be hit only by magical weapons that are physically present in the Dream world, which is almost impossible. People get to the Dream world by dreaming, and anything they have with them in the Dream world is merely a reflection of the item, not the real item. To fight a Wallaran spirit, the characters would have to find a way to physically travel to the Dream world. A Wallaran spirit can impose its will on anyone that visits the Dream world. The Wallaran spirit effectively has the spell-casting abilities of an 18th level mage, but it can activate its spells at will, with no casting times or components. It rarely uses offensive, damage-causing spells. If confronted by a violent attacker, the Wallaran spirit would use a polymorph other to change the attacker into a no threatening, peaceful creature.

A creature that has a peaceful dream-encounter with a Wallaran spirit receives the 1,000 experience points. No experience points are awarded for fighting a Wallaran spirit.

Habitat/Society:

Wallaran philosophy states that two worlds exist: the waking world, and the Dream world. The wallaras are not sure which world is more real.

In the Dreamlands, Wallaran spirits appear only in the deepest of dreams. The spirit will usually give a bit of cryptic advice, sometimes in the form of a vision, poem, euphemism, or riddle. When the advice has been given, something happens to cause a distraction (a noise or rustling in the Dream world underbrush), and then the spirit creature disappears. The spirit creature usually leaves the dreamer with a sign in the real world that the vision was true, such as a eucalyptus leaf, feather, or a bit of sand.

These Dream world creatures may or may not have a society of their own, but they do have a significant effect on Wallaran society. Individual wallaras with the same spirit-creature guide identify with the totem animal and see themselves as part of a group. All wallaras with a kangaroo guide, for example, will regard each other as brothers.

Most wallaras see their spirit guide at two periods during their life: during their walkabout and when they are about to die. Each time, the spirit guide gives the wallaras some advice or reassurance about what is to come.

Wallaran priests, or mendoo, see their spirit guides often and have complex relationships with their totems. The spirit guide is regarded as a companion, helper, and teacher.

Ecology:

Each wallaras is prohibited from killing, eating, touching, or harming the animal that has the shape of his spirit guide. The Wallaran taboo against killing these animals acts as a conservation device.

Legends state that once the wallaras were wise and powerful, walking with the gods themselves. It is possible that the Wallaran spirits of today are actually some of those ancient wallaras, attempting to aid their fallen brethren.

Nightshades



GW

Nightshades (*Nox solanum idolon*)

Nightshades	Nightcrawler**	NightWalker**	Nighting**
Type	Undead		
Climate/Terrain	Construct		
Frequency	any		
Organization	Very Rare		
Activity Cycle	Solitary		
Diet	Night or Darkness		
AL	none		
NA	CE		
Size	G; 100'long 10-15'wide	20'tall	50'wingspan
ST	22	19	18
IN	19	19	19
WI	19	19	19
DX	16	16	18
CO	12	12	12
CH	8	9	8
Languages	Any		
Spellcaster Limits;	Special		
AC	-4	-6	-8
AV	8	6	4
HD	25-30****	21-26****	20****
HP	1d12/HD		
MV	120'(40')	150'(50')	30'(10')
BR	120'(40')	na	na
FL	na	60'(20')	240'(80')
MF	na	5	3
Surprise	50%	20%	90%
THACO	25 26 27 28 29 30	21 22 23 24 25 26	17 18 19 20
Attacks	1Bite 2d10	2 3d10 each	1 1d6+6
Special	Swallow whole 19+ (-1ft under 5) Drain 1HD or Lvl/r	Crushing Armor 50% -10%/+or -1	
	Poison (-2 to save)		
Attacks	1Sting	Destroy any weapon	Hit item +4
Damage	2d4	by crushing	Item magic Drain
Special	1on 1d8 instand kill		
	Poison (-2 to save)		
Spells at will at MU21 or CL 21power	Detect Magic Cause Disease, Charm Person, Cloudkill Confusion, Darkness, Dispel Magic Finger of Death, Haste, Hold Person Invisibility Summon Undead		
	Shrink 1target in 60"	Gaze curse 60' (all abilities -4)	Polymorph Bat
Permanent		Fly	
	See Invisible and Hidden 60'		
	Spoils all consumables in 120'radius		
Special Defenses; Immune to;	Immunities, Spells, Planar Travel Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity Spells of 5th and lower power Weapons of 2nd and lower magical power		
Extra Vulnerable to;	Protection evil prevents draining		
	Dragon Breath (1/2 damage) Daylight -4 to hit		
Turning as Holy Water	Nightshade (Save negates) 0		
AM	0		
Horror Rating	10		
Save as;	F * HD		
ML	12		
XP	25 26 27 28 29 30	18,500 26,000	21 22 23 24 25 26
		12,500	17 18 19 20 13750
		20,000	
TT	Any		
Body Weight	5000LBS/HD	3000LBS/HD	1750LBS/HD

The deadly nightshades are large, powerful evil beings which seek to spread death. They are all extremely rare, usually created or summoned for a specific purpose by a more powerful being. All nightshades are a deep jet black in color, with no other colors on their entire forms. They have no visible eyes, apparently sensing their surroundings magically; they can see invisible and hidden things as easily as normal ones.

Nightshades are all extremely clever and wise (effectively 19 Intelligence and Wisdom).

Nightshades prefer darkness. Daylight inflicts a penalty of **-4** on all their Hit rolls, but other forms of light do not affect them.

They can enter and leave the Ethereal Plane at will, but only do so if seriously threatened.

The presence of a nightshade within 120' spoils all consumable items, including normal food and water, holy water, standard and iron rations, and even magical potions (no saving throw). The items do not become poisonous, but do become completely useless. This presence causes all within the area to be chilled; this negates any chance of surprise if the victims have ever encountered a nightshade. The chilling feeling has no effect other than spoilage.

Nightshades can only be harmed by weapons of +3 or greater enchantment, magic staves or rods, or by spells of 6th level or greater. They are immune to all forms of illusion, all magic wands, poison, charm, hold, and cold spell effects, all spells of 5th level or less, all normal, silver, and magical weapons of + 2 or lesser enchantment, Turn to Stone, and all non-magical attacks (such as fire, boulders, oil, etc.). They are somewhat vulnerable to dragon breath, taking ½ damage unless the saving throw is successful (indicating ¼ damage).

All nightshades can use the following spell-like powers at will, one power per round: charm person, invisibility, haste, confusion, and cloudburst (all as if a 21st level magic-user); darkness, hold person, cause disease, dispel magic, and finger of death (all as if a 21st level cleric). The effects of these powers are all identical to the spell effects, but are produced by brief concentration alone, not requiring the usual spell casting words or gestures, and can be produced in total silence.

In addition, all nightshades can detect magic at will, and can read all languages and magical writings. If using one of its spell-like powers, a nightshade cannot attack physically during that round.

A nightshade can also Summon other undead once each 4 hours, and often does so before attacking prey itself. To find the undead responding to the summons,

If a cleric's attempt at Turning a Nightshade succeeds, the monster may make a Saving Throw vs. Spells to avoid the effect. If the saving throw is successful, the Turn attempt is ignored; it has no effect, but is not counted as a failure, and the cleric may repeat the attempt if desired. Furthermore, the monster may make another saving throw for any "D" result that it does not avoid, and if successful, it is merely Turned.

Each nightshade has other abilities as described below. In hand-to hand combat, the touch of a nightshade is deadly poisonous, requiring an immediate Saving Throw vs. Poison with a -2 penalty to the roll (in addition to normal damage).

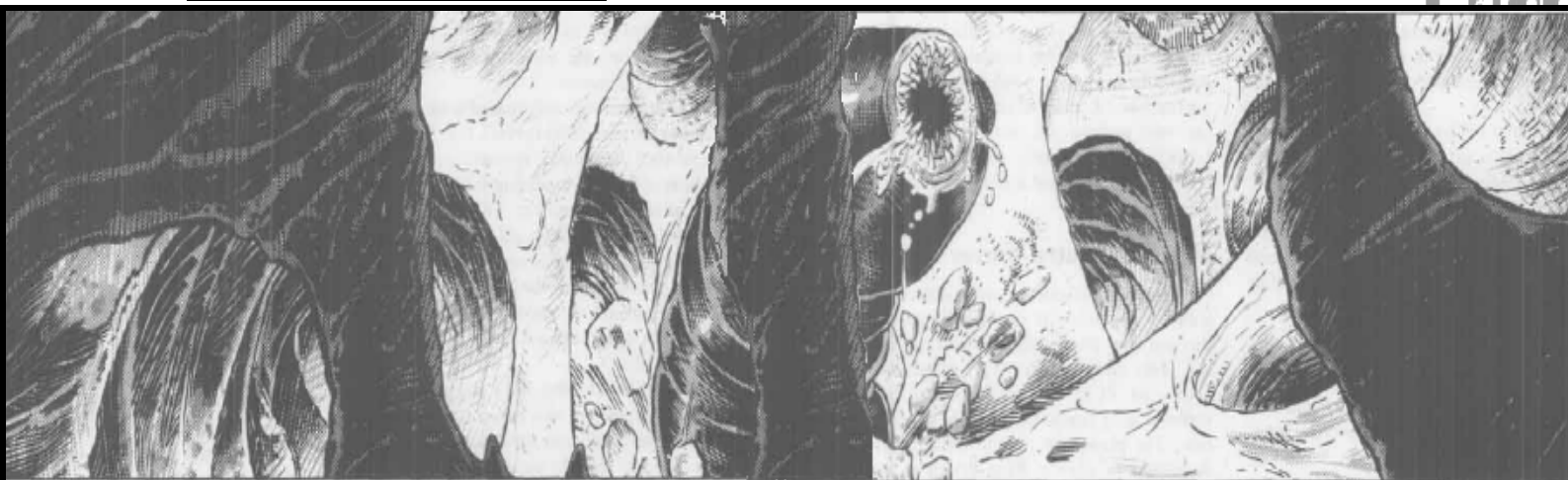
Nightshades always carry treasure of great value, which they swallow and carry with them. They scorn coins, carrying only gems, jewelry, and magical treasures. They collect the treasures of their victims after every battle.

Phantom	Shade
Haunt	Chaotic Ghost
Spirit	Druj (hand)

Link to Limbo

Very rare on Mystara, these Undead are actually undead constructs build by Demons to further some grand, evil scheme. Demons use the Souls of Shades as the basic element to build Nightshades, which are often send to Limbo to harass the more powerful Masters of Chaos. Because of the distorted time flow in Limbo, however, it is difficult to retrieve Nightshades Finding the right Nightshade and determining with accuracy when it would arrive on the other side of a Gate is an Arcane art that few among Masters of Chaos or lords of Entropy can Master. Nightshades do not control the time distortion that occurs when they leave Limbo to go to another Plane.

Nightcrawler (*Nox solanum idolon Terrax*)



This appears similar to a purple worm, about 100' long and 10'-15' wide, but black in color. If it approaches from under an opponent, tunneling through rock, it surprises 50% of the time (unless the victims have met a nightshade before, recognizing the chilling approach of the creature; such experience negates surprise).

A Nightcrawler swallows its opponent if its Hit roll is 19 or 20. A victim swallowed loses 1 level per round, due to Energy Drain (no saving throw; however, it does not affect anyone protected by a protection from evil spell effect). Normal bites inflict 2-20 points of damage (plus the usual Saving Throw vs. Poison). Its dreaded tail stinger inflicts 2- 8 points, requires the usual saving throw against the poison, and also has a 1 in 8 chance of killing the victim immediately (no saving throw, no adjustments).

A Nightcrawler has the ability to magically shrink one opponent within 60', once per round. The victim may make a Saving Throw vs. Spells to avoid the effect; if this is failed, the victim shrinks to 1 foot and the Nightcrawler thereafter gains a +4 bonus to its Hit roll against that opponent (thus swallowing on a Hit roll of 15 or greater). The shrink effect is permanent until dispelled. Some sages say that these creatures are undead burrowers, but whether this is true remains to be proven or broken.

Nightwalker: (*Nox solanum idolon Homo*)



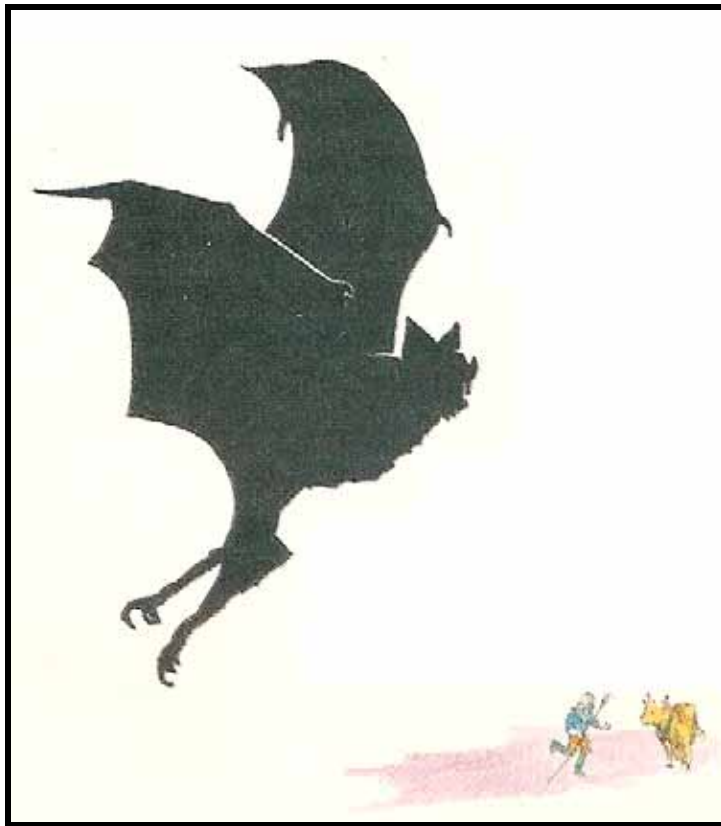
This appears similar to a giant of some type, but jet black in color and without carried items, standing 20' tall. It attacks with two swings per round; these terrible blows cause 3d10 points of damage each, and every blow is deadly poison, as with all nightshades.

Each hit by a nightwalker has a 50 % chance of crushing the victim's shield or armor. Apply this effect to shields first, and reduce the chance by 10% per magical "plus"-for example, a +5 or better shield cannot be destroyed in this way, a + 4 shield has a 10% chance of destruction, etc. No saving throw is allowed, and weapons are not affected unless the monster actually picks them up. The creature may, however, automatically destroy any magic item or weapon it captures (from a fallen opponent, for example), by crushing it.

A nightwalker has the ability to gaze at one opponent per round, to a 60' range. The victim may make a Saving Throw vs. Spells to avoid the gaze; if it is failed, the victim is cursed, suffering a -4 penalty on all Hit rolls and saving throws until the curse is removed. (A *dispel evil* spell will cancel the curse, but a *remove curse* spell will only work if cast by a 25th or higher level caster.)



Nightwing (*Nox solanum idolon Avium*)



This appears similar to a gigantic bat, solid black in color, with a 50' wingspread. Its first attack is normally a swoop downward, and its high speed gives it a 90% chance of surprising opponents (unless they have experience with nightshades, which negates surprise as explained above).

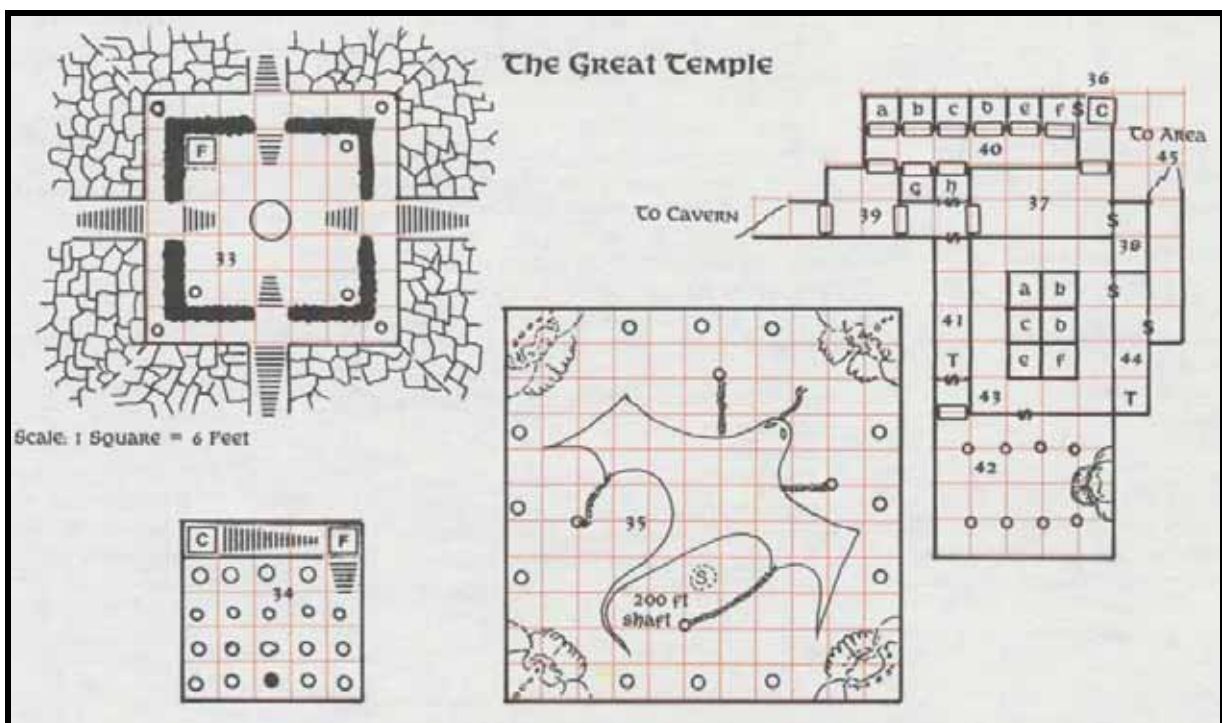
Any victim hit by a Nightwing must make a Saving Throw vs. Spells. If the saving throw is failed, the victim turns into a giant bat (see the *polymorph other* magic-user spell). Anyone turned into a bat is a servant of the Nightwing (as if *charmed*) until the *polymorph* effect is dispelled.

A Nightwing can attempt to hit a victim's items instead of causing physical damage. It will use this attack form if the victim damages it, or if the victim's defenses cause the Nightwing to miss when attacking normally. This attack requires a normal Hit roll but with a +4 bonus; if successful, the item is hit. The effect of such a strike drains one "plus" of magic from the item. It does not affect items without "plusses." A shield or weapon being held is the usual target. The stolen "plusses" can be restored by a *dispel evil* spell cast on the item affected, or by a *remove curse* spell from a 25th or higher level caster.

In the Great Temple of Oenkmar/Aengmor in the deep caves of the Broken Lands is a furious Nightwing entrapped in magical chains (see adventures Gazetteer Orcs of Thar TSR9241).

The creature is chained by chains that can be broken only by weapons of +2 or greater enchantment, at the rate of 20 points of damage

per chain (AC0, AV9). The Nightwing can levitate and thus move about the room, nearly unhindered by its chains, just enough to fight if needed. Atzanteotl (Immortal) placed it here before the Orcs arrived in the Broken Lands. He has instructed his high priests to leave it chained, for great havoc would otherwise befall the city. In fact the Nightwing is a living portal to the plane of Atzanteotl (Hades layer) from which the temple drains power needed to sustain the floating city over the lava. Anything it swallows ends up in the plane of Atzanteotl. It is thus rumored that any nightshade, or at least nightwings, are thus connected to some evil plane, controlled by the demon lords or immortal residing there. If freed, the creature ignores the PC's, and immediately enters the Astral Plane. It pops back outside the pyramid, spreading death and destruction in Oenkmar. Eventually, it will return to its Plane of Atzanteotl, after which the bottom of Oenkmar solidifies and the city is immobilized. If the creature is killed, however, the city starts sinking at the rate of 1 yard per turn. Many humanoids (or shadow elves if they already recovered Aengmor from the humanoids). Others might escape and start a desperate war against other tribes. In the corners are four defaced Elven warriors with pointy ears.



Lich



Lich* (Corpus maiorum Limboticus)

Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night or Darkness
Diet	none
AL	Any Evil
NA	1
Size	M; 4'-7'
ST	9
IN	18+
WI	18+
DX	8
CO	9
CH	6
Languages	2d3
Spellcaster Limits;	MU 36 or CL 36
AC	0
AV	2 or by spell
HD	special
HP	special
MV	60'/20'
THAC0	special
Attacks	1 Touch
Damage	1d10
Special Attacks;	Paralysis 10'/lvl Fear Aura
Spells at will	Cone of Cold Feign Death Animate Dead Gaseous Form
Permanent	Detect Invisible Fly 1d32 other spells
Items	2d4 item neorr or on person
Special Defenses; Immune to;	Call Other Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity 0
Turning as Holy Water	Lich 2d4
	0
	9
	MU or CL Level
	11
	Special
	H Special
	175 LBS



A lich is a powerful undead monster of magical origin. It looks like a skeleton wearing fine garments, and was once an evil and chaotic magic-user or cleric of level 21 or greater (often 27-36). A lich is still able to use spells as it did while alive, so it is extremely dangerous. A lich is not normally found wandering, but instead remains in or very near a well-defended lair. Such a lair might be a dungeon, catacomb, tomb, or necropolis ("city of the dead").

A lich greatly resembles a Wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoints of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the



21****	9d4 +12	11	12,500	21****	9d6 + 12	9	10,500
22****	9d4 + 13	11	14,000	22****	9d6 + 13	9	11,750
23****	9d4 + 14	11	15,500	23****	9d6 + 14	8	13,000
24****	9d4 + 15	10	17,000	24****	9d6 + 15	8	14,250
25****	9d4 + 16	10	18,500	25****	9d6 + 16	7	15,500
26****	9d4 + 17	9	20,000	26****	9d6 + 17	7	16,750
27****	9d4 + 18	9	21,500	27****	9d6 + 18	6	18,000
28****	9d4 + 19	9	23,000	28****	9d6 + 19	6	19,250
29****	9d4 + 20	8	24,500	29****	9d6 + 20	5	20,500
30****	9d4 + 21	8	26,000	30****	9d6 + 21	5	21,750
31****	9d4 + 22	7	27,500	31****	9d6 + 22	4	23,000
32****	9d4 + 23	7	29,000	32****	9d6 + 23	4	24,250
33****	9d4 + 24	6	30,500	33****	9d6 + 24	3	25,500
34****	9d4 + 25	6	32,000	34****	9d6 + 25	3	26,750
35****	9d4 + 26	6	33,500	35****	9d6 + 26	3	28,000
36****	9d4 + 27	5	35,000	36****	9d6 + 27	2	29,250

brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards or Priests of at least 21st level.



Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

Link with Limbo

Magic is required to create a Lich, allowing the Soul of the Lich-to-be to travel to Limbo where it seeks the other components of the spell to bind the Soul back to its body. Depending on the time of the Lich's Soul to meet its Goals, the body may reach an advanced state of decay. There have been cases of Liches that accomplished their Quests quickly enough to prevent major deterioration of their bodies, but as long as a few bones are left, a Lich may yet succeed in its scheme. If nothing is left of the body, the Lich can't further its Quest and is trapped in Limbo. The Lich's Quest often requires the destruction of a powerful denizen of Limbo. Like Wights, Liches dream and thus can travel Limbo in search of their victims to torment and secrets to gain (such as new spells or the location of an Artifact).

A Lich can enter Limbo once per new Moon, and it tracks down victims much as a Wight does. The Souls of Liches have the same statistics and abilities as the original monsters, complete with magical weapons and spells (all items are only reflections of the originals). Liches prey on the Souls of Dead Wizards, preferably ancient rivals. Liches, though able to summon and control Undead creatures, are not necessarily followers of Entropy. For this reason and because they are very powerful entities on Limbo, Liches sometimes manage to become minions of Chaos when trapped on that Plane. Lichdom often leads to insanity—a symptom of Chaos—although wanting to become a Lich is a clear sign of a sick, evil mind. Lichdom precludes any hope of Eternal rest. Destroying a Lich in the Prime Plane traps its Soul in Limbo; destroying its Soul in Limbo kills the creature forever.

Alignment

The lich is mostly Evil and Chaotic, but in the beginning it can be of any alignment, but eventually it will become chaotic-evil. Lichdom often leads to insanity—a symptom of Chaos—although wanting to become a Lich is a clear sign of a sick, evil mind.

From time to time, sages have heard rumors of Liches having alignments other than evil, and even lawful good Liches apparently have existed. There have even been reports of priests who, in extreme circumstances, have become Liches. These reports have recently been verified, but the archlich is as rare as Roc's teeth.

Creation

Powerful magic is required to create a Lich, (See Creation Magic) allowing the Soul of the Lich-to-be to travel to Limbo where it seeks the other components of the spell to bind the Soul back to its body. Depending on the Time of the Lich's Soul to meet its Goals, the body may reach an advanced state of decay. There have been cases of Liches that accomplished their Quests quickly enough to prevent major deterioration of their bodies, but as long as a few bones are left, a Lich may yet succeed in its scheme. If nothing is left of the body, the Lich can't further its Quest and is trapped in Limbo.





The Lich's Quest often requires the destruction of a powerful denizen of Limbo (like Minions or Masters of Chaos, Nightshades or even Devils or Demons). Like Wights, Liches dream and thus can travel Limbo in search of their victims to torment and secrets to gain (such as new spells or the location of an Artifact). A Lich can enter Limbo once per new Moon, and it tracks down victims much as a Wight does. The Souls of Liches have the same statistics and abilities. Lichdom precludes any hope of Eternal rest. Destroying a Lich in the Prime Plane traps its Soul in Limbo; destroying its Soul in Limbo kills the creature forever. When they leave Limbo to go to another Plane, as the original monsters, complete with magical weapons and spells (all items are only reflections of the originals). Liches prey on the Souls of Dead Wizards, preferably ancient rivals. Liches, though able to summon and control Undead creatures, are not necessarily followers of Entropy. For this reason and because their ties on Limbo, Liches sometimes manage to become minions of Chaos

when trapped on that Plane.

Combat:

Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle. A magic-user lich normally has 1d2 spells on it of permanent nature—most often detect invisible or fly.

Fear Aura

The aura of magical power which surrounds a Lich is so potent that it causes fear. The very sight of a lich causes fear in all characters below 5HD or 5th level (no saving throw). They must also save vs. spells or flee in terror for 5d4 rounds.

Touch

Should the Lich elect to touch a living creature, its aura of absolute cold causes 1d10 points of absolute cold damage with the merest touch, and can paralyze any creature to make it utterly unable to move for 1d100 days (though a saving throw applies) This paralysis lasts until dispelled in some manner.

Immunities

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more HD and/or magical properties. The magical nature of the lich and its undead state make it utterly immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, or death spells. They are also immune to the effects of all spells of less than 4th level.

Turning

Liches are undead, and can be turned (but not destroyed) by clerics. Note that the Lich's morale is given as 10, but a lich flees if in actual danger.

Spells

Before any encounter with a lich, the DM should select spells for the creature. This should be done with care, as a lich is extremely intelligent and uses them to its best advantage.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, Liches have had a great deal of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, Liches are able to use any magical objects which they might possess just as if they were still alive.





Phylactery

Defeating a lich in combat is difficult indeed, but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a magic jar spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

Summoning

Either type of lich can summon other powerful undead for aid. The summons can be made simply by concentrating, and the creature(s) responding arrive 1d100 rounds later, depending on their distance. The summons may be made as often as desired, but any one type of creature will respond only once per day at most. To randomly determine the creatures appearing in answer to the summons, roll 1d20 and refer to the table. Roll again if a type of creature has already responded that day.

Liches are master villains, coordinating armies and spy-networks made up of the undead. Each one has its own goal: One may want to achieve true Immortality, one may serve an evil Immortal of Entropy, and one may wish to transform the entire world into a horrid playground for the undead. Each lich in a campaign should have its own name, style, and motivation. A clerical lich normally has 3d4 types of other undead nearby, acting as servants. A full lair of each type (maximum number appearing) is usually present.

	Spectre	2d4		
	Vampire	1d6		
		0-25%	Mage	1d3+6
		26-50%	Cleric	1d3+6
		51-75%	Fighter	1d3+6
		76-90%	Thief or Rake	1d3+6
		91-95%	Mystic	1d3+6
		96-00%	No Class	1d3+6
	Phantom, Shade	1d3		
	Haunt, Ghost Chaotic	1d2		
	Haunt, Poltergeist	1d2		
	Spirit, Druj	1		
	Spirit, Revenant	1		
	Nightshade, any	1		
	Undead Beholder	1		

Nightmare harness

By means of this leather harness (which most Liches have created or acquired in another way), the lich can summon a nightmare in 1d4 rounds, it has maximum hit points, and willingly serves the Lich indefinitely as a riding mount. If the nightmare is ever killed in the Lich's service, the harness crumbles to dust. A nightmare harness is expensive to make, as it is studded with platinum and precious gems. The gems used in the harness' construction are usually the colors of flame and often glow with an inner fire. A PC could use one of these devices to summon a nightmare, but the creature immediately attacks the PC upon arrival, fighting until either it or the PC was slain. Those thinking to steal a nightmare harness in order to strip it of its gems had best think again — once used in the creation of a nightmare harness, each gem becomes cursed. Anyone with such a gem in his possession is plagued each night by terrible dreams, dreams in which he is chased over a desolate, barren wasteland by vicious, flame-snorting nightmare intent upon his death. Each night the gem remains with the thief, he loses 1 point of both Strength and Constitution. Once either attribute reaches zero, the PC dies. GP Value: 10,000

Treasure

Outside of its lair, a lich always carries 1d4 +1 powerful magical items to be used in case of trouble. You should choose these, not randomly determine them. Within its lair, a lich has 4d8 additional temporary magical items (or more), plus the amounts of coins, gems, and jewelry given for Treasure Type H (but at 90% chance for each type). The number and severity of traps and other dangers to intruders should be appropriate to protect such a hoard.

Habitat/Society:

Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a Lich's interest in the world at large may be reawakened by some great event of personal importance.

A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt.

When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of animating a force of undead troops to act on its behalf. If such is the case, the Lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.

Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, Liches of a most unusual nature can be found which are of any alignment.

The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few Liches call themselves by their old names when the years have drained the last vestiges of their humanity from them. Instead, they often adopt pseudonyms like "the Black Hand" or "the Forgotten King." Learning the true name of a lich is rumored to confer power over the creature, but this may be just a rumor...or is it?...



Liches and Immortality

The Lich may want to achieve true Immortality in the Sphere of Entropy, by transforming a huge area (up to the entire world) into a Horrific Playground for the Undead, or by serving an Entropic Immortal. Liches are master villains, coordinating armies and spy networks for the Undead

Ecology:

The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence. In order to become a lich, the wizard must prepare its phylactery by the use of the enchant an item, magic jar, permanency and reincarnation spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the wizard. Once this object is created, the would-be lich must craft a potion of extreme toxicity, which is then enchanted with the following spells: wraithform, permanency, cone of cold, feign death, and animate dead. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a transformation into its new state. A system shock constitution check is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

Creation Magic

Lichdom

Necromantic Spell

Range;	caster only
Duration ;	Permanent
Effect:	Special
Saving Throw:	None
Casting time:	18 Hours
Component;	see recipe



Liches are high level Clerics or Magic Users who have become very special Undead. Before becoming a Lich, the caster must have been at least 20th level in life, although 21st is more common. Once a Lich is created, it might drop in level, but below 10th level one can't exist (the Lich to be just dies and the spell is failed). Preparation for Lichdom occurs while the figure is still alive and must be prepared before his first "Death". If he dies somewhere along the line and is resurrected, then he must start all over again. The Would-be Lich casts this spell, which is actually a combination of Magic Jar, Enchanted item, and a spell like effect called Trap the Soul. He also needs to make a special potion (recipe will follow) and something to jar into.

The Item into the Lich will "jar" is prepared by the first casting of this spell which takes 3 hours to complete. The Item can't be of any common variety, but must be of high quality, solid, and at least 2000 gp in value per level of experience. The item must make a saving throw as if it were the person casting the spell. A Cleric would have the spell Magic Jar cast for him, since this part of the spell is impossible to cast for Clerics, and it is the contracted Magic User's level that would be used for the saving throw). The item can contain prior Magics, but wooden or living items are impossible. Organic items of other origin gain a bonus of +3 on their saving throw. If the item is then soul-receptive, the prepared candidate for the spell will cast the second part (or have cast) Magic Jar on it and enter the item. As soon as he enters the Jar he will lose a level—and corresponding hit points—at once. The hit points and soul are now stored in the jar. He then must return to his own body and must rest for 1d6+1 day. The ordeal is so demanding that his top three levels of spell memorized are erased and will not commune back (through prayer or reading) until the rest period is completed. During this time the Lich-to-be can't be analyzed by any Divination spell. The character just seems to be non-existent. Fairies and creatures like them don't even see the character.



The next time the character dies, regardless of circumstances, he will go into the jar, no matter how far away, and no matter what obstacles (including, Force fields, Lead boxes, Prismatic Walls etc.). To get out again, the Magic user/Cleric must have his (or another's) recently dead body within 90 feet of the jar. The body can be that of any recently killed creature, from a Mouse to an Ox. The corpse must fail its saving throw vs. magic to be possessed. The saving throw is that of a ½ Hit Dice figure for a normal man, animal, small monster, etc. regardless of alignment, if the figure had three or fewer Hit Dice in life. If it had four or more Hit Dice, it gains one of the saving throws based on alignment as in life (see table).

	-1
	-2
	-3
	-4
	-5
	-6

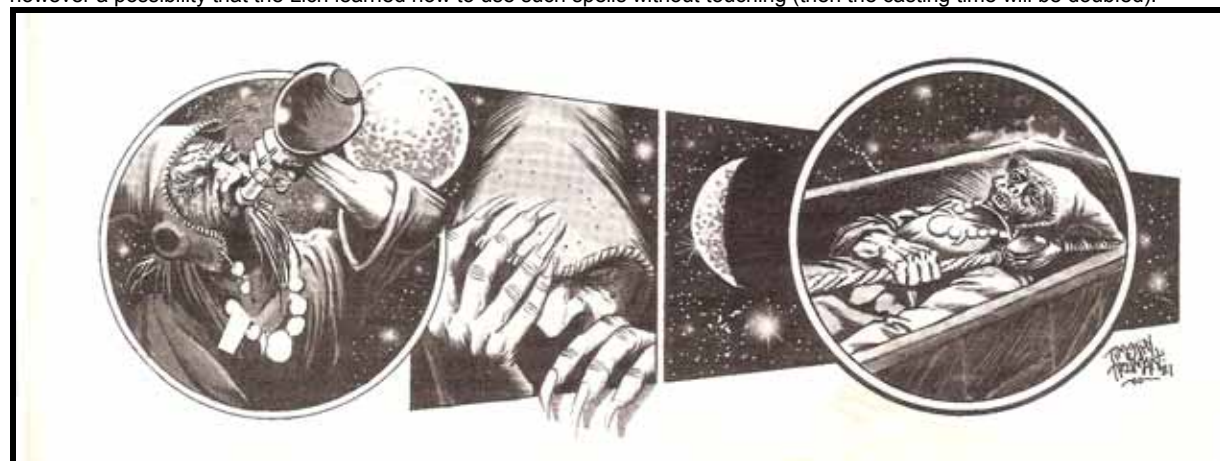
The corpse can be dead no longer than 28 days (a full lunar cycle). If it makes its saving throw, it will never receive the Lich. The Magic user's/ Cleric's own corpse can be dead any length of time and is at -10 on the saving throw to receive him. He may attempt to enter his own corpse once each week until he succeeds. If the Lich enters another corpse, he will have the limited abilities of the corpse when it comes to physical Strength.

Intelligence and Wisdom, and even Charisma will be his own, regardless of what the corpse had. It can have no more than 4 Hit Dice, and will behave as a Wight, but has no energy-draining ability. If the corpse could cast spells in life, then the possessed corpse may also do so—up to, but not beyond, 4th level of spell casting ability. The Wightish body will have telepathic abilities if the body it came from could speak when it was alive. In the Wightish body, the Lich will seek his own body and transport it to the location of the jar.



Destruction of its own body is possible only via the spell Disintegrate, and the body gets the normal Save vs. spell as if alive. Dismemberment or burning the body will not destroy it; the remains of the corpse will radiate an unlimited Locate objects spell (not dispellable). Naturally, it may be difficult for the Lich to obtain all these pieces or ashes, but that is another story. If and when the Wightish body finds the remains of the Lich's original body, it will eat them and after 1 week metamorphose into a humanoid body similar to its original body.

Once the Lich is back into his own body he will have the same spells he originally had in life and never has to Pray or Read or memorize for them again, except when adding any new spell. How many spells a Lich might have learned or knows he never can cast more than his respective level and class allows. It is important to know that a Lich mostly had a great deal of time to face magic the likes of which they have never seen. As a Lich, he can't never gain spells, use scrolls, or use magical items that require the touch of a living being. These include the Healing and Harm or spell with a casting distance of touch spells, there is however a possibility that the Lich learned how to use such spells without touching (then the casting time will be doubled).



Each time the Lich returns his life force to the jar, it always costs him a level of power. When he drops below 10th level of power, any subsequent return to the jar will destroy the Lich. The Lich will try to Teleport back to the jar, however, before he is "killed" (that is, before he goes to zero hit points). If he does go to zero hit points, (and is below 10th) he is destroyed forever. If he has a Teleport or similar spell ready, the Lich can transport his body, also, but just his "life force" goes back into the jar. He doesn't, however, need the Teleport spell to get just his life force back into the jar, although if he loses his body in this manner, he must start the search for it all over again. If his body is disintegrated then the Lich can be only a Wightish body unless he can find someone to cast a Wish for him to get the body back together again.



The jar must be on the Prime Plane or any Positive or Negative Plane, if he has a means of gaining access to the appropriate Plane in the first place. A living person will never radiate anything that he is prepared for Lichdom. No Charm or similar spell will ever make him tell this fact or where the jar is hidden. However a Charm could make him tell what the jar is. In like manner, a Locate object spell will not find a Lich's jar unless an Immortal rank figure is willing to cast the spell and its range is limited to 100 miles in only one Plane. The Lich must find a means of continual access if he places his jar on another Plane. Hirelings can be charmed, tricked, paid, or even forced to keep a supply of dead (less than 30 days) bodies at his disposal, but that is risky. A jar hidden too well may never offer a corpse for him to enter. A Lich may elect to commit suicide to save him a lot of trouble later on.

Preparing the body of the living figure (and this can be done by any Spellcaster, even a Dragon—though they use this spell rarely, a Dragon Lich is very rare indeed) is done via a special Potion. The potion is difficult to make and very time consuming. The potion can cause several things to occur.

	Spoiled Somehow	All Hair Loss	None
11-40	Works!	Coma 1d6+1days	None
41-70	Works!	Feebleminded	Cure; 10% Death
	Works!	Paralyzed 2d6+2 days	Wish Only
	Works!	01-33% Deaf	Wish Only
		34-66% Dumb	Wish Only
		67-00% Blind	Wish Only
	Spoiled Somehow	Death	Raise Dead

Blueprint for a Lich

Components that have to be acquired to be used in the preparation potion for Lichdom

Two Pinches of Pure Arsenic

One measure of a fresh Planar Spider, be it living or dead, but less than thirty days of age.

One measure of fresh Wyvern venom, be it living or dead, but less than sixty days of age.

The unclod liquid, blood (and not Plasma) of a Humanoid killed by a Planar Spider.

The unclod liquid, blood (and not Plasma) of a Humanoid killed by a mixture of Arsenic and Belladonna.

The Beating heart of a Humanoid killed by a Wyvern venom.

One quart of unclod liquid, blood from a Vampire or a person (not animal) infected with Vampirism (of any kind).

The Ground-up reproductive glands of 7 Giant Moths, dead for no longer than sixty days.

The amounts of Blood must be at least 10 pints each

The "jar", solid, and of high quality and at least a 2000 pieces of gold in value.

The Recipy

Thou, must stand under ye light of a Full Moon colored red by yonder Ecliptic Shade of Mystara (or any other Planetarian Body, thou ar't standing on) itself.

Yonder Sky must be clear to conceive ye Powers called so forth.

Place ye Object to become ye "Jar", in front of thee on a flat stony Surface.

So that ye Lunar Shade falls on thee.

Take a Bowel made of steel and heat it on a Fire blazing hot.

One Quart of pure untainted Water must be poured in, and before it boils add the Arsenic.

Let it heat but not boil. When Vapors come from it add ye Planar Spite, and heat anew.

When Vapors come from it add ye Wyvern Venom, and heat anew.

Before Vapors will come from it add ye Blood of a Humanoid killed by Spider Spite.

Let the Liquid boil for an Hour in the Light of ye Moon.

Then add ye Heart. Boil and cut until ye Flesh and ye Blood become a Paste.

Add ye Vampiric blood and stir firmly. Heat do not boil.

Add ye Glands one by one at the Moment ye Liquid almost boils, and stir firmly.

Place ye Lid on ye Bowel and catch all ye Steam in an Tubular Device not cooled.

Add more heat until no more Steam appears and the Bowel starts to glow.

Ye Steam turns to Liquid.

Catch ye Liquid in a Bottle of pure Bloodcrystal and cap with a Dried Human Eye.

Let it cool and rest for seven Full Moons,

one in Water, one in Sand, one in Ice, one in Mud, one in Air, one in Wind, and ye last in ye Hand.

Ye Liquid may not be shaken in ye time passing between, and be kept in Dark all over.

Then ye Potion of Lichdom is prepared, and staying potent for a full Lunar Phase.

The Residue must be smeared on ye Body of the Lich to be.

Conquer Death and be on thy guard, for this Immortality is not an what it seems.

Heed these Words of Warning, and grow powerful.

Demilich (*Post-Corpori maiorum Limboticus*)

Lich	Demilich	
Type	Undead	
	Enchanted	
Climate/Terrain	Desert Dungeon/Ruin	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Night or Darkness	
Diet	none	
AL	Any Evil	
NA	1	
Size	M; 4'-7'	
ST	9	
IN	18+	
WI	18+	
DX	8	
CO	9	
CH	6	
Languages	2d3	
Spellcaster Limits;	MU 36 or CL 36	
AC	5	-2
AV	0	0
HD	4**	14****
HP	4d8	13d8
MV	120'(40')	90'(30')
THAC0	9	
Attacks	1Touch	1Touch
Damage	1d6	1d8
Special Attacks;	Energy Drain	aging 1d4x 10 years
Attacks		1Gaze
Damage		0
Special Attacks;	10'/lvl Fear Aura	Paralysing Gaze Death Wail
Spells at will	Cone of Cold Feign Death Animate Dead Gaseous Form	
Permanent	Detect Invisible Fly 1d2 other spells	
Items	2d4 item neorr or on person Call Other	
Special Defenses; Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity	
Extra Vulnerable to;	0	Dispel Evil
Turning as	Wraith	0
Holy Water	SV SP Negates Destruction	
	2d4	
	0	50%
	6	9
	MU 4	MU 14
	12	
	450	5150
	H	
	75 LBS	



The Demilich is not, as the name implies, a weaker form of the lich. Rather, it is the stage into which a lich will eventually evolve as the power which has sustained its physical form gradually begins to fail. In most cases, all that remains of a demilich's body are a skull, some bones, and a pile of dust.

When it has learned all that it feels it can in its undead life, the lich will continue its quest for power in strange planes unknown to even the wisest of sages. Since it has no use for its physical body at this point, the lich leaves it to decay as it should have done centuries ago.

If the final resting place of a demilich's remains are entered, the dust which was once its body will rise up and assume a man-like shape. In the case of the oldest demiliches (25%), the shape will advance and threaten, but dissipate without attacking in 3 rounds unless attacked. Younger demiliches (75%) still retain a link to their remains, however, and will form with the statistics and Prime Plane abilities of a Wraith. (This dust form cannot be turned. In addition, it can store energy from attacks and use this power to engage its foes. If the dust form is attacked, each point of damage which is delivered to it is converted to an energy point. Since the Demilich will fall back and seem to suffer injury from each attack (though none is actually inflicted), its attackers

are likely to press on in their attempts to destroy it.

Once the Demilich has acquired 50 energy points (1 per 5 points of magical energy cast upon it), it will assume a manifestation which looks much like the Lich's earlier undead form and has the statistics and Prime Plane abilities of a ghost, but which cannot be turned.

Combat

If anyone touches the skull it will rise into the air and turn to face the most powerful of the intruders (a spell user will be chosen over a non-spell user). Instantly, it unleashes a howl which acts as a death ray, affecting all creatures within a 20' radius of the skull. Those who fail to save vs. death are permanently dead, instantly banished to Limbo.

On the next round, the Demilich will employ another manner of attack. In order to attain the status of a Demilich, a lich must have replaced 1d4+4 of its teeth with gems. Each of these gems now serves as a powerful magical device which can trap the soul of its adversaries. The physical body of someone hit with the demilich's spell collapses and rots away in a single round. Once it has drained the life essence from the most powerful member of the party, the skull sinks back to the floor. If it continues to be challenged, the Demilich can repeat this attack until all of its gems are filled. An amulet of life protection will prevail over the gem, but the character's body will perish regardless.

In addition to the attacks mentioned above, a Demilich can also pronounce a powerful curse on those who disturb it. These can be so mighty as to include: always being hit by one's enemies, never making a saving throw, or the inability to acquire new experience points. Demilich curses can be overcome with a remove curse, but the victim loses one point of charisma permanently when the curse is removed.





The skull of a Demilich is Armor Class -6 and has 50 hit points. It can be affected by spells in only a few ways: a forget spell will cause it to sink down without attacking (either by howling or draining a soul), a dispel evil will do 5-8 (1d4+4) points of damage to it, a shatter spell will inflict 3-18 (3d6) points of damage to it, a holy word pronounced against it will deliver 5-30 (5d6) points of damage, and a power word kill spell cast by an ethereal or astral wizard will cause the skull to shatter (destroying it).

Most weapons will be unable to harm the skull of a Demilich, but there are exceptions. A fighter or ranger with a vorpal sword, sword of sharpness, sword +5, or vorpal weapon can inflict normal damage on the skull, as can a paladin with a vorpal or +4 weapon. Further, any character with a +4 or better weapon or a mace of disruption can inflict 1 point of damage to the skull each time he strikes it.

Upon the destruction of the skull, those who have been trapped inside the gems must make a saving throw vs. spell. Those who fail are lost forever, having been consumed by the Demilich to power its magical nature. If the character survives, the gem glows with a faint inner light, and true seeing will reveal a tiny figure trapped within. If the throw is made the soul can be freed by simply crushing the gem. A new body must be within 10 yards for the soul to enter or it will be lost. Such a body might be a clone or simulacrum. (See spells of those names.)

If the fragments of the destroyed skull are not destroyed by immersion in holy water and the casting of a dispel magic the Demilich will reform in 1d10 days.



Lich, Inheritor* (*Corpus magus Cinnabryllus*)

Lich	Inheritor Lich*
Type	Undead
	Enchanted
Climate/Terrain	any
	Savage Coast only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night or Darkness
Diet	none
AL	Any Evil
NA	1 (until now only 2 exist)
Size	M; 4'-7'
ST	8
IN	19
WI	16
DX	9
CO	10
CH	5
Languages	1d32 other spells
Spellcaster Limits;	0
AC	0
AV	0 or by armor
HD	15**
HP	15d8
MV	60'/20'
THACO	5
Attacks	1 Touch
Damage	1d10
Special Attacks;	Legacies
Special Defenses;	50% blunt weapons
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity
	Legacies
Extra Vulnerable to;	Fire
Turning as	Mummy
Holy Water	2d4
AM	0
Horror Rating	7
Save as;	F HD
ML	11
XP	by HD **
TT	0 or special
Body Weight	150 LBS



These vile undead creatures are the remnants of high-level Inheritors who sought to increase their power. Through arcane, alchemical processes, they transform from living beings into powerful undead creatures. Fortunately, Inheritor Liches are extremely rare; only two are known to exist—one in the

Savage Baronies (the Doomrider) and one in Renardy.

The appearance of an Inheritor lich varies widely. The basic visage is that of a skeletal humanoid, but individuals from a number of nonhuman races could also choose this evil path. Each creature then adopts a unique form, warped by the detrimental effects of its Legacies. Thus, an Inheritor lich with Armor, Sight, Burn, Projectile, Growth, and Weapon Hand could have scales; bony eyestalks; red glowing eye sockets; skin that is hot to the touch; flames issuing from its mouth; a hollow, open-ended horn in the center of its forehead; arms twice as long as normal; and one hand elongated into the shape of a bony sword.

An Inheritor lich is usually dressed in clothing reminiscent of its former life—armor for warriors or robes for wizards. The materials are generally of high quality, though roughly used. As the most ancient Inheritor lich is no more than a decade old, its possessions show little sign of decay but might be frayed from travel or combat.

The Red Curse:

Inheritor Liches were once 15th level Inheritors, possessing seven Legacies before transformation. No Inheritor lich of greater or lesser power has been reported. Some sages speculate that such a creature's power is limited by the transformation process, but others claim that the reason a more powerful Inheritor lich has not been encountered is because no Inheritor of greater power has attempted the transformation—yet. The DM should determine which Legacies an Inheritor lich possesses before it is encountered because its Legacies will determine its appearance.


Combat:

Unlike other Liches, an Inheritor lich has no qualms about entering battle. Also, it is likely to have servants and allies—some undead, some monstrous, and perhaps even a few normal humans or humanoids. Inheritor Liches lack the magical aura that forces low-level creatures to flee in terror; still, their ghastly appearance causes many intelligent, low-level beings to flee anyway.

An Inheritor lich prefers to attack with its Legacies when possible. Further, an Inheritor lich is immune to the offensive effects of any Legacies that it possesses. For example, an Inheritor lich with the Burn Legacy cannot take damage from that Legacy when used by another creature.

The Inheritor lich also retains character class abilities from its former life. A lich that was once a priest, wizard, or bard can cast spells; a former thief can move silently, hide in shadows, and backstab. The Inheritor lich possesses these abilities as a 15th level character of that class. Finally, the Inheritor lich might even carry arms and equipment from its former life. Wearing armor does not improve a Lich's Armor Class, but the lich does receive any magical bonuses the armor might have. Also, Inheritor Liches are not vulnerable to smoke powder in the same way that living Inheritors are, so they may carry wheel lock pistols.





In addition to Legacies and class abilities, an Inheritor lich also has a lethal touch. If an Inheritor lich touches an opponent, that touch inflicts 1d10 points of damage. In addition, the victim must make a successful saving throw vs. death magic or suffer the effects of one day in the Time of Loss and Change. It does not matter if cinnabryl is actually being worn, if the target has ever worn it, or even if he is required to. A target who fails a saving throw loses 1 point from the constitution and changes according to the detrimental effects of his Legacy or Legacies. If the target does not have a Legacy, determine one randomly. A character with multiple Legacies suffers the Time of Loss and Change for all Legacies simultaneously, losing several points and undergoing major physical changes. For this reason, Inheritor Liches try to first target Inheritors with this touch. This attack does not actually deplete a target's cinnabryl; it bypasses the metal completely.

This touch automatically kills any individual who has one or more attribute scores (with the exception of Charisma) reduced to 0 or less. The next night, however, that victim will rise as a cursed one. The lair of an Inheritor lich might hold several cursed ones, remnants of former victims. As an Inheritor lich has no need for cinnabryl and cannot be harmed by a cursed one, it may feed them cinnabryl to hasten its transformation into red steel.

Recovery from Affliction caused by this attack differs from standard recovery in two ways. First, reversal begins immediately after victims receive a remove curse spell, provided that they are still wearing cinnabryl. Second, a constitution check is not necessary to reverse the transformation. Victims can always recover completely from this forced Affliction.

An Inheritor lich also has formidable defenses. Besides immunity to Legacies which it possesses, an Inheritor lich is immune to all nonmagical weapons. These creatures also have the standard lich immunities to charm, hold, sleep, enfeeblement, polymorph, insanity, and death spells—as well as cold-based and electrical attacks. Inheritor Liches are turned as normal Liches.

While it is difficult to defeat an Inheritor lich in combat, destroying it is harder still. An Inheritor lich protects its life essence in a red steel item hidden in its lair. The item might be a depleted cinnabryl amulet or it could be a red steel weapon or piece of armor. To completely annihilate the Inheritor lich, both its body and that item must be destroyed. Melting it is not sufficient; it must be subjected to a disintegrate spell or similar power. (The Detonate Legacy fragments an item enough that it is considered destroyed.) If the item is merely melted and reforged, the life essence remains in whichever new piece contains the largest percentage of the original item. Inheritor Liches take advantage of this by hiding these items very well or, sometimes, by placing their essence in magical red steel weapons that the characters might be loathe to destroy.

Habitat/Society:

Inheritor Liches are solitary creatures. They create lairs in fortified places such as a fortresses, mountains, or caverns. The Inheritor lich, having been an adventurer once, realizes that it will be sought out by other adventurers and will try to keep the location of its lair a secret.

Still, in its burning desire for power, an Inheritor lich will sometimes spread rumors into the nearby area, hoping to encourage parties of low-level adventurers to come after it so it may rob them of their possessions and life force. Often, the lich will try to meet the adventurers somewhere other than its lair in case it needs to retreat. An Inheritor lich might even create a web of intrigue around itself, using spies and subtle manipulations to exert control over the people and events of a given region.

The two Inheritor Liches known to currently exist also spend a great deal of their time studying the Red Curse. After all, knowledge is another form of power. If it is persuaded to talk, or if its journal can be located, an Inheritor lich can be a great source of knowledge concerning the Red Curse, the Legacies, and the associated magical substances.

The attitude of an Inheritor lich depends on its former life and subsequent Undeath. The creature might hate living Inheritors or might feel nostalgic when meeting a member of its former order.

Like living Inheritors, these Liches often have nicknames—but with a morbid twist. The two existing Inheritor Liches are known as Death Flame, who was one of the first Inheritors, and Doomrider, a former Inheritor wizard who now has a nightmare for a mount. An Inheritor lich has little respect for life, doing whatever is necessary to accomplish its goals. While it is remotely possible that an Inheritor lich of good alignment could be created, the ambitions that lead a character to such an existence are not usually conducive to any alignment but evil.

Ecology:

While an Inheritor lich has left its natural existence behind, it still has a profound effect on the local ecology by gathering riches, killing others, and causing destruction. While it does not consume or produce in a natural manner, it does create and destroy, doing so to extend the reaches of its power.

To become an Inheritor lich, an Inheritor must first construct the item that will hold his life essence. This must be done by the prospective lich—never by a second party. Ideally, the red steel used in the creation of the item was worn as cinnabryl by the Inheritor. The Inheritor must also personally create a difficult alchemical preparation. This potion is something like crimson essence, but also contains steel seed, finely ground red steel, herbs, blood, and miscellaneous arcane and costly items. The exact formula is known only to a few, but it might be found in the journals of those who have attempted the process. Like crimson essence, the potion must be bathed in the magic of depleting cinnabryl for several weeks. When ready to become a lich, the Inheritor imbibes the potion; he must then make a successful system shock roll or die. If the roll is successful, the Inheritor becomes an Inheritor lich and immediately enters the Time of Change, transforming according to the Legacies possessed. However, no points are lost from ability scores during this process and any that were subtracted previously are gained back.

Baelnorn* (*Corpus sylphus Limboticus*)

Lich	Baelnorn*	Sending*
Type	Undead	Magic
	Enchanted	
Climate/Terrain	Any temperate land	any within 1mile
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Night or Darkness	any
Diet	none	
AL	LG (15% are LN)	
NA	1	
Size	M; 4'-6'	
ST	as host	2
IN	as host	
WI	as host	
DX	as host	
CO	as host+2	
CH	as host -3	as host-5
Languages	Elvish, (as host)	
Spellcaster Limits;	as Host	
AC	0	0
AV	by armor	0
HD	9+6	9+6
HP	9d8+6	as current baelnorn
MV	90'(30')	na
FL	na	90'(30')
THACO	11	
Attacks	1Touch	
Damage	1d10	
Special Attacks;	Paralysis	0
Attacks	or 1weapon	
Damage	by weapon	
Fear Aura	To Shadow Elves if sighed	
Special Attacks;	Spellcasting as host	
Special Defenses;	Sending	0
	Turn Undead	0
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity 0	
Turning as Holy Water	Lich	can't be Turned
	2d4	0
AM	50%	
Horror Rating	4	1
Save as;	Elf Level	
ML	12	
XP	Special	0
TT	Any as in life	0
Body Weight	175 LBS	0



Baelnorn are elves who have sought Undeath to serve their families, communities, or other purposes (usually see a wrong righted, or to achieve a certain magical discovery or deed). They are lich-like creatures, created by a similar process, and appear as tall, impressive looking elves with shriveled skin and glowing white eyes. Most Baelnorn keep to the crypts, ruins, or mage-towers they guard or work in and they are never seen except by those who intrude these spaces.

Combat

Baelnorn do not project a terrifying aura of fear as do Liches, but the chill of their unlfe inflicts the same touch damage (plus paralysis if the victim fails a saving throw). However, some go armed in battle if they possess magical weapons that cause greater damage than their touch. They employ spells as they did in life (most are 15th level Elven wizards), using spellbooks and magical components, but may have developed variant spells that don't require components (as it is very difficult to them to acquire these in their undead state). Most Baelnorn have developed rare and strange spells lost to today's mages. They also employ magical items. The spellbook writings of the Baelnorn are directly linked to its body, as soon as it dies; these writing dissipate (even copies).

Baelnorn can be hit only by +1 or better magical weapons, by magical beings, or by creatures with 6 or more Hit Dice. They are immune to charming, cold-based spells, death and related magic, insanity, mind effects, hold and paralysis, poison and sleep spells like all undead. Neither non-intelligent animals nor undead willingly attack a Baelnorn.

Baelnorn have a special power; thrice a day (24 hour), up to 5 turns (50 minutes) at a time, and without employing a spell to do it, they can use a project image power to send a wraith-like essence in the likeness of itself, called a sending, up to a mile distant. Baelnorn can see through these images with their 90 feet Infravision and into the ethereal Plane too. They can also hear and speak through them, and can even cast spells (the image serves as the source of the spell). This link transcends physical and all known magical barriers, and it can even cross the boundaries between the Prime Plane and Ethereal Plane (the total distance of 1 mile remains the same). A sending has the statistics as given, but lacks the ability to carry solid objects (including weapons or items), Turn Undead, or inflict damage by touch. Only half the damage (round down) suffered by a baelnorn's sending is borne by the creature itself. A sending vanishes at the baelnorn's will or when it is killed; it cannot be turned or magically dispelled. A sending can push (mentally) against or move small things (10cn+1cn/intelligence adjustment or less), so it may push a finger through sand or ashes to write a message, or turn a page of an open book, but it has insufficient mass to carry things. A Baelnorn can have only one sending at a time, and (if the sending is not wounded) has equal hit points as the Baelnorn itself currently has.

Baelnorn are turned as Liches (which in effect they are), although they can't be turned in the area they guard or are linked to, and they themselves turn undead as 14th level priests. Their Piety is somewhere between 50 and 100.

Habitat/Society

Baelnorn spend existences diligently working at whatever task they find important enough to endure Undeath for. If they guard a place or an item of power (often Trees of Life and items derived thereof), they typically spend centuries laying traps, placing items at the ready, setting spell triggers, creating or summoning monsters, and formulating defensive strategies. Many Baelnorn have no interest in combat (hey, they were elves), but they are both fearless and brilliant and will always do whatever best serves their task.

Ecology

Baelnorn do not have phylacteries like Liches, but many have specialized clones that are activated if they are destroyed. They pass into a Spirit trap, created by a powerful and secret 7th level spell and then are whisked into their next (nearest) body. The process by which elves become Baelnorn is old, secret, and complicated. They have never been numerous, and none have been created in recent history (the youngest being 500n years of age). Baelnorn do not eat, drink, excrete, or breathe, and nothing preys upon them. Shadowelves are severely frightened by these creatures and suffer a -4 on their saving throw of fear against these creatures. They themselves have lost the knowledge to create a Baelnorn, but there are rumored to exist three of these creatures in the underground world, created soon after entering the subterranean areas. Aquatic elves do not have Baelnorn; this knowledge was lost before they entered the waters. Ee'aar have also lost this knowledge. The Alheim Elves have 8 Baelnorn, as guardians of their trees of life, and another 16 total are recorded somewhere in the ancient Elven lands, on Davania, West Brun and Norwold.

Baelnorn creation:

Ritual Magic is required to create a Baelnorn, allowing the soul of the Baelnorn-to-be to travel to Limbo where it must accomplish a quest. The object of the quest is usually to gain some form of evil magic or a spell that will bind the soul back to its body and suspend its decay. Depending on the time the baelnorn's soul takes to meet its goals, the body may reach an advanced stage of decay. Most Baelnorn have accomplished their quests quickly enough to prevent major deterioration of their bodies, but as long the body still exists, a Baelnorn may yet succeed in its scheme. If less is left of the body (like only bones), the Baelnorn cannot further its quest and is trapped in Limbo. The Baelnorn's quest often requires the destruction of a powerful denizen of Limbo. Like Wights, Baelnorn dream and can thus travel Limbo in search of victims to torment and secrets to gain (such as new spells or the location of artifacts). A Baelnorn can enter Limbo once per new moon, and it tracks down victims much as a Wight does. The souls of Baelnorn have the same abilities and game statistics in Limbo as the original monsters, complete with magical weapons (which again are only reflections of the true items). Baelnorn, though able to summon and control undead creatures, are not necessarily followers of Entropy. For this reason and because they are very powerful entities on Limbo, Baelnorn can't become Minions of Chaos. Lichdom often leads to insanity, but the method of Baelnorn is so bound to the Prime Plane that it will remain sane, but it may forget anything not used in its task, even former relations, a symptom of Chaos. Baelnorn-dom precludes any hope for eternal rest. Destroying a Baelnorn in the Prime plane traps its soul in Limbo until it has entered another cloned body; destroying its soul in Limbo kills the creature forever.



Dracolich (Corpus Draconis Limboticus)

Lich	Dracolich*
Type	Undead Enchanted
Climate/Terrain	Desert Dungeon/Ruin
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night or Darkness
Diet	none
AL	Any Evil
NA	1
Size	as host
ST	as host
IN	as host
WI	as host
DX	as host
CO	as host
CH	as host
Languages	as host
Spellcaster Limits;	as host
AC	as host +2
AV	as host
HD	as host
HP	as host
MV	as host
FL	as host
MF	as host
Load	as host
THACO	as host
Attacks	as host
Damage	as host +2d8 chill
Special Attacks;	as host Gaze Paralysis 2d6T 10'/lvl Fear Aura Detect Invisible
Spells at will	Cone of Cold Feign Death Animate Dead Gaseous Form
Items	2d4 item neorr or on person
Special Defenses;	Control Undead
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Polymorph, Electricity Symbols
Extra Vulnerable to;	0
Turning as	0
AM	0
Horro	9
Save a	MU or CL Level
ML	10
XP	Special
TT	B, H, S, T
Body	175 LBS

The Dracolich is an undead creature resulting from the unnatural transformation of an evil dragon.

A Dracolich can be created from any of the dragon species, except Gemstone and Gold. A Dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semi-skeletal dracoliches have been observed on occasion. The senses of a Dracolich are similar to those of its original form; it can detect invisible objects and creatures (including those hidden in darkness or fog) within a 10-foot radius per age category and also possesses a natural *clairaudience* ability while in its lair equal to a range of 20 feet per age category. A Dracolich can speak, cast spells, and employ the breath weapon of its original form; it can cast each of its spells once per day and can use its breath weapon once every three combat rounds. Additionally, a Dracolich retains the intelligence and memory of its original form.

Combat:

Dracoliches are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold* (magical or natural), *electricity*, *hold*, *insanity*, and *death* spells or *symbols*. They cannot be poisoned, paralyzed, or turned by priests. They have the same magic resistance as their original forms; only magical attacks from wizards of 6th level or higher, or from monsters of 6 or more Hit Dice have a chance of affecting dracoliches. The Armor Class of a Dracolich is equal to the Armor Class of its original form, bettered by -2 (for example, if the AC of the original form was -1, the AC of the Dracolich is -3). Attacks on a Dracolich, due to its magical nature, do not gain any attack or damage roll bonuses.

Initially, a Dracolich has the same morale rating as its original form. However, after a Dracolich is successful in its first battle, its morale rating permanently becomes Fearless (19 base); this assumes that the opponent or opponents involved in the battle had a Hit Dice total of at least 100% of the Hit Dice of the Dracolich (for instance, a 16-HD Dracolich must defeat an opponent or opponents of at least 16 total HD to receive the morale increase). Once a Dracolich receives the morale increase, it becomes immune to magical fear as well.

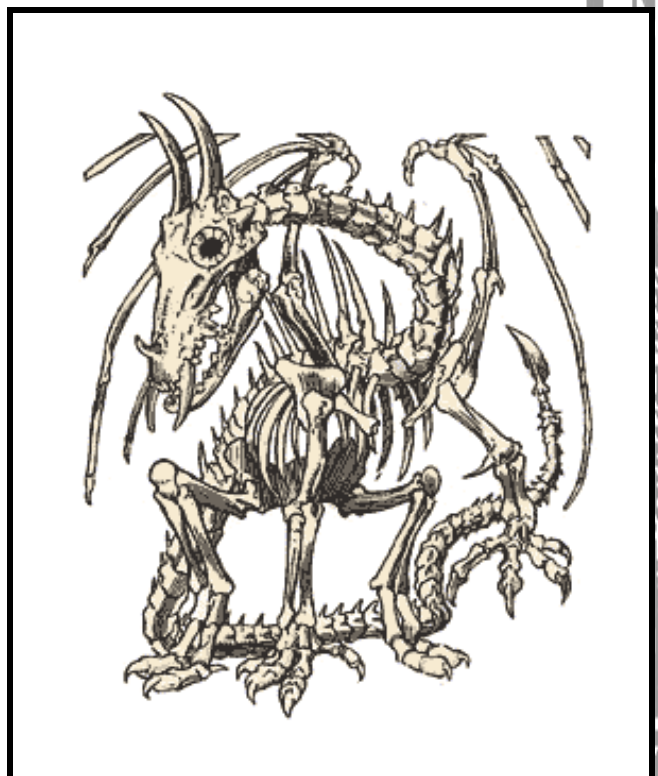
The Dracolich has a slightly stronger ability to cause fear in opponents than it did in its original form; opponents must roll their saving throws vs. spell with a -1 penalty (in addition to any other relevant modifiers) to resist the dracolich's fear aura. The gaze of the dracolich's glowing eyes can also paralyze creatures within 40 yards if they fail their saving throws (creatures of 6th level {or 6 Hit Dice} or higher gain a +3 bonus to their saving throws). If a creature successfully saves against the gaze of a Dracolich, it is permanently immune to the gaze of that particular Dracolich. The attack routine of a Dracolich is similar to that of its original form; for example, a Dracolich that was originally a green dragon will bring down a weak opponent with a series of physical attacks, but it will stalk more formidable opponents, attacking at an opportune moment with its breath weapon and spells.

All physical attacks, such as clawing and biting, inflict the same damage as the dracolich's original form, plus 2d8 points of chilling damage. A victim struck by a Dracolich who fails a saving throw vs. paralyzation is paralyzed for 2d6 rounds.

Immunity to cold damage, temporary or permanent, negates the chilling damage but not the paralyzation. Dracoliches cannot drain life levels. All dracoliches can attempt *undead control* (as per a *potion of undead control*) once every three days on any variety of undead with 60 yards. The undead's saving

throws against this power suffer a -3 penalty; if the *undead control* is successful, it lasts for one turn only. While *undead control* is in use, the Dracolich cannot use other spells. If the Dracolich interrupts its undead control before it has been used for a full turn, the Dracolich must still wait three days before the power can be used again.

If a Dracolich or proto-Dracolich is slain, its spirit immediately returns to its host. If there is no corpse in range for it to possess, the spirit is trapped in the host until such a time -- if ever -- that a corpse becomes available. A Dracolich is difficult to destroy. It can be destroyed outright by *power word, kill* or a similar spell. If its spirit is currently contained in its host, destroying the host when a suitable corpse is not within range effectively destroys the Dracolich. Likewise, an active Dracolich is unable to attempt further possessions if its host is destroyed. The fate of a disembodied Dracolich spirit -- that is, a spirit with no body or host -- is unknown, but it is presumed that it is drawn to the lower planes.



Habitat/Society:

The creation of a Dracolich is a complex process involving the transformation of an evil dragon by arcane magical forces, the most notorious practitioners of which are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that will hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value resistant to decay (wood, for instance, is unsuitable).

A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll Result

- | | |
|-------|---|
| 01-10 | No effect. |
| 11-40 | Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1-2 rounds. |
| 41-50 | Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> to transform the dragon into a Dracolich results in another roll on this table. |
| 51-00 | Potion works. |



If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable. The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, and then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it will never accept the spirit.

The following modifiers apply to the roll:

- 10 if the corpse is the spirit's own former body (which can be dead for any length of time).
- 4 if the corpse is of the same alignment as the dragon.
- 4 if the corpse is that of a true dragon (any type).
- 3 if the corpse is that of a fire Drake, ice lizard, wyvern, or fire lizard.
- 1 if the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other reptile.

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a Dracolich; however, it will not regain the use of its voice and breath weapon for another seven days (note that it will not be able to cast spells with verbal components during this time). At the end of seven days, the Dracolich regains the use of its voice and breath weapon. If the animated corpse is not the spirit's former body, it immediately becomes a proto-Dracolich. A proto-Dracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a Dracolich. A proto-Dracolich can neither speak nor cast spells; further, it cannot cause chilling damage, use a breath weapon, or cause fear as a Dracolich. Its strength, movement, and Armor Class are those of the possessed body. To become a full Dracolich, a proto-Dracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a proto-Dracolich can always sense the presence of its original body, regardless of the distance. A proto-Dracolich will tirelessly seek out its original body to the exclusion of all other activities. If its original body has been burned, dismembered, or otherwise destroyed, the proto-Dracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the *disintegration*). If a proto-Dracolich is unable to devour its original body, it is trapped in its current form until slain. A proto-Dracolich transforms into a full Dracolich within seven days after it devours its original body. When the transformation is complete, the Dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a Dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possession). If the spirit successfully re-possesses its original body, it once again becomes a full Dracolich. If the spirit possesses a different body, it becomes a proto-Dracolich and must devour its former body to become a full Dracolich. A symbiotic relationship exists between a Dracolich and the wizards who create it. The wizards honor and aid their Dracolich, as well as providing it with regular offerings of treasure items. In return, the Dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

Dracoliches are generally found in the same habitats as the dragons from which they were created; dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their wizards, their lairs are never more than a few miles away. Dracoliches prefer darkness and are usually encountered at night, in shadowy forests, or in underground labyrinths.

Ecology:

Dracoliches are never hungry, but they must eat in order to refuel their breath weapons. Like dragons, dracoliches can consume nearly anything, but prefer the food eaten by their original forms (for instance, if a Dracolich was originally a red dragon, it prefers fresh meat). The body of a destroyed Dracolich crumbles into a foul-smelling powder within a few hours; this powder can be used by knowledgeable.

Link with Limbo

As with normal Liches



Special undead



Lightning Zombies (*Corpore Rheddriani*)

	Lesser	Greater
Type	Undead	
Climate/Terrain	Enchanted	
Frequency	Any	
Organization	Very Rare	Rarer still
Activity Cycle	Band, or solitary	
Diet	any	
Diet	nil	
AL	N	CE, CN
NA	2d6	1
Size	M; 4'-7'	
ST	3d6-1=3-17	3d8=3-24
IN	3d6=3-18	3d8=3-24
WI	2d6+1=3-13	3d6=3-18
DX	3d6=3-18	3d6=3-18
CO (PR)	3d6=3-18	3d6=3-18
CH	3d4=3-12	2d4+1=3-9
Languages	as host	
Spellcaster Limits;	0	
AC	8	6
AV	0 (by armor)	
HD	2*	4*
HP	2d8	4d8
MV	90'/30'	120'/40'
THAC0	19	17
Attacks	1fist	2 fists
Damage	1d3	1d6 each
Attacks	or 1 weapon	
Damage	by weapon	
Special Attacks;	electrical jolt (30'in water)	
	1d6	2d6
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold, Sleep Paralysis Electricity	
Extra Vulnerable to;	Fire	
Turning as	Zombie	Spectre
Holy Water	2d4	1d4+1
Horror Rating	2	2
AM	0	
Save as;	F2	F4
ML	12	12
XP	25	125
TT	nil	
Body Weight	150-250 LBS	5-500 cn



After 1005 AC Campaigns Only

Lightning zombies are undead creatures created when the bodies of dead humans, Demihumans, or humanoids are bathed within a few hundred yards in the exceptionally strong magical aura of the Artifact known as the Shield of Rheddrian. (greater distances than 100 yards take longer, maximum distance 350 yards. Rheddrian is an Immortal created during the Wrath of the Immortals 1004-1009 AC, after been incarcerated for 4000 years within the Mirror Shield.

It seems that the magic of the shield changes a dead body in such a way that it becomes a receptacle for incoming souls. In Limbo a gate is created that leads towards the body. The first soul entering through becomes affixed to the body as if he was just born. These are always Human or Humanoid bodies and /or souls. This "birth" wipes 90% of all knowledge from the soul, all that remains are the languages spoken, how to move, and act, and the alignment or basic intents (good vs. evil).

A lightning zombie looks just like a normal member of its race, except that its skin is a uniform light gray. Their features are quite animated; they can speak and are often hyperactive in their mannerisms. They have scars on places where wounds were—causing the bodies original death—further they are repaired to this state. Otherwise, they appear much as they did when alive; In darkness they give off a faint glow (that can only be covered with a darkens spell).

If they could read, they can now too. The body can be of any race, age or sex, but the soul will mostly accept likewise bodies. This means that a soul in Limbo, finding such a Gate, following it and not finding it to its liking, may opt to return and enable somebody else to enter the body. The creation of a Lightning Zombie can take from weeks to several months, but will be different for each body. The shield of Rheddrian acts continuously, and wherever left around near acceptable bodies (and animals; for it also affects the living animal world—known alterations are; grackles to sprackles, spiders to plopped, but more lowlife or small animals could be possible, it will affect all their bodies, changing them to electrically charged creatures and/or mutates.

They resemble other undead in several ways. They are unaffected by poisons, gasses lack of air, deprivations and by mind affecting magic like charm spells and illusions. Lightning zombies have 60' Infravision like elves and dwarves, but this improves to 90' if they are created from dwarven or Elven bodies. Other humanoids seem to be immune to the effects of this artifact. Thus there are no Halfling or Orc or other species of lightning zombies possible.

Lightning zombies have a flair for the dramatic. They prefer flashy clothing and jewelry, the more the better.

Lightning Zombie and Greater Lightning Zombie

There are two major differences in the Lightning Zombies thus created. And the difference lies in the Entropic bond or alignment.

Whatever Lightning Zombie created it will "live" forever unless destroyed, for the magical energies that washed over them during creation also magical preserve their flesh from rot, disease, poison, but not from wounds. They can't be repaired through healing, sustenance, but only through magical power like the Rheddrian Shield energies, Healing spells, Regeneration magic, or natural lightning bolts hitting them (this cures 1 point per Hit Die damage the bolt originally would cause). Greater Lightning Zombies will not like this for they thought that the gate would lead to the Prime Plane normally, and not locking them into and to them inferior body (remember they were far more powerful in Limbo). A Lightning Zombie destroyed will finally free the soul, banishing it as normal to Limbo. Where it must anew acquire its ranking if it was a Greater Lightning Zombie, it will be a normal soul then.

Greater Lightning Zombie (*Corpore Rheddriani Dominus*)

These creatures are created when a powerful character or leader dies and the body is exposed to the awesome magical energies of the artifact shield of Rheddrian. When a minion or master of chaos enters the body he will become a Greater Lightning Zombie, with the evil of its soul intact, therefore altering the alignment of the zombie from neutral to chaotic evil. These greater zombies have a commanding power over all lesser zombies (including uncontrolled ordinary zombies), and are higher in level/experience ranking than other new Lightning Zombies are.

Any lesser lightning zombie created along with it is under the greater lightning zombie's control if it was subordinate to the greater lightning zombie in life. A greater lightning zombie usually has 2d6 lesser lightning zombies attending it.

Greater lightning zombies generally have a thirst for power, reminiscent to that of their Limbiotic "life", and seek to extend their dominion over everything they see. Their Entropic nature not only makes them stronger but also faster, they will have a greater movement rate, they can attack with both fists, and their blows are more potent than a lesser lightning zombie's, inflicting 2d6 point of damage.

Greater lightning zombies are turned as Spectres. A vial of holy water inflicts 1d4+1 points of damage when it strikes a greater lightning zombie.

Combat:

Since they are undead, lightning zombies are immune to *sleep*, *charm*, and *hold* spells, death magic, and poisons; they are also immune to electrical attacks, in fact they are immune to any mind affecting magic. Lightning zombies have 60-foot Infravision. They are unlike other undead in other ways, however. In addition to using weapons, they are bright enough to use combat tactics, available terrain, and the like, just as characters do. In short, they should be treated like NPC's instead like undead monsters.

Electrical Jolt

Lightning Zombies are also immune to electrical attacks of any sort. When attacking, lightning zombies roll for initiative normally. They can use a weapon or strike with one fist. Their bodies carry a strong electrical charge, and an unarmed lightning zombie can grasp an opponent and deliver a jolt of electricity. To deliver the jolt, the lightning zombie must make a successful hand-to-hand attack and then hold on. On the first round after they grab a victim, on each round thereafter (yes the round in which they grab it brings no damage) they discharge an electrical jolt into their victims.

The grasp itself does no damage, but a lightning zombie's hold is very strong, and the victim must make a successful open doors roll to break it. Starting the round after it has taken hold; the lightning zombie can discharge its jolt each round, automatically inflicting 1d6 points of damage. A lightning zombie can only discharge a jolt after he has held the victim for at least a full combat round, he cannot, for instance, hit a target with his fist and discharge lightning at the same time. Lightning zombies cannot take other combat actions when discharging energy.

The wrestling rate of the zombie is improved by 6 (12 if Greater Lightning Zombie), during the jolt, for the grasp only; its normal wrestling is as normal. Starting 3 initiative segments after it has taken hold, the Lightning Zombie can discharge its jolt each round, automatically inflicting 1d6 points of damage each round.

A lightning zombie cannot take other combat actions while using its special attack, however, the zombie can release jolts indefinitely until it decides to let go or its hold is broken. These jolts can be released into water reaching greater distances and be maintained while combating physically. In normal water this range is 30 feet, in salt water this is 60'. No strength check is needed to escape an electrical area attack in water, but the damage done will affect all in the affected area. Making a jolt attack while standing in water also affects the surrounding water and those standing in the affected area.

A greater Lightning zombie can make only one jolt attack each round as with the lesser lightning zombies, but since it has two attacks it can grasp two victims and then give one jolt to both victims at the same time. Its jolt damage is also greater.



Higher Levels

With higher levels come stronger powers, the electrical power becomes stronger and stronger. For the Greater Lightning Zombie even so strong that it can be released in miniature lightning bolts, which act as normal Electricity, but go no further in distance than 4 times the HD of the Greater Lightning Zombie, has. And cause as many damage to one single target (the bolt is linear long, but as small as a light beam), or several targets holding each other, which counts as one target, but halves damage (round up per target). This lightning bolt must be reshot each round, and thus targeted, which gives this ability an initiative penalty of -3, when disturbed it causes the Greater Lightning Zombie to spasm the rest of the round unable to do anything else.

-2500	NM	2	2d8	1 jolt/1d6	-10.000	NM	4	4d8	2 jolts/2d6
0	1	3	+1d8		0	1	5	+1d8	
5000	2	4	+1d8		20.000	2	6	+1d8	
10.000	3	4		2 jolts/1d6	40.000	3	6		2jolts/2d8
20.000	4	5	+1d8		80.000	4	7	+1d8	
40.000	5	6	+1d8		160.000	5	8	+1d8	
80.000	6	6		1 jolt/2d6	320.000	6	8		lightning bolt
160.000	7	7	+1d8		620.000	7	9	+1d8	
320.000	8	8	+1		920.000	8	10	+1d8	
+300.000	+1/20	8	+1/lvl		+300.000	+1/20	10	+1/lvl	

Experience

Experience gained by defeating a higher level lightning zombie is as per fighter class with an extra Asterisk (*) for lesser lightning zombies and two asterisks for the greater lightning zombies.



Turning

Lightning zombies are turned as normal zombies, (Greater Lightning Zombies as Spectres) but a successful attempt at turning does not cause them to flee, cause damage or be destroyed. Instead, the turning creates some barrier of 10' around the strongly presented holy symbol, which causes to move those inside to the border and the lightning zombies outside no nearer than this 10', if already closer than 10 feet, it retreats to that distance. This lasts until the turning character breaks the effect, or moves towards the Lightning Zombie (more than 1'/turn), or the amount of turning power is smaller than the amount of HD Undead approaching the turning character, then the Lightning Zombies that break the limit of turning may enter the barrier. Consecrated ground prevents Lightning Zombies from entering a specific area, as holy Immortal power of non-Entropic Immortals touch on holy items brings more damage or can't even be touched by the Lightning Zombie (any holy sword acts as an blessed weapon, where the damage is Improved by +1 / magic bonus).

A vial of holy water inflicts 2d4 points of damage if it strikes a lightning zombie or 1d4+1 for a greater Lightning zombie.

Habitat/Society:

Lightning zombies retain no memories or class abilities from their former lives, as the spirits that inhabited them have already departed. Nevertheless, lightning zombies are faintly aware that they once had different identities; most of them remember "waking up" wearing strange clothes. They pick new names for themselves and set about trying to perform mighty deeds of combat and adventure so they can have something to boast about.

Some Clerics think that the souls entering the bodies are from dead adventurers who as always still refuse to accept their death and try to return. A soul entered a Lightning Zombie can of course not be reincarnated or raised to its original body, until this is destroyed and the original corpse is still susceptible for the spell.

The body can't be used for raising or reincarnating or even cloning the original soul, even when it is still wandering in Limbo. First after destruction of the body a reincarnation spell could function.

They might even be able for level advancement, but can be only fighter class (not knight, Paladin, or Avenger) with a 50% penalty to all accumulated experience. Their Hit dice increase per level as normal, thus their maximum HD is 11. Their hit points by level are however only 1d6. Experience gained by defeating these augmented Lightning Zombies has to be calculated by the DM using the normal experience table.

Even greater lightning zombies may gain levels but their experience penalty is very hefty; they need double the normal amount of experience to gain a level and like the lesser lightning zombie they can only be fighter class (not Paladin, Avenger or Knight). Their Hit dice increase per level as normal, thus their maximum HD is 13. Their hit points by level are however only 1d6. Experience gained by defeating these augmented Lightning Zombies has to be calculated by the DM using the normal experience table.

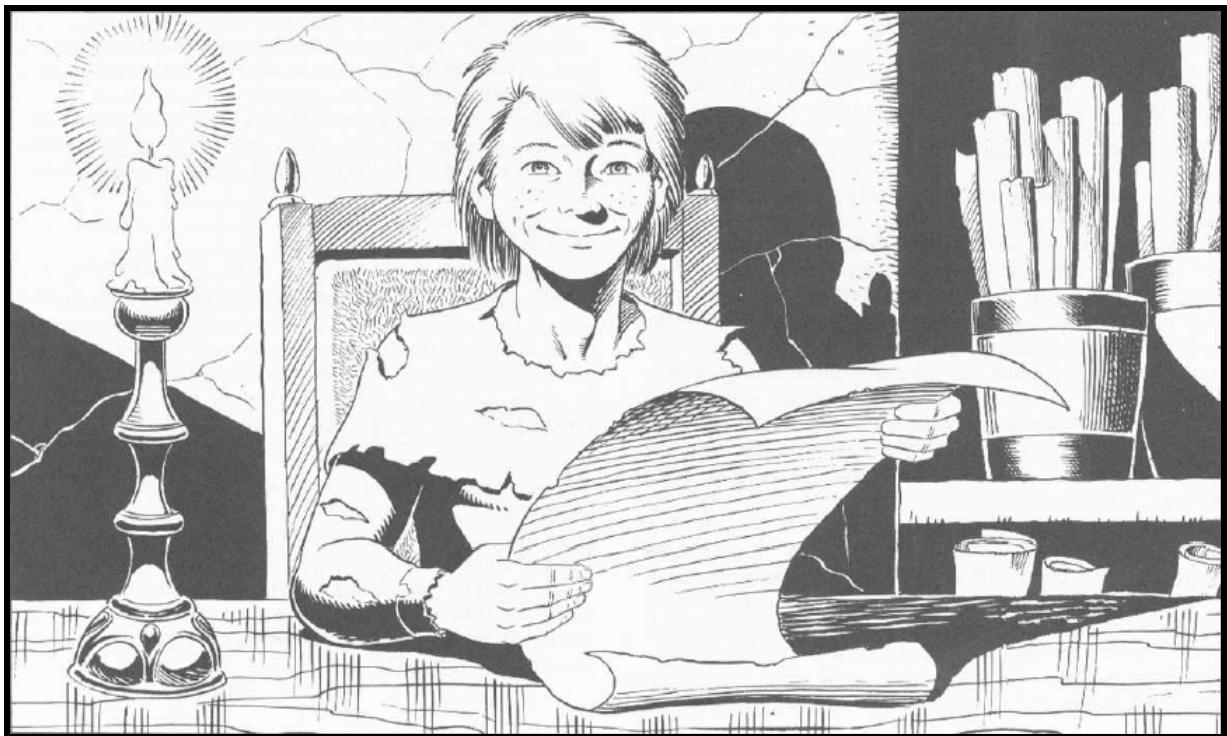
They only exist in the silver sierras on the continent of Brun, based around their spot of creation; Corran Keep. However, they might have spread further since 1009AC and might be found in Glantri, Darokin, Hule or any other Known World Countries on Brun. The great crater (falling 1009AC) destroying the whole area, absolutely caused these creatures to move further, if they survived.



Ecology:

Lightning zombies have no need to eat, drink, sleep, defecate or breathe. These qualities make them excellent guards. Unfortunately, they yearn for heroic adventure and soon get bored with most tasks. Unless they are destroyed they can live forever, as the magical energies that created them preserve their flesh.

They are intelligent enough to recognize who their body did belong too. But are never sure, as they don't remember anything of their previous life (or that of the body's former owner for that matter). They do not understand that they are undead, as they



seem to be alive, yet they do not breath or need food to survive. They do have a regular sleeping pattern, however.

In the year 1010AC there were only fourteen lightning zombies; Crackle a young boy in the body of Edgar Corran, son of Baron Alexander Corran, Lord Kazakk and twelve others.

Lightning zombies are compelled to obey the greater lightning zombies. (Even if they themselves have acquired levels and are stronger than the greater zombie.

They do not fight to the death and prefer to surrender if forced to by a greater power.

They tend to have behavioral habits similar but funnier to observers. A speaker will speak for the leader but being corrected constantly. Example from lord Kazakk

Speaker Mortals, we order you...

Kazakk Mortal Fools!!

Speaker Mortal Fools, we order you to depart this place. This is the keep of Lord Kazakk...

Kazakk The great, glorious, and indestructible Lord Kazakk!!

Speaker; Pauses and sighs before continuing

This is the keep of great, glorious, and indestructible Lord Kazakk, slayer of men, ruler of continent...
Kazakk *don't overdo it!*

Speaker *...who requires that you drop all your weapons and valuables before us, turn and flee, and either leap from the mountainside or run screaming to the lands of men.*

Kazakk *that is correct. Well done.*

After this they try to enforce their words.

They use different tools as weapons hammer, chisel (1d6, rolling pin (1d4 etc.).

While standing in water pc's will receive from each lightning zombie a lightning touch attack to 30' distance effect.

After this affair, the surviving lightning zombies agreed to leave Corran keep and seek their fares elsewhere. In all probabilities they will travel north through the mountains and reach Glantri, where they may end up in the guard of some eccentric wizard-prince. Should the Immortal Nyx patron of the undead learn of their existence she will be very interested and will look out for their welfare thereafter.

Creation



Any human or demihuman who dies nearby the shield of Rheddrian (within 100 yards), or within 10 feet per HD of the Lightning zombie and remains there for an hour, without being raised he or she will awaken at the end of that hour as a lightning zombie. The shield will also have this effect in greater distances, but the time needed will be greater. Up to 200 yards, 4 hours, up to 300 yards 8 hours, and 16 hours up the maximum distance of 350 yards. The only way to prevent this is to carry away the body beyond these borders from the mirror-shield before the

time elapses. If crossed a border within the time period of that border, the time of the next border counts, not that of the first border. The Shield of Rheddrian will also re-animate dead bodies if still sufficiently intact if they were dead before the shield appeared in the area, Lightning zombies can do so only with persons that died in the area they were standing.

A lightning zombie must obey another lightning zombie if the latter wears the body of someone who commanded him or her in life, otherwise he or she will be free willed.

Known examples;

Lord Kazakk Greater lightning zombie AC6 AV0 HD 4 At 2 fists weapon or special, dm 1d6 by weapon or special MV 120/40' SVF4 ML7 TT special, INT11 ALC SA lightning touch 2d6 electrical jolt each round grabbed open doors to break grip Xp 125 (nsw+1) Fights 4 rounds then flees (preferably in a pool for a day or so).

Crackle (see picture boy with paper)

AC9, AV0, At; 1 fist or SA. DM 1d2 or special, MV 90/30'Sv F1, TT 0, INT13, AL N, SA lightning touch 1d3 electrical jolt each round grabbed open doors +2 to break grip Xp 13

Crackle, one of the surviving Lightning Zombies from former Corran Keep—which was later destroyed in the impact of the Meteor strike west of the Broken lands—which created the Great Crater. It is reasonably assumed that many more Lightning Zombies will wander this region, and several could even have traveled much further. With the replacement of Rheddrian's Shield (which is primarily responsible for the creation of the Lightning Zombies, Crackles, and Ploppedes), and his new (1011 AC+) Immortal Identity in Sind, the Lightning Zombies would eventually be created there also.

Crackle wanted to accompany the pc's who released him into civilization, where he will go his own way. They may bump in him again during some future adventure. He will still look like a gray skinned 9 year old child he is an interesting NPC who pops up every few years.

Link with Limbo

The Shield of Rheddrian creates random portals to the Prime Plane in Limbo, which can be passed by any wandering soul. Those Souls with an alignment of Lawful, Good or Neutral will become Lesser Lightning Zombies, Those with Chaotic or Evil alignment will become a Greater Lightning Zombie. In both creatures the alignment will be shifted to that of the creature they settle in. A CE soul will become a CE greater lightning zombie, but a LE, NE, CN soul will become a CN greater lightning zombie. All others will become lesser Lightning zombies. The wandering soul on the other side enters the dead body like as with reincarnation (which in effect is what happens) the original soul will still be wandering around in limbo searching for eternal rest or a portal home. The chance to enter one's own body is astronomical small, as the portals are created fully randomly in Limbo, and there are a multitude of souls available for a body.

When the lightning zombie is destroyed it will enter limbo as with a normal freed soul and be able to find eternal rest.

Lightning zombies revive as if waking up, in the vaults or chest (or any other place they are laying as a corpse).

Minions of Chaos (*Chaosar tiros*)

Spectral Dead	Minion of Chaos
Type	Limboitic creature/Undead Enchanted
Climate/Terrain	Limbo
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	souls
AL	CE
NA	1
Size	as host (may adjust by 10%)
ST/IN/W/DX/CO/CH	as host (may adjust by 10%)
Languages	as host
Spellcaster Limits;	as host
AC	as host
AV	as host
HD	as host +***
HP	as host
MV	as host
THACO	as host (adjustable)
Attacks	as host (adjustable)
Damage	as host (adjustable)
Special Attacks;	as host Dimension Door Alter Reality
spellcasting	as host
Special Defenses;	as host Alter Reality
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold
Extra Vulnerable to;	as host as host
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	5
Save as;	as host
ML	12
XP	as host +***
if spellcasting	
TT	special
Body Weight	as host

These Chaotic denizens of Limbo were lost Souls once and still have the statistics and abilities of the characters or monsters they once were. They mostly still have the basic appearance of their original form, but as often this is somewhat altered, improved to the best of their wishes. Humanoids, Demihumans, humans, intelligent monsters might become Minions of Chaos under the right circumstances, and only in limbo. Nobody knows how a Minion of Chaos comes into existence, but the effects of a Master of Chaos are suspected. Other sages say these vile creatures must be spawned 'naturally' in limbo, maybe at the moment they fail to find eternal rest (which would ultimately corrupt their souls), others say that wandering demons, are responsible, granting the soul one or more wishes, but changing it into a minion of chaos.

Combat

Minions of chaos are so diverse that no statistics are given here. They have all the learned and natural combat forms they had while still living. They may also have altered their original body (or better the reflection if it in limbo), but these changes can only increase either damage or THACO, and even then by no more than +2.

Each benefit from the ability to cast spells, if any were possessed, in whatever shape they choose. They may also cast Dimension Door at will, and use Alter reality. The latter power can't be used to affect a victim directly, affecting only its perceptions, and is limited to a sphere with a diameter of 1' per Hit Dice or Level of the Minion. The alteration can be centered as far away as 10' per level or Hit Dice of the Minion. A Minion can use Alter Reality only in Limbo, once per round, independent of anything else it does during that time.

The difference between Phantasmal Force and Alter Reality is that if the victim fails an Intelligence check, the alteration (so long as it is of a non-living thing) becomes real. For example, if a victim struck a Minion of Chaos a damaging blow, the Minion could respond by showing his wounds heal instantaneously (using Alter Reality). On the other hand, the Minion could not cause a Bridge to melt away under the victim's, sinking him into bubbling lava, but could create this illusion near the victim to prevent the victim from fleeing. This power is negated for the remainder of an encounter the first time the victim succeeds an Intelligence check. If several foes are present, use the highest Intelligence score in the party for the roll, with a +1 bonus. The Minion can use this ability to shape its surroundings, create non-magical, nonliving objects, and build itself a lair in Limbo's Wilderness or cities. The durability of such dwellings is largely based upon its builder's notoriety among Minions of Chaos, who will attack at any chance. A lone Minion always succeeds in using Alter Reality.

A Minion of Chaos can survive no more than an Hour per Hit Dice on the Prime Plane. It has the ability to follow someone through a Gate and appear at the same time in the Prime Plane. The Minion can freely return to Limbo anytime it wishes. It will often follow souls returned to their body by Reincarnation or Raise dead (fully) spells. It will thus try to attack the body and thus returning the soul to Limbo (to devour its life points (soul points) there. It might also attack any accompanying creature, just to gain access to more life points in Limbo, or to create more chaos and mayhem.

A Minion of Chaos can also create Poltergeists. Each Poltergeist it creates temporarily reduces the Minion's Hp by 10% (or by 5 Hp, which ever is greater). If the Poltergeist is destroyed in the Prime Plane, that Hp are immediately recovered.

Ecology

Creatures capable of earning levels (most Demi-Human-oids) may resume their quest for higher levels in Limbo as soon as they become Minions of Chaos, using their original experience tables. A minion of Chaos may become a Master of Chaos if it destroys a Master in combat. To do this it might use mental objects of those devoured, with enough magic and soul-points available (in potion form). This is one of the reasons the minion of chaos hunts souls, to acquire their soul points and become strong enough to become a master of chaos and then further follow the path of immortality in the sphere of Entropy.

Note that a creature of Chaos can "Heal" damage caused by feeding on lost Souls. The more Hit Dice or Levels a Soul had, the more damage is healed, at the rate of 1 Hp per Hit Dice or Level devoured.

Creatures of Chaos are fiercely competitive and aren't known to form alliances. Coercion and fear are the only motivations for any such creature to obey another.

Every Minion of Chaos remembers vividly its very first encounter with a Demon or its servants when it entered Limbo as a lost Soul. For this, Minions of Chaos abhor Demons and all other entities of Entropy, especially undead in the service of Entropy. Their sole goal is to become an immortal of chaos (entropy), yet most are unaware of this fact, and all are unaware of which immortal they gain their spells or immortal guidance from.



Masters of Chaos (Chaosar dominos)

Spectral Dead	Master of Chaos	Discord
Type	Limboitic creature/Undead	
	Enchanted	
Climate/Terrain	Limbo	Any (Limbo)
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	any	
Diet	souls	none
AL	CE	
NA	1	1d3
Size	as host (may adjust by 25%)	T; 3" diameter
ST/IN/W/DX/CO/CH	as host (may adjust by 25%)	9
	as host (may adjust by 25%)	8
	as host (may adjust by 25%)	12
	as host (may adjust by 25%)	18
	as host (may adjust by 25%)	12
	as host (may adjust by 25%)	6
Languages	as host	
Spellcaster Limits;	as host	
AC	as host	7
AV	as host	2
HD	as host +****	1/2
HP	as host	1d4
MV	as host	30'(10')
	FL	180'(60')
MF	na	1/2
	na	17
THAC0	as host (adjustable)	17
Attacks	as host (adjustable)	1bo unce
Damage	as host (adjustable)	0 (distraction)
Special Attacks;	as host	
	Dimension Door, ESP, Telekinesis Confusion, Reverse Gravity, Maze/ encounter	
spellcasting	Alter Reality as host	Alter Reality (as 3HD Minion) 0
Special Defenses;	as host	none
	Alter Reality	Alter Reality (as 3HD Minion)
Immune to;	Charm, Hold, Illusion, Discord	
	Cold, Poison, Death Magic	
	Insanity, Feblemind, etc.	
	as host	Cold, Polymorph, Electricity
	as host	0
	as HD/Level	0
Save as;	7	2
	as host	MU 1
	12	6
	as host +****	7
	+*/2 levels	na
	special	nil
	as host	5cn

A master of Chaos has the same appearance as a minion of chaos, but its powers are greater. It may have altered any of its natural (living) statistics by no more than 2 points. Yet no more than 10 points may be used to do this. These Powerful rulers of Limbo have all the abilities available to their Minions, with several differences. Each has an anti-magic resistance equal to its Hit Dice or Level, the power to cast Telekinesis and ESP at will, and the power to cast Confusion, Reverse Gravity and Maze once per encounter. It exudes a 30' radius aura of Chaos that temporarily reduces the Intelligence scores of all creatures caught in the aura by one half, rounded down (save vs. spells to negate this negative effect).

Its ability to Alter Reality affects a Sphere ten times bigger and at ten times the range of the normal spell. A natural 1 on an Intelligence check is needed to knock out a Master's Alter Reality power in an encounter.

A Master of Chaos can open a Gate to the Prime Plane, but only once each time it senses a Soul escaping Limbo (a one-mile radius per Hit Dice). The Gate leads to an area in the Prime Plane located 1d4 miles from the location of the Soul. As with the Souls of Wights in Limbo, a Master of Chaos can sense the general Direction of a runaway Soul. It can survive in the Prime Plane up to one

day per Hit Dice or Level. Its Alter Reality works in the Prime Plane as well.

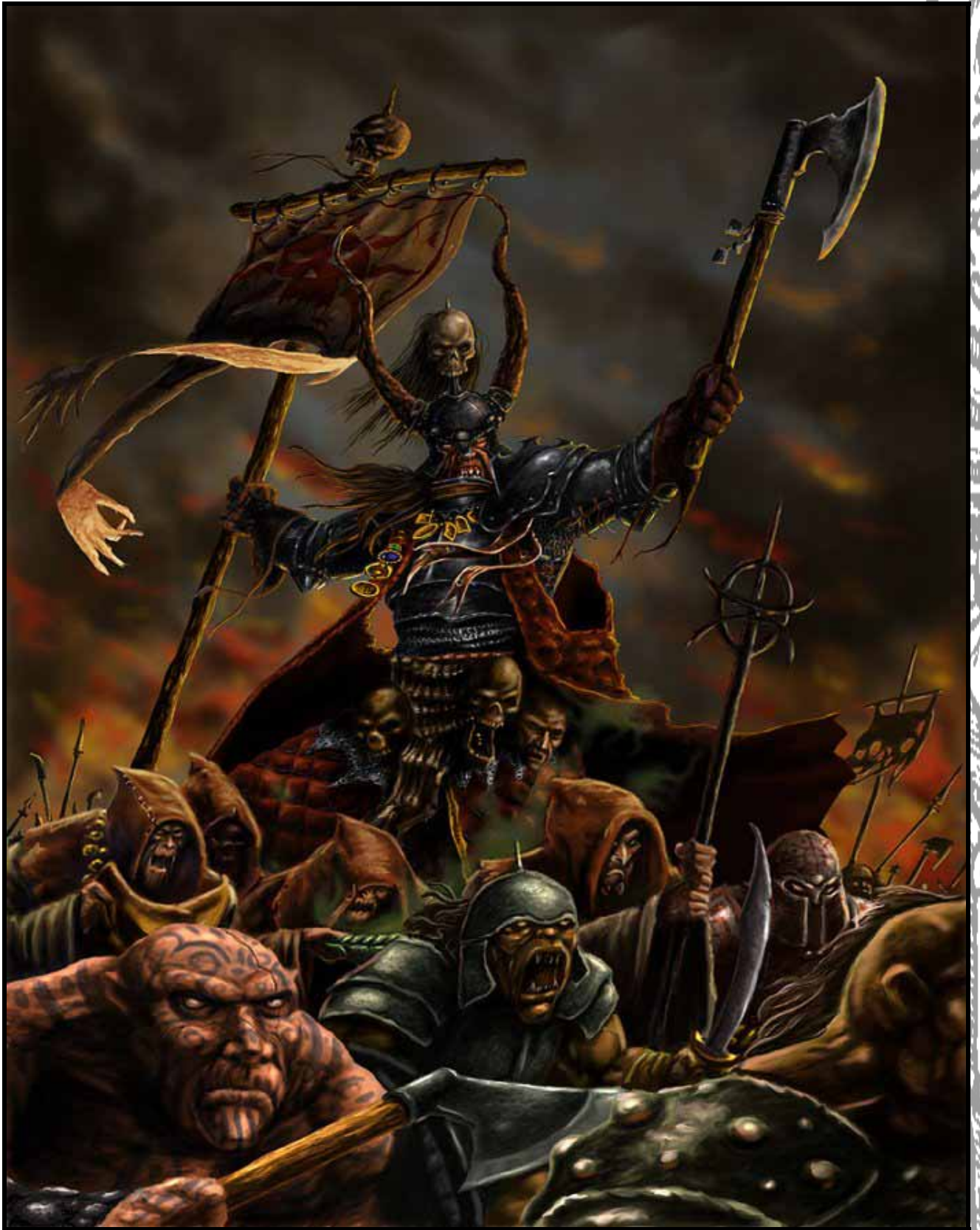
There are records of wars between an escaped soul from Limbo and the "illusionary" minions of as Master of Chaos.

This is also the main reason that temples are reluctant to use Raise Dead spells, as it might induce a war within a creature that can alter reality and incite great wars, and more deaths than were originally raised.

Masters of Chaos can create 1/2 HD creatures of Chaos called discord, which can Alter Reality as a 3 HD Minion. Each of these small winged eyes cost their creator 1 Hit point, recoverable only when the Discord is destroyed. Discords act as the eyes and ears of their creators, with whom they remain in telepathic contact.

For the same cost as a making Poltergeist, a Master can also create an Apparition in the Prime Plane, using it to seek information or revenge. The Apparition has a mind of its own, which frees the Master of Chaos from having to concentrate in order to control it. The Master does have the option to see, listen, and control the Apparition at will from Limbo. The Apparition dissipates upon returning to its Master.





Skeletal Beast (*Skeles classis animosa*)

Spectral Dead	Skeletal Beast
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	nil
AL	CE
NA	1
Size	variable; up to 5'/HD length or height
ST	18
IN/WI	3
DX	11
CO	12
CH	3
Languages	0
Spellcaster Limits;	0
AC	2
AV	2
HD	variable up 5 to 100 HD
HP	1d8/HD
MV	90'/30'
THAC0	by HD
Attacks	2 claws
Damage	1d4+1 each
Attacks	1bite
Damage	2d10 each
Special Attacks;	Trample
Special Defenses;	All weapons 1/2 dm
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold Blunt weapons 100% dm
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	7
Save as;	F7
ML	12
XP	By HD
TT	0
Body Weight	75 LBS/HD



The Skeletal Beast can be created in an environment where many bones are available. It is the result of a powerful curse upon the remains of wicked creatures on a battlefield.

The skeletal beast forms itself from these bones several rounds (usual 5 to 10) after the arrival of enemies (actually any but its master, its followers and any lowlife or undead.) or if summoned by its master. All the bones in the area assemble within one round, forming a monstrous skeletal creature. Its number of Hit Dice depends on the amount of bones available in the area. The creature cannot form if there are less than 5HD worth of bones within a 30' radius. A Dispel Magic will not prevent the creature from assembling.

After the first round, in which the creature assembles, it may attack whatever trespassers are in the area. The skeletal beast will not leave the area of the battle field more than 100 feet away (or for more than 1d4 Turns). Except when led by its master. If for one reason one of these conditions do not apply any longer (i.e. the master has dismounted the beast), the creature collapses and falls to the ground, forming a large stack of bones, which will not reanimate within 24 hours (or longer until it is dark).

The creature usually has the shape (somewhat) monstrous skeletal dragon, but may have been chosen by the master to assume another more appropriate shape depending on the circumstances. (DM!!).

As a form of undead, the skeletal beast is immune to Charm, Cold, Hold, Sleep, Discord, Poison and mind affecting spells. Blunt weapons inflict normal damage, however, other type of weapons only cause half damage.

The skeletal beast cannot be turned when within the area of the battlefield it guards. If away from this area, it can be turned as a Spectre with no further penalty.

Link with Limbo

The curse affects the accumulated souls like that of a mummy binding them to the bones under command of a necromancer controlling it or an undead of at least Wraith strength. A master of chaos and Demons often uses these creatures as beasts of burden when on the prime Plane. When the beast is defeated all souls will be free to roam limbo as normal.

Undead Chimera (*Corpus animae Chimerea*)

Spectral Dead	Undead Chimera
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	nil
AL	CE
NA	1
Size	up to 5'high at shpolder
Wingspan length	up to 45' up to 25'long
ST	18
IN/WI	3
DX	11
CO	12
CH	3
Languages	0
Spellcaster Limits;	0
AC	2
AV	2
HD	9****
HP	9d8
MV	120'/40'
FL	180'/60'
MF	1B
THACO	11
Attacks	2 claws
Damage	1d3 each
Attacks	1 bite lion head
Damage	1d10
Attacks	1butt goat head
Damage	2d4
Attacks	1bite dragon head
Damage	2d10 each
Attacks	1tail bash (back only)
Damage	1d6
Attacks	or wingbuffet
Damage	2d4+prone
	All weapons 1/2 dm Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold Blunt weapons 100% dm
Turning as Holy Water	Vampire -2 2d4
	0 8
ML	F9
XP	12 2500
TT	0
Body Weight	5000cn



The undead Chimera is similar to its living cousin, except that it does not breathe fire but instead, a cone of Cold of 60' long and 15' wide at the end, doing 3d6 points of damage unless a saving throw vs. spells is made for half damage.

As with all undead creatures, it is immune to Charm, Sleep, Hold, Cold-based, mind-reading and mind-affecting magic, illusions, poison, deprivation and similar effects.

Normal weapons can damage this monstrous creature and the creature can be turned by a cleric. Treat the undead chimera as a vampire in this case and add a penalty of -2 to the die roll unless the turning or destroying is automatic. In this case the creature suffers the turning amount of damage (-2 if turning, -0 if destroying).

The creature can attack any creature that is within 10' behind it with its spiked tail for 1d6 points of damage.

It may also try a wing buffet, where it attacks with its wings, creating a large amount of air toppling the creatures within 20, and causing 2d4 points of damage if hitting any creature within its wingspan.

The creature may also attack silently from a dive attack for double damage, but it can use only its claws or goat head in this attack form.

Link with Limbo

Demons and other interplanar creatures visiting Limbo have found a way to bring souls to bodies not belonging to their own. These souls are of any species, but mostly humanoid.

They are under control of the demon, devil or even master of chaos who created them (or in very rare cases any immortal—mostly entropic).

These souls are bound to the body like as with a mummy, and are free to roam Limbo in search of eternal rest when the creature is defeated. Creatures' souls from other Planes return to their home plane and do not pass Limbo. They already have their plane of eternity.

These creatures are constantly replenished by their creators and thus they heal any wounds within 3d6 hours completely.



Other Demonic infused and even altered bodies (*Corpore animae Diaboli* or *C. a. Daemoni*)



These creatures can have a multitude of forms, and attack forms. They often resemble an already existing form of undead (see there) with augmented abilities like; tentacles (reach length creature), elongated arms (reach 10') multiple arms (1 attack per two arms, improved AC and/or AV, draining or paralyzing skin or even thorns that can be shot, jumping, or climbing skills, terrifying appearances or screams causing fear, paralyzing gazes, level draining or ability draining, rot diseases(like mummy rot) and even spell like abilities, or appearances to mimic living creatures, resistance to turning. For each of these abilities add an * to the HD and recalculate its experience with use of the Xp table in the beginning of this book. They are always CE if of demonic origin and LE if of Devilish origin.

Habitat/Society

These vile undead monstrosities are always bound to some location that serves as a conduit for the powers of their creator to control and heal them. A close gate spell cast at these location will not kill these creatures but only severs the link (and thus the replenishment of hit points and orders) from their creator. They will mostly continue to follow the last order given, or else return to the area and await new orders. When waiting for orders these creatures are at -2 initiative and reaction until the link is restored. A restoration of this link requires a gate spell cast by the creator (or summon it) that leads to the same origin. It cannot be created elsewhere without permanently severing the link with these vile undead monsters. This location may be a pool or shrine, and is often adorned with symbols relating to the creator, its Plane of Origin and the magic used (a Gate spell) to control its creations and what and how many creations there currently exist (or at the moment of creations—which means there can now be more or less.

Ecology.

None of these vile creatures are reproductive, when they have slain any living creature this will not become an undead like them.



At most it will become an animated body under control of the creature or its creator, or a ghoul or Wight like undead. In no way these creatures just killed will become stronger undead like, Wights, specters, vampires or else. When the portal link is closed these new creatures will be instantly released and their souls roam free to go to limbo (or seek revenge and become a ghost).



Link with Limbo

Demons and other interplanar creatures visiting Limbo have found a way to bring souls to bodies not belonging to their own. These souls are of any species, but mostly humanoid. They are under control of the demon, devil or even master of chaos who created them (or in very rare cases any immortal—mostly entropic). These souls are bound to the body like as with a mummy, and are free to roam Limbo in search of eternal rest when the creature is defeated. Creatures' souls from other Planes return to their home plane and do not pass Limbo. They already have their plane of eternity. These creatures are constantly replenished by their creators and thus they heal any wounds within 3d6 hours completely.



Floating Death Head of Ra (*Caput animae Rathanos*)

Spectral Dead	Floating Death Head
Type	Undead Enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	nil
AL	NE
NA	1d8
Size	S; 2'
ST	10
IN/WI	9
DX	10
CO	9
CH	6
Languages	Nithian
Spellcaster Limits;	0
AC	2
AV	0
HD	9**
HP	9d8
MV	60'/20
THACO	11
Attacks	Fire ball 120'
Damage	6d6 20'radius
Attacks	or Lightning Bolt 120'
Damage	6d6 in line (reflect-1hd)
Special Attacks;	Explosion 3d6
Special Defenses;	All weapons 1/2 dm
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	Special 2d4
AM	0
Horror Rating	4
Save as;	CL9
ML	12
XP	2300
TT	0
Body Weight	35 cn



The floating death head is thought to be the undead remains of those beheaded in tragic accidents or devious ceremonies. In Nithia, these creatures seem to have been clerics of the local deities and still wear their ceremonial headdress. They now float about in search of the means to wreak havoc and pain upon those who still possess mortal souls. These souls are fused with demonic energies, making these undead in effect a special undead, even

when they could possibly belong to the ghoul type.

Combat

In combat, the floating death head attacks with either a *lightning bolt* or a *fireball* attack, each inflicting from 6d6 points of damage. They are immune to poisons as well as *hold* or cold-based spell attacks. As the undead spirits of individuals who suffered horribly, floating death heads roam the desert around the ruins, temples, and crypts where they would have resided in life.

When given the final stroke (it reaches 0 hp), the death head explodes in a 20' radius for 3d6 of fire damage.

Link with Limbo

In effect none, the original soul has long passed to Limbo, and probably even beyond. The demon infused in the remains could be the same cleric of Rathanos that the bones did belong to, this is however uncertain. When defeated, the soul and body and demonic essence are destroyed. Priests of Rathanos will try to do their utmost best to retaliate this form of sacrilege as seen in their eyes.

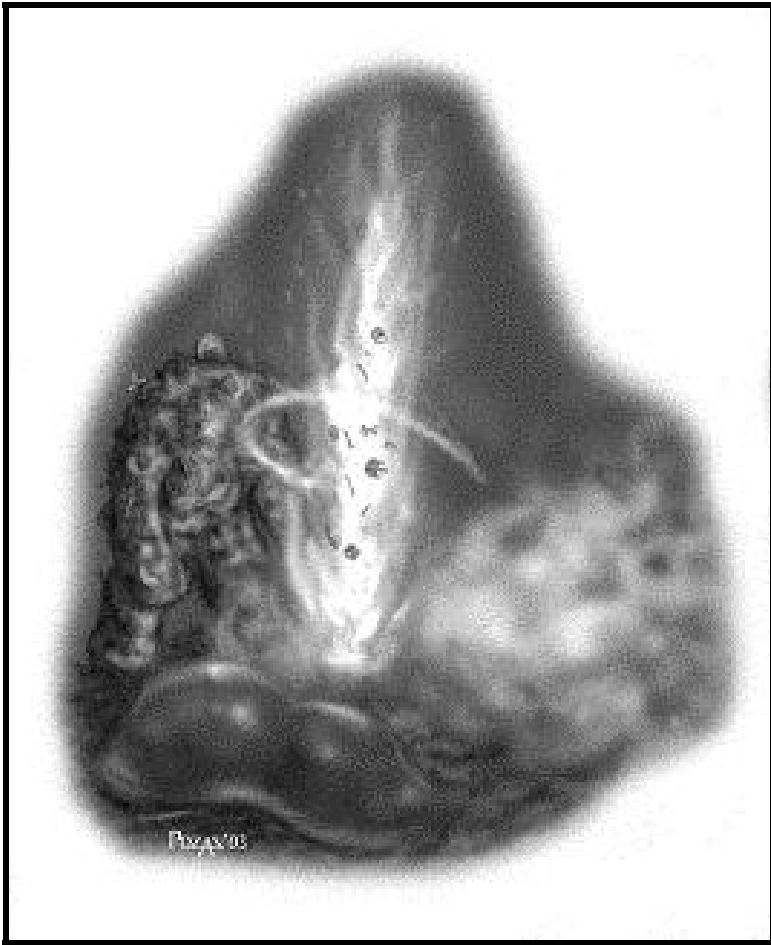
This undead is derived from the D&D computer game "Stone Prophet", which is a Ravenloft game that is easily placed in Nithia of Mystara. A Map of Nithia including these locations is found here; <http://6inchnails.deviantart.com/art/Ancient-Nithia-1500BC-8-mile-hexes-516077764>

Elemental Undead (*Corpus elementum species*)

The Nithians were extremely experienced with magically altering the laws of life and death. As soon as they discovered that elementals were not magical animations but sentient living creatures, they started to create undead variants of these elemental creatures. The undead earth Elemental became the terrifying Grave elemental, the Undead Fire Elemental became the Pyre Elemental, The Undead water Elemental became the Blood Elemental, and the Undead Air Elemental became the Mist elemental.

Remarkable is that all these elementals have corporeal remains of humanoids within their bodies. It is due to this that the normal process of returning to the element that spawned the elemental is broken. The soul of the creature is bound to the twisted elemental body and the dead corpses, and tortured by the magical twist in such away they will attack any living creature disturbing their rest. Only elemental creatures of their element are left alone. This means that a human carrying a magical flame will not be attacked by a pyre elemental, etc. In effect elementals are immortal creatures, they are spontaneously created from the element they belong to, or spawned when it breaks up in a multitude of new elementals. In effect an elemental never dies; its destruction only causes its essence to return to the elemental pool. They generate sentience over time, and greater elementals are thus wiser and more experienced than smaller elementals.

It is a vile process that mixes these elementals with remains of dead prime plane creatures and Limbiotic materials, and it drives them mad and evil.



Left to Right; Grave Elemental, Pyre Elemental, Air Elemental, Blood Elemental.

Elemental Undead are only found on the Prime Plane, and cannot return to the Elemental Plane they originally belong. Unless they are slain, their elemental essence remains bound to the corporeal remains they are linked to.

Elemental weakness

Beings of different elements affect each other in logical ways. The basic principles used are dominance and opposition. If one element has dominance over another, it has power over that element. If two elements are in opposition, they are enemies, but affect each other normally. The principles of dominance and opposition are easily summarized:

Air has dominance over Water.

Water has dominance over Fire.

Fire has dominance over Earth.

Earth has dominance over Air.

Air and Fire are in opposition.

Earth and Water are in opposition.

In combat between elemental beings, dominance and opposition have the following effects: Dominance results in double damage; the victim may make a saving throw vs. spells to take normal damage. When one creature has dominance over another, it is less affected by the other's normal attacks. Only minimum damage is inflicted against the dominant creature.

Opposition results in hostility; a penalty applies to all reaction rolls. The penalty is -8 if the creatures are totally opposed (element vs. element and good vs. evil), or -4 otherwise. When two creatures are in opposition, no change in damage occurs; only reactions are affected. The creatures' reactions to others are not affected; the penalty applies only to reactions to the creature of opposing element.

Link to Limbo

As being corrupted Elemental creatures they have no link with Limbo, Creatures they have slain, will go to Limbo as normal, bodies incorporated within them must be retrieved before a Raise dead can be applied as with a normal corpse, their own essence slips directly back to their corresponding elemental plane, discarding any trace or memory of being an undead, here they can become a new fresh born elemental later in time.



Grave Elemental (*Corpus Elementum Terrax*)

Spectral Dead	Grave Elemental*		
Type	Undead Elemental Enchanted		
Climate/Terrain	Any burial site		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	any		
Diet	special		
AL	NE		
NA	1or 1d4		
Size	L; 8'tall	L; 12'tall	H; 16'tall
ST	24	25	26
IN/WI	5-7	7-9	9-12
DX	9		
CO	20		
CH	5		
Languages	0		
Spellcaster Limits;	0		
AC	2		
AV	5		
HD	9**	12**	16**
HP	9d8	12d8	16d8
MV	60'/20'		
BR	60'/20'		
THACO	11	8	6
Attacks	1slam		
Damage	4d8	4d10	4d12
Special Attacks;	Sink Power surprise		
Special Defenses;	All weapons 1/2 dm		
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feblemind, etc.		
Extra Vulnerable to;	Cold Fire		
Turning as Holy Water	not 2d4		
AM	0		
Horror Rating	6		
Save as;	F9	F12	F16
ML	12		
XP	2300	3000	4050
TT	0		
Body Weight	9000 cn	18.000 cn	36.000 cn



The grave elemental is a variant earth elemental that is drawn from the soil of a graveyard or similar resting place of the dead. It appears as a towering, man-shaped mass of earth with bones and the shattered remnants of coffins protruding from it.

Combat:

A grave elemental cannot travel through water, but can move effortlessly through earth and stone. It often uses the latter ability to allow it to lurk beneath the surface of the ground while would-be victims draw near. When they are right above it, it explodes upward and attacks, imposing a -4 penalty on all surprise rolls made by its adversaries.

When grave elementals engage in combat, their preferred means of attack is simply a blow from their mighty fists. The damage they inflict with such an attack is dependant on their size, with 9 HD elementals delivering 4d8 points of damage, 12 HD elementals delivering 4d10 points of damage, and the massive 16 HD elementals inflicting a crushing 4d12 points of damage. Grave elementals are less effective when striking at targets who are air- or waterborne. Obviously, they cannot employ their *sink* power (see below) against such creatures and any physical damage they inflict on them is reduced by 2 points per die (to a minimum of 1 point per die).

In lieu of attacking with brute force, they may employ a magical power that functions as the *sink* spell of a wizard whose level is equal to their Hit Dice. They may cast this spell but once per hour and may only use it against creatures or objects standing on an earth or stone surface. Although this is an innate power and has no casting time or components, the elemental is unable to undertake any other action in the round that it attempts to *sink* an opponent.

Grave elementals share the earth elemental's ability to lash out at buildings with earthen or stone foundations. Their attacks against such structures can be devastating and are far more effective than those made by other creatures of similar power due to the elemental's affinity for the building materials used.



materials used.

Pyre Elemental (*Corpus Elementum Ignis*)

Special	Pyre Elemental*		
Type	Undead Elemental Enchanted		
Climate/Terrain	Any		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	any		
Diet	special		
AL	NE		
NA	1 or 1d4		
Size	L; 8'tall	L; 12'tall	H; 16'tall
ST	20	21	22
IN/WI	5-7	7-9	9-12
DX	13		
CO	20		
CH	5		
Languages	0		
Spellcaster Limits;	0		
AC	0		
AV	0		
HD	9**	12**	16**
HP	9d8	12d8	16d8
MV	120'/40'		
THACO	11	8	6
Attacks	1 slam		
Damage	3d8		
Special Attacks;	heat Throw Fire rearing fire		
Special Defenses; Immune to;	All weapons 1/2 dm Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Fire Heat		
Extra Vulnerable to;	Water, Cold		
Turning as Holy Water	not 2d4		
AM	0		
Horror Rating	6		
Save as;	F 9	F 12	F 16
ML	12		
XP	2300	3000	4050
TT	0		
Body Weight	150 cn	300 cn	600 cn

Combat:

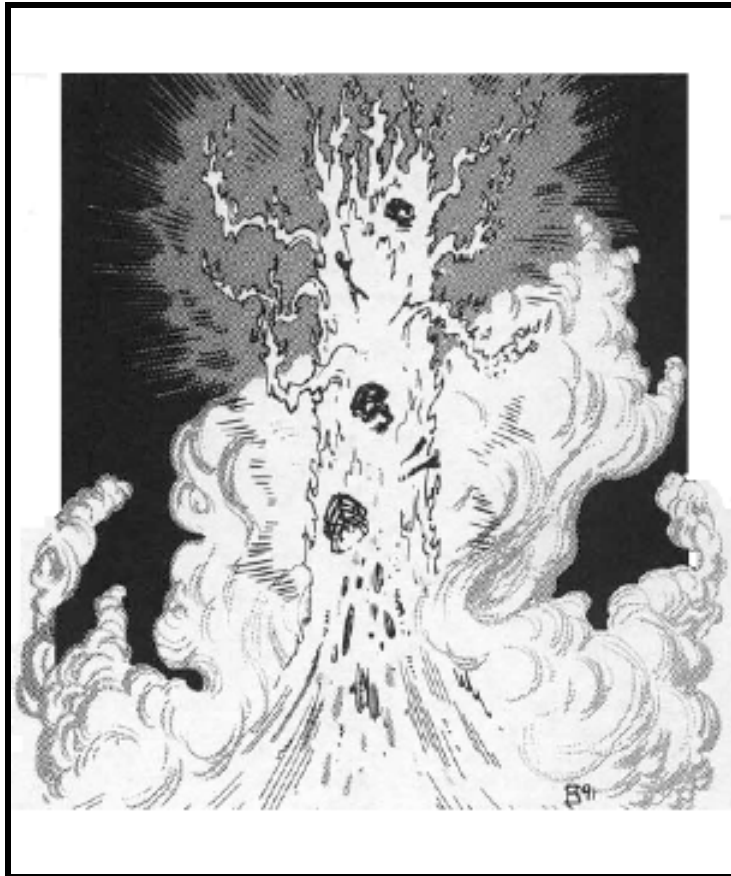
A pyre elemental attacks those it encounters with unmatched savagery, taking delight in the destruction and death it causes. Anyone who is struck by one of the lashing streams of fire that it wields whip-like in combat suffers 3d8 points of damage. Their armor (including shields and magical items of protection) must make saving throws vs. magical fire. Suits of armor that fail their saves have their armor Value reduced in effectiveness one step. Thus, a suit of brigandine armor that fails its saving throw is reduced from AV 6 to AV 5. Shields and magical devices that improve the wearer's armor class which fail their saves are destroyed. Pyre elementals can be harmed only by +2 or better magical weapons.

This fire elemental also throws fire balls to a distance of 30 feet for 3d8 damage. When destroyed it falls into itself, and then explodes into a 10' fireball of 3d8 damage. Wherever any fireball (by throwing or destruction falls, the fire remains burning for 1 minute.

Pyre elementals like to throw fire and see their environment burning. Thus they are mostly accompanied by burning spots of flame around them, which makes any approach difficult. As with all elementals their dominant element gives double damage to these creatures.



The wild and dancing pyre elemental is drawn from the flames of a funeral pyre or some large burning associated with a burial rite. A pyre elemental appears as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer.



Blood Elemental (*Corpus elementum Aquas*)

Spectral Dead	Blood Elemental*		
Type	Undead Elemental Enchanted		
Climate/Terrain	Any (Sacrificial site)		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	any		
Diet	special		
AL	NE		
NA	1 or 1d4		
Size	L; 8'tall	L; 12'tall	H; 16'tall
ST	24	25	26
IN/WI	5-7	7-9	9-12
DX	16		
CO	20		
CH	9		
Languages	0		
Spellcaster Limits;	0		
AC	0		
AV	0		
HD	9**	12**	16**
HP	9d8	12d8	16d8
MV	120'/40'		
THACO	11	8	6
Attacks	1slam		
Damage	3d6		
Special Attacks;	Blood drain Smother (Drown)		
Special Defenses;	All weapons 1/2 dm		
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feblemind, etc.		
Extra Vulnerable to;	Cold Air		
Turning as Holy Water	not 2d4		
AM	0		
Horror Rating	6		
Save as;	F9	F12	F16
ML	12		
XP	2300	3000	4050
TT	0		
Body Weight	9000 cn	18.000 cn	36.000 cn



A blood elemental can be called forth only from a large quantity of blood. Blood elementals appear as roughly humanoid creatures composed entirely of blood. They leave a trail of drying blood on the ground behind them and fill the air around them with the smells of salt and iron. A pair of fluid tentacles whip about the creature and allow it to manipulate objects and attack enemies.

Combat:

Blood elementals are extremely hostile and do not hesitate to fight any creature designated as an enemy by their summoners. In melee, they prefer to deal damage immediately with their slam attacks. A blood elemental will attack in one of two ways. The first and most common means of attack is a blow from one of its tentacles. Each such strike inflicts 3d6 points of

damage.

Further, the victim of such an attack must make a saving throw versus spells or have a portion of his own blood drawn forth from his body and added to that of the elemental. The amount of blood lost in this way is equal to the damage done by the initial blow. Thus, an attack that inflicts 12 points of damage is followed by a potential blood drain that inflicts an additional 12 points of



damage. Hit points lost to the blood drain are added directly to the elemental's own hit point total (to its maximum). When striking at a target that has no blood of its own (a golem, say), the blood elemental cannot employ its blood drain attack and suffers a -2 penalty per die on all damage rolls (to a minimum of 1 point per die).

In any round that the elemental chooses not to attack, it may attempt to smother an opponent. To do so, the elemental makes a normal attack roll to hurl itself onto the target of the attack. If it succeeds, the victim of the attack must make a saving throw versus death or find that the elemental has filled his nose, mouth, and lungs with blood. The victim of this attack has a very good chance of drowning. On the next round, the elemental is free to move away from this victim and attack another character, leaving the first target for dead. Attacks on the elemental while it is smothering do full damage to the elemental and half damage to the victim (who is unable to lash out at the elemental while being smothered). The elemental may eject the engulfed creature at any time.

A victim that is still alive when it emerges from the blood elemental's body (whether by escaping the monster's hold or by being ejected) takes 1d4 points of Wisdom damage (restored by 1 for each day of rest) because of the strain on its sanity that the sensation of drowning

in blood produced. Furthermore, the victim creature must make a successful constitution check on emerging or be nauseated (-2 on all THACO, reaction, skills and saves) for 2d6 rounds.

Curiously, although they are a variant on water elementals, blood elementals are unable to enter or cross open water. If forced into such a situation, they begin to dissipate - suffering 1d10 points of damage per round-until such time as they break contact with the water.

Mist Elemental (*Corpus elementum Aer*)

Spectral Dead	Mist Elemental		
Type	Undead Elemental Enchanted		
Climate/Terrain	Any		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	any		
Diet	special		
AL	NE		
NA	1 or 1d4		
Size	L; 8'tall	L; 12'tall	H; 16'tall
ST	24	25	26
IN/WI	5-7	7-9	9-12
DX	9		
CO	20		
CH	5		
Languages	0		
Spellcaster Limits;	0		
AC	2		
AV	5		
HD	9**	12**	16**
HP	9d8	12d8	16d8
MV	120'/40'		
FL	360'/120'		
MF	1A		
THAC0	11	8	6
Attacks	1slam		
Damage	4d10		
Special Attacks;	Infuse Evil Suffocation		
Special Defenses; Immune to;	All weapons 1/2 dm Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc. Cold		
Extra Vulnerable to;	Earth		
Turning as Holy Water	not 2d4		
AM	0		
Horror Rating	6		
Save as;	F9	F12	F16
ML	12		
XP	2300	3000	4050
TT	0		
Body Weight	0		



A mist elemental is an air elemental that has been formed from the essences of the Mists and smokes of burned corpses. Once conjured, the mist elemental appears as a drifting cloud of white vapor that looks like nothing more than a patch of fog. Because of this, a mist elemental that is moving about in a region of fog or mist is treated as if it were invisible.

Combat:

When a mist elemental chooses to attack, it does so with its chilling, evil touch. Moving with a speed one would never expect from a being that seems to drift about at the mercy of the wind, the elemental moves toward (and then through) its target. In so doing, the creature has the ability to employ one of two attack modes. The first is a simple, straight-forward attack that inflicts 4d10 points of damage from the creature's chilling presence. The fog elemental will make breathing difficult, for each round fighting within the fog elemental, each character must make a (current) constitution check or lose 1 temporary constitution due to coughing and breathing difficulties. A character that has its constitution reduced to 3 falls unconscious and dies when it becomes 0.

In lieu of inflicting damage, however, the mist elemental may seek to infuse evil into the victim. When it does so, the creature seems to enter the body of the victim and then pass on through it without harm. However, anyone subject to such an attack must save vs. spells or have their alignment shifted to chaotic evil. In addition, a character that has been infused is also charmed by the elemental and will not act against it. The elemental may not infuse evil twice in a row. That is, it may not infuse evil again until after it attacks and attempts to inflict damage. This attack may be against the same character or another one. All of the normal penalties associated with an involuntary alignment change are in effect following an attack by a mist elemental. In order to regain their original alignment and break the charm upon them, infused characters must receive a remove curse spell cast by an individual of their true alignment.



Deragorma (*Deragorma animatea pseudo-corporus*)

Spectral Dead	Deragorma
Type	Undead Lowlife Enchanted
Location	Norwold (former Blackmoor)
Terrain	Moist areas
Frequency	Very Rare
Organization	Solitary
Activity Cycle	night
Diet	carnivore
AL	CN
NA	1d4 (4d10)
Size	M; 4' to 6'
ST	8
IN/WI	5
DX	10
CO	10
CH	5
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1***
HP	1d8
MV	90'/30'
BR	60'/20'
THACO	19
Attacks	1slap
Damage	1d4
Attacks	or 1weapon
Damage	by weapon
Special Attacks;	Insert worms
Special Defenses;	Heal 1hp/r in ground Weapon immunity
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic Insanity, Feeblemind, etc.
Extra Vulnerable to;	Cold
Turning as Holy Water	0 zombie 2d4
AM	0
Horror Rating	3
Save as;	NM
ML	11
XP	8
TT	0
Body Weight	0



Deragorma are a vile form of undead shaped like dwarves but actually composed of a writhing mass of grey worms, sometimes still inside the husk of a corpse. These worms are bound together by an undead soulless spirit without memory. These corrupted spirits bound themselves to the worms that were eating their original bodies, partly due to the radiation of the Great Rain of Fire. As this radiation is now completely gone their number slowly diminishes, as they can't reproduce.

Some sages say, however, that these creatures could reproduce in slain corpses. If crystal radiance (like crystal magic, or shadow elf crystals), or the True Radiance of Glantri could be responsible nowadays, remains unproven as yet.

They were common in Norwold during the first few centuries following the Great Rain of Fire, but they have been rare ever since.

Deragorma's wormy nature grants them several abilities.

Burrow

The first is the ability to travel underground. The creature's form divides into its constituent parts. Travel by this mean can only be done through soil or compacted dirt. A Deragorma cannot burrow through stone and rock.

Heal

The creature also heals at the rate of 1 point per hour while underground. Nearby, normal worms are drawn to the mass and corrupted into new grey worms.

Combat

Deragorma may attack with either a weapon or merely slap with their hands. Additionally, these creatures can drop worms off of their body and into the mouth of a pinned opponent (as per wrestling rules). Victims must save vs. disease or be consumed from within by the worms at a rate of 1 point per turn. Those killed in this manner do not become Deragorma, and the manner of their generation remains unknown to most.

Weapon Immunity

There is one final defensive benefit for the creatures. Non-magical thrusting weapons cause minimal damage, as the worms slide around the weapon. This includes, bolts, arrows, spears, and daggers, and sling bullets.

Normal slashing weapons cause half damage. Blunt weapons cause full damage, but if the attack roll was a natural 18-20, the weapon becomes lodged in the worm mass and must be pulled out (treat as open doors).

Deragorma possess all of the standard immunities of undead, and they are turned as zombies. When turned, the worm mass explodes before disappearing into the soil. If the turn attempt results in the destruction of the creatures, the worms are charred after exploding.

Habitat/Ecology

These normal worms, animated and changed by the undead spirit has no society, it prefers to live in moist areas, where it can rapidly sink into the ground. Worm eating creatures are their great nemesis, and it is assumed that this undead will disappear from Mystara within the next century, due predation and clerical destruction. The only thing it does well is uplift the soil, but it does not bring nutrients in the soil like normal worms do. Some of these creatures are existing straight from the Great Rain of Fire (3000 BC) and are thus 4000 years or more old, the youngest exist since 1750 BC when the Broken Lands disaster struck.