

The Great Book of Undead



Vol 1.0

My Two Cents :

I am a Dungeon Master who enjoy throwing undead at my players. But it seems like it is always the same type of undead, skeletons, zombies, etc. I looked around the web for something to give me a decent list of undead, but could find it any where. So, I decided to make this Net book, The Great Book of Undead.

Just a note : This is not a second edition to the Net book of Necromancy, this is my own idea and, thanks for all the dungeon and dragons fans out there who created these undead, I was able to compile this list of undead. This is just the first installment of the Great Book of Undead; I will continue to search the web for any undead monsters I can find and add them to this book. I hope you enjoy this!

To Make Things More Interesting

I was looking around the internet and stumbled across an idea of someone's, I don't know who, for giving undead age categories. The theory is that the longer a undead exists, the better the connection to the negative plane, hence the undead grow stronger.

Now, my players have been playing for a long time and they know all the stats for all the undead. This isn't a common thing among players. So, I decided to try this little theory. I attacked them with twenty skeletons and ,of course, they thought it would be a breeze to smash twenty measly skeletons. You should have see there surprise when it took 35 hit points to destroy the first skeleton. Anyways, here is the chart and thank you who every came up with the idea originally.

Age	Extra Hit Dice	Extra Thac0	Extra A.C.	Extra Ability	Extra XP
Old (100 years)	+1	+1	+1	None	Original Xp x 5
Very Old (1000 years)	+2	+2	+2	None	Original Xp x 10
Ancient (5000 years)	+3	+3	+3	None	Original Xp x 15
Scion (10000 years)	+5	+5	+5	Regenerates 1 hp / round	Original Xp x 20
Total Negative Plane Connection (25000 years +)	+10	+10	+10	Regenerates 5 hp / round	Original Xp x 50

Alchemical Vampire

CLIMATE/TERRAIN:	Kislova
FREQUENCY:	Very Rare (4%)
ORGANIZATION:	Solitary or group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1 or 10
ARMOR CLASS:	0
MOVEMENT:	14
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or special
SPECIAL ATTACKS:	Blood Drain, Poison
SPECIAL DEFENSES:	Hit only by magical or iron weapons, Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	16
XP VALUE:	7,000

Alchemical vampires are only found in Kislova, creations by the domain lord Baroness Ilsabet Obour. They are similar to nosferatu, but do not gain power as they age. Other differences are below.

Appearance

An alchemical vampire generally retains the appearance it had in life, looking like a normal human being. The only difference is that when not actually interacting with other beings, their faces tend to take on a strange blankness of expression that indicates their lack of true emotion and life.

Combat

Alchemical vampires attack once with sharp fingernails for 1d4 points of damage, injecting a deadly poison into the bloodstream of their victim. An unsuccessful save vs. poison causes 40 points of damage, a successful one only 10 points of damage. Only creatures which have an active bloodstream and are affected by poisons need check for this. Alchemical vampires can also cause a loss of 1 point of Con per round with their bite, like a nosferatu. Unlike their more common kin, alchemical vampires do not have any ability to transform into mist or animals.

Only iron weapons or ones of magical origin can affect an alchemical vampire. They regenerate from all other weapons too quickly to be affected. Alchemical vampires also regenerate 2 hp per turn while they are away from direct sunlight. If reduced to 0 hit points, they will dissolve into an acidic fluid (which causes 5 hp dmg to living tissue only, no save). This fluid is capable of flowing at the alchemical vampire's full movement rate, and will immediately attempt to find a dark area in which to regenerate.

Alchemical vampires are not affected by sunlight, except the above lack of regeneration. They must rest 8 hours of every day in some dark place away from sunlight or they gradually lose hit points until they are destroyed. An alchemical vampire can be defeated by driving an iron stake through its heart, but that only renders them inert until the stake is removed. To permanently destroy it, the body of the vampire must be dissolved in strong acid.

Habitat

Alchemical vampires live only in the domain of Kislova, where they act as the elite guard of the domain lord. Unless they have been ordered to work as a squad, they tend to work and hunt alone.

Ecology

As undead beings, alchemical vampires have no place in the natural ecology. N

Banshee

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Death wail
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	4,000

The banshee or groaning spirit, is the spirit of an evil female elf -- 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.

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 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. Holy water causes 2d4 points of damage if broken upon them. A *dispel evil* spell will kill a groaning spirit. A banshee is turned as a "special" undead.

Banshees can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit's 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: 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 a 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.

Beholder, Undead

	Undead
CLIM/TERRAIN:	Any remote
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Special
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0/2/7
MOVEMENT:	Fl 2 (C)
HIT DICE:	45-75 hp
THAC0:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5
NO. OF ATTACKS:	1
DAM/ATTACKS:	2-8
SPECIAL ATKS:	Magic
SPECIAL DEF:	Anti-magic ray
MAGIC RES:	Nil
SIZE:	L (4'-6' in diameter)
MORALE:	Fanatic (18)
XP VALUE:	13,000

The beholder is the stuff of nightmares. This creature, also called the *sphere of many eyes* or the *eye tyrant*, appears as a large orb dominated by a central eye and a large toothy maw, has 10 smaller eyes on stalks sprouting from the top of the orb. Among adventurers, beholders are known as deadly adversaries.

Equally deadly are a number of variant creatures known collectively as beholder-kin, including radical and

related creatures, and an undead variety. These creatures are related in manners familial and arcane to the "traditional" beholders, and share a number of features, including the deadly magical nature of their eyes. The most extreme of these creatures are called *beholder abominations*.

The globular body of the beholder and its kin is supported by levitation, allowing it to float slowly about as it wills.

Beholders and beholder-kin are usually solitary creatures, but there are reports of large communities of them surviving deep beneath the earth and in the void between the stars, under the dominion of hive mothers.

All beholders speak their own language, which is also understood by all beholder-kin. In addition, they often speak the tongues of other lawful evil creatures.

Combat: The beholder has different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking (as the various Armor Classes may make a strike in one area, and a miss in another):

Roll	Location	AC
01-75	Body	0
76-85	Central Eye	7
86-95	Eyestalk	2
96-00	One smaller eye	7

Each of the beholder's eyes, including the central one has a different function. The standard smaller eyes of a beholder are as follows:

1. *Charm person* (as spell)
2. *Charm monster* (as spell)
3. *Sleep* (as spell, but only one target)
4. *Telekinesis* (250 pound weight)
5. *Flesh to stone* (as spell, 30-yard range)
6. *Disintegrate* (20-yard range)
7. *Fear* (as wand)
8. *Slow* (as spell, but only a single target)
9. *Cause serious wounds* (50-yard range)
10. *Death ray* (as a *death* spell, with a single target, 40-yard range)

The central eye produces an *anti-magic ray* with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.

A beholder may activate the magical powers of its eyes' at will. Generally, a beholder can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 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, each eyestalk/smaller eye having 5-12 hit points. This loss of hit points is over and above any damage done to the central body. The body can withstand two thirds of the listed hit points in damage before the creature perishes. The remaining third of the listed hit points are located in the central eye, and destroying it will eliminate the anti-magic ray. A beholder with 45 hit points will have a body that will take 30 points of damage, a central eye that will take 15 points, while one with 75 hit points will have a body that will withstand 50 points of damage, and a central eye that takes 25 hit points to destroy. Both beholders would have smaller eyestalks/eyes that take 5-12 (1d8+4) points of damage to destroy, but such damage would not affect the body or central eye. Slaying the body will kill the beholder and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

Habitat/Society: The beholders are a hateful, aggressive and avaricious race, attacking or dominating other races, including other beholders and many of the beholder-kin. This is because of a xenophobic intolerance among beholders that causes them to hate all creatures not like themselves. The basic, beholder body-type (a sphere with a mouth and a central eye, eye-tipped tentacles) allows for a great variety of beholder subspecies. Some have obvious differences, there are those covered with overlapping chitin plates, and those with smooth hides, or snake-like eye

tentacles, and some with crustacean-like joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

Beholders will normally attack immediately. If confronted with a particular party there is a 50% chance they will listen to negotiations (bribery) before raining death upon their foes.

Ecology: The exact reproductive process of the beholder is unknown. The core racial hatred of the beholders may derive from the nature of their reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation. Beholders may use parthenogenic reproduction to duplicate themselves, and give birth live (no beholder eggs have been found). Beholders may also (rarely) mate with types of beholder-kin.

The smaller eyes of the beholder may be used to produce a *potion of levitation*, and as such can be sold for 50 gp each.

Undead Beholder (Death Tyrant)

Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

An undead beholder can use all the powers of its surviving eyes, just as it did in life. The powers of 2-5 eyes (select randomly, including the central eye) are lost due to injuries or death, and the change to undeath. Although a death tyrant "heals" its motive energies through time, it cannot regenerate lost eyestalks or their powers.

Charm powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak *hold monster* effects (40%). A being failing to save against such a *hold* remains held as long as the eye's gaze remains steadily focused on them. If the eye is turned on another being, or the victim hooded, or forcibly removed, the *hold* lasts another 1-3 rounds. Death tyrants are immune to *sleep*, *charm* and *hold* spells.

If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings -- from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren.

Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.

Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal *charm monster* and *control undead* spells. A special spell must be devised to command a death tyrant.

Saving Throws

Creature hit points	Saves as
45-49	10th level warrior
50-59	12th level warrior
60-69	14th level warrior
70+	16th level warrior

Cat, Ghost

CLIMATE/TERRAIN:	Temperate Forest
FREQUENCY:	Very Rare
ORGANIZATION:	Prides
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic Good
NO. APPEARING:	1-12
ARMOR CLASS:	9
MOVEMENT:	6, Fly 24 (B)
HIT DICE:	½ to 4
THAC0:	½ HD : 20
	1 to 2 HD : 19
	3 to 4 HD: 17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-2/1-2/1-2/1-2/1-4
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	15 % resistance to mind control and enchantment spells
MAGIC RESISTANCE:	Nil
SIZE:	S (2' to 3' Long)
MORALE:	Average (8-10)
XP VALUE:	½ HD : 120
	1 HD : 175
	2 HD : 270
	3 HD : 420
	4 HD : 650

Ghost cats are look like house cats with wings. They have silky gray to white fur. They live in forests away from human and orc-kind. Ghost Cats earned their name because of their skill at hiding (and their shyness). An adult ghost cat can cast invisibility or block-telepathy (protection from telepathy and ESP) 4 times per day. Both last until the ghost cat chooses to negate it or until dispelled. Ghost Cats have the innate ability to detect invisible beings.

Combat: Ghost cats attack by jumping upon their victims and using all paws to scratch and it's mouth to bite. But, generally, the ghost cat is a passive creature.

Habitat/Society: Ghost cats are highly desired as familiars and confer the ability to detect invisible beings by simple concentration on doing so.

Age	Hit dice	Spell casting
3 month or less	1/2 (1d4)	1 try, 50% chance of success
3 to 6 months	1	1/day
6 to 12 months	2	2/day
1 to 3 years	3	3/day
4+ years	4	4/day

Ecology: Ghost cats are sexually mature at 6 years of age and will mate every other year, producing a litter of 1d4 kittens. Their natural lifespan is like that of a human (ie, 30-35 in the wild, much more in captivity).

Crypt Thing

CLIMATE/TERRAIN: Any/Tomb or grave area

FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Z
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Teleport
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	975

Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. There are two types of crypt things -- ancestral and summoned. The former type are "natural" creatures, while the others are 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:

01-20	1d10 x 100' north
21-40	1d10 x 100' east
41-60	1d10 x 100' west
61-80	1d10 x 100' south
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.

The most common crypt thing is the summoned variety. By use of a 7th-level spell (see below), any caster capable of employing necromantic spells can create a crypt thing.

Ancestral crypt things are the raised spirits of the dead that have returned to guard the tombs of their descendants. This happens only in rare cases (determined by the DM).

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.

Create Crypt Thing

7th-level Wizard or Priest spell (necromantic)

(Reversible)

Range: Touch

Casting Time: 1 round

Components: V,S

Area of Effect: 1 corpse

Duration: Permanent

Saving Throw: None

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 may guard a given tomb.

A successful *dispel magic* spell 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*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

Death Knight

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	9 (10-sided dice)
THAC0:	11
NO. OF ATTACKS:	1 with +3 bonus
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75% (see below)
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17)
XP VALUE:	6,000

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 kender have 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.

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).

A death knight has a strength of 18(00). It usually attacks with a sword; 80% of the time, this is a magical sword. When a magical sword is indicated, roll 1d6 and consult the following table:

Roll Death Knight's Sword

- | | |
|---|-------------------------------------|
| 1 | <i>Long sword +2</i> |
| 2 | <i>Two-handed sword +3</i> |
| 3 | <i>Two-handed sword +4</i> |
| 4 | <i>Short sword of quickness</i> |
| 5 | <i>Short sword of dancing</i> |
| 6 | <i>Short sword of life stealing</i> |

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.

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.

A death knight cannot be turned, but it can be dispelled by *holy word* spell. It has the power over undead of a 6th-level evil priest. Its magic resistance is 75%, and if an 11 or lower 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).

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, Kryn's Lord Soth, the most famous of all death knights, murdered his wife so that he could continue an affair with an elfmaid.) 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.

Ecology: Death knights have no physiological functions. They are sometimes accompanied by skeleton warriors, liches, and other undead who serve as their aides.

Dracolich

CLIMATE/TERRAIN:	See below
FREQUENCY:	Very rare

ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Night	
DIET:	Special	
INTELLIGENCE:	As per individual dragon	
TREASURE:	B, H, S, T	
ALIGNMENT:	Evil (any)	
NO. APPEARING:	1	
ARMOR CLASS:	See below	
MOVEMENT:	As per former dragon type	
HIT DICE:	As per former dragon type	
THAC0:	As per former dragon type	
NO. OF ATTACKS:	As per former dragon type	
DAMAGE/ATTACK:	See below	
SPECIAL ATTACKS:	Breath weapon and spell use	
SPECIAL DEFENSES:	Spell immunities and spell use	
MAGIC RESISTANCE:	See below	
SIZE:	As per individual dragon	
MORALE:	See below	
XP VALUE:	As per individual dragon, plus 1,000 (both dracolich	and host
	must be destroyed)	

The dracolich is an undead creature resulting from the unnatural transformation of an evil dragon. The mysterious Cult of the Dragon practices the powerful magic necessary for the creation of the dracolich, though other practitioners are also rumored to exist.

A dracolich can be created from any of the evil dragon subspecies. 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, 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 wizards as a component for creating *potions of undead control* and similar magical substances.

Dragon, Deathwurm

CLIMATE/TERRAIN:	Any ruins, mountains, Plane of Shadow, Negative Plane, and quasi-planes
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Supra-Genius (19-20)

TREASURE:	Special
ALIGNMENT:	Neutral-Evil
NO. APPEARING:	1
ARMOR CLASS:	-5 (base)
MOVEMENT:	18, Fly 30
HIT DICE:	16 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + Special
DAMAGE/ATTACK:	1-10/1-10/3-30
SPECIAL ATTACKS:	Energy drain, Breath Weapon
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Special
SIZE:	Huge
MORALE:	Fanatic (18)
XP VALUE:	See Below

The dreaded deathwyrms is one of the most powerful evil dragons in existence. It is a more powerful cousin of the shadow dragon, as it is larger and contains a far greater percentage of negative matter in its essence. Deathwyrms speak the tongue of shadow dragons, and the language of all evil dragons. In addition, 25% of all hatchlings can speak with any intelligent creature, an ability that increases by 5% per age level.

AGE	BODY LENGTH	TAIL LENGTH	AC	BREATH WEAPON	SPELLS AS A WIZARD/PRIEST	MR	TREASURE TYPE	XP VALUE
1	2-8	2-6	-2	1d6+1	Nil	15%	Nil	8,000
2	8-22	6-16	-3	2d6+1	Nil	20%	Nil	12,000
3	22-36	16-26	-4	3d6+1	Nil	25%	Nil	16,000
4	36-46	26-36	-5	4d6+2	2nd / Nil	30%	H/2	20,000
5	46-58	36-46	-6	5d6+2	3rd / Nil	35%	H	22,000
6	58-72	46-56	-7	6d6+2	4th / Nil	40%	Hx2	25,000
7	72-84	56-66	-8	7d6+3	6th / 2nd	45%	Hx3	32,000
8	84-96	66-76	-9	8d6+3	8th / 3rd	50%	Hx4	40,000
9	96-110	76-86	-10	9d6+3	10th / 4th	55%	Hx5	44,000
10	110-122	86-96	-11	10d6+4	12th / 6th	60%	Hx6	50,000
11	122-134	96-106	-12	11d6+4	14th / 8th	65%	Hx7	60,000
12	134-148	106-116	-13	12d6+4	16th / 10th	75%	Hx8	70,000

Combat: Deathwyrms are terrifying in combat, as their breath weapon and physical attacks are far more insidious than those of the shadow dragon. Older deathwyrms command armies of undead, and nearly all great wyrms eventually become dracoliches.

Breath Weapon: A deathwyrms breath weapon is a cone of negative energy 20 feet per age level long, and 5 feet wide per age level inflicting 1d6 per age level of damage, and draining 1 level per three age levels from all affected. A successful save vs. breath weapons halves the damage and level loss.

A deathwyrms vampiric bite, aside from physical damage, drains as many levels from its victim as the breath weapon, except that no save is permitted against the drain.

Both the deathwyrms bite and claw attacks are vampiric (the claw is not strong enough to drain levels). If the dragon has sustained damage, half the damage inflicted by bites, and a quarter by claws is transferred to the dragon as healing. All creatures killed by the dragons breath, bite or claws become undead of half their original level (or first level).

Deathwyrms of adult age and older radiate a powerful aura of negative energy that is harmful to living things in the long run. When a mature deathwyrms lairs in an area for more than 6 months, changes start to take place in the environment. For a radius of 2 miles per age level, plant life starts to die. The sky becomes unnaturally dark, even on the brightest day. Normal animals become hard to find, and the territory becomes a bleak landscape of twisted, dead trees, hardy weeds, and undead, mutated or otherwise unnatural animals. It becomes obvious that something is

horribly wrong, much like one finds in the territory of a banshee. All plant life within a deathwyrms's fear aura withers as the beast passes.

Negative matter attacks heal deathwyrms, and they are immune to cold based attacks. Deathwyrms suffer double damage from light based attacks and save versus fire at -2. Deathwyrms receive the following abilities as they age:

Young:	Darkness 3/day.
Juvenile:	Mirror image 3/day.
Young Adult:	Dimension door, 3/day.
Adult:	Create shadows 3/day.
Mature Adult:	Plane shift, 3/day.
Old:	Death spell, 3/day.
Very Old:	Animate dead, level at hit dice, 3/day.
Venerable:	Monster summoning VII, undead, 3/day.
Wyrms:	Control undead at will.
Great Wyrms:	Control weather 1/day as 24th level druid.

Habitat/Society: Deathwyrms hate light; they thrive in the deep, inky and unnatural darkness of their lairs and the negative material plane. They can function normally in their territories, but can only venture further under cover of night or clouds. Sunlight inflicts 1d8 hp per round.

Ecology: Deathwyrms are a scourge to the lands they inhabit, despoiling all they touch. When a deathwyrms flies low to the ground, all plant life under its foul wings withers. Needless to say, alchemists and necromancers can find many uses for a deathwyrms carcass.

Eye of Orcus

	Small	Medium	Large	Great
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Small Group	Small Group	Small Group	Small Group
ACTIVITY CYCLE:	Continuous	Continuous	Continuous	Continuous
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Semi-Avg (2-12)	Semi-Avg (2-12)	Semi-Avg (2-12)	Semi-Avg (2-12)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil
NO. APPEARING:	1-2 or 5-20	1-2 or 5-20	1-2 or 5-20	1-2 or 5-20
ARMOR CLASS:	5	3	1	-1
MOVEMENT:	35	35	35	35
HIT DICE:	6	7	8	10
THAC0:	15	13	13	11
NO. OF ATTACKS:	1	1	1	2
DAMAGE/ATTACK:	1-4x1-6+special	1-4x1-6+special	1-4x1-6+special	1-4x1-6+special
SPECIAL ATTACKS:	Negative Energy Blast	Negative Energy Blast	Negative Energy Blast	Negative Energy Blast
SPECIAL DEFENSES:	Invisibility, Regeneration	Invisibility, Regeneration	Invisibility, Regeneration	Invisibility, Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (1' dia)	T (2' dia)	S (3' dia)	M (6' dia)
MORALE:	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)
XP VALUE:	2500	5000	7500	12500

Eyes of Orcus are magically created undead eyes which come in four sizes: small (1'dia.), medium (2'dia.), large (3'dia.) and great (6'dia.). While they were invented by Orcus eons ago, their use has spread throughout the lower

planes. These abominations are instruments of powerful lower planar creatures and high level mortal necromancers. They permit their user to see through them, and slay living things many planes away. All eyes have invisibility at will, and can plane shift and use non-detection three times per day. Eyes can detect good beings within 120 feet.

Combat: The most effective strategy used by the eyes is to attack through surprise. Usually, the eye blasts its victims from behind a veil of invisibility. Once it becomes visible, all creatures below 4 hit dice flee in terror at the sight of it. Creatures from 4 to 6 hit dice save vs. paralyzation at -2 or flee. A 6 to 10 hit die creatures save normally. Lord level characters and monsters, while unnerved are less likely to flee before thinking.

Eyes of Orcus attack by means of a negative energy blast. This attack drains 1d4 levels, and inflicts 1d6 hit points per level lost. A save vs. breath weapons is made for half damage. If the save is made by 10 or more, no damage is sustained. The following modifiers are applied to the saving throw:

Medium Eye:	-1
Large Eye:	-2
Great Eye:	-3
Victim uses positive energy:	-4

Small, medium and large eyes can blast once per round. Great eyes blast twice. All eyes regenerate 1 hit point per round.

Habitat/Society: Eyes of Orcus, though intelligent, are magical automata under the control of other beings and have no society or culture of their own. They are sent by evil beings to planes they cannot easily travel to (such as the Prime Material Plane) to slay the enemies of their controllers.

Ecology: Eyes of Orcus search and destroy, they consume nothing, nor do they reproduce. They play no role in the ecology, and any effects they have on the ecosystem are harmful.

Ghost

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, S
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Age 10-40 years
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	7,000

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.

Combat: 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 age 10 years and flee in panic for 2-12 (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.

Any creatures within 60 yards of a ghost is subject to attack by *magic jar*. If the ghost fails to *magic jar* its chosen victim, 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. Note that ghosts can be attacked with spells only by creatures who are in an ethereal state. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.

If the ghost fails to 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.

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 cad 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.

Ghost, Green

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Average (8-10)

TREASURE:	A
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (6' Tall)
MORALE:	Average (8-10)
XP VALUE:	420

Green ghosts are almost invisible, except for a pale green outline around their bodies. They have two arms, a head, a body, and no legs. They move by floating above the ground.

Combat: Green ghosts are not undead, therefore, they cannot be turned by Priests. They attack with two claws, doing 1-6 points of damage with each successful hit. They have a limited resistance to magic.

Habitat/Society: Green Ghosts are solitary creatures. They do not have any form of society.

Ecology: It is believed that Green Ghosts are not native to the prime material plane, and therefore have no place in nature. Green Ghosts never need to eat, sleep, drink or rest.

Ghost of Moon Mage

CLIMATE/TERRAIN:	Graveyard	
FREQUENCY:	Unique	
ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Night	
DIET:	None	
INTELLIGENCE:	Exceptional (15-16)	
TREASURE:	None	
ALIGNMENT:	Chaotic Neutral	
NO. APPEARING:	1	
ARMOR CLASS:	6	8
MOVEMENT:	15	9, Fly 21 (B)
HIT DICE:	5	9
THAC0:	15	11
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1-8/1-8	1-4
SPECIAL ATTACKS:	Trample	Charm and sleep Spells
SPECIAL DEFENSES:	None	None
MAGIC RESISTANCE:	None	None
SIZE:	L	M
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	1400	

This is the spirit of a woman learned in moon magics who had been buried alive by her spouse. She appears only in a 20' radius about her grave and then only on moon-lit nights. On any night, she will first appear as a white bull. If

the bull is slain, she will reappear as a griffin. If the griffin is slain, she will appear as a winged maiden. If the winged maiden is slain, she cannot act until the next night.

Combat: This ghost is permanently laid to rest if a suitable religious ceremony for the dead is said performed by a good cleric over her grave. The ghost always saves as a 9th level mage. She can cast spells provided she is not in darkness. Because her hatred is for men, she will ignore women. It requires at least a +1 magical weapon to hit the ghost. She can be turned as a ghost. Alignment: CN

The first column is the information for the white bull and the second is for the winged maiden. Please use appropriate TSR manual for statistics on the griffin.

If the bull rolls a 20 for its attack roll it tramples its opponent doing an additional 1d10+5 points of damage.

The winged maiden can cast the following spells as a 9th level magic-user, continual light, detect invisibility, hallucinatory terrain, charm, dazzle (blindness with a different explanation -- see bright light masking everything else.) The winged maiden will attempt to charm any man (which is innate ability.) If she does she will suck the victims blood doing 1d4 points per round (with no attack roll required.)

Habitat/Society:

Ecology:

Ghoul

	Ghoul	Lacedon	Ghast
CLIMATE/TERRAIN:	Any land	Any water	Any land
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVE TIME:	Night	Night	Night
DIET:	Corpses	Corpses	Corpses
INTELLIGENCE:	Low (5-7)	Low (5-7)	Very (11-12)
TREASURE:	B, T	B, T	B, Q, R, S, T
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2-24 (2d12)	2-24(2d12)1-6	1-4 (with Ghoul packs)
ARMOR CLASS:	6	6	4
MOVEMENT:	9	Sw 9	15
HIT DICE:	2	2	4
THAC0:	19	19	17
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-3/1-3/1-6	1-4/1-4/1-8
SPECIAL ATTACKS:	Paralyzation	Paralyzation	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5'-6' tall)	M (5'-6' tall)	M (5'-6' tall)
MORALE:	Steady (11-12)	Steady (11-12)	Elite (13-14)
XP VALUE:	175	175	650

Ghouls are undead creatures, once human, 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.

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 paralyzation is successful. This paralysis lasts for 3-8 (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.

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

Lacedon

The lacedon is a marine form of the ghoul. Lacedons 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.

Ghast

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghosts attacks it will quickly become evident that ghosts 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, are undead class 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).

Ghoul, Gilannie

CLIMATE/TERRAIN:	Any Warm Climate
FREQUENCY:	Very Rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Day
DIET:	Heat and Light
INTELLIGENCE:	Low
TREASURE:	M, (N, R)
ALIGNMENT:	Neutral or Neutral Evil
NO. APPEARING:	2-24
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	5-14
THAC0:	5-6 HD : 15
	7-8 HD : 13
	9-10 HD : 11
	11-12 HD : 9
	13-14 HD : 7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See Below
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil

SIZE:	M (5' Tall)		
MORALE:	Average (10)		
XP VALUE:	5 HD :	175	9 HD : 975
	6 HD :	270	10 HD : 1400
	7 HD :	420	11-12 HD : 2000
	8 HD :	650	13-14 HD : 3000

Gilannie ghouls are a race of humanoid form created by a mage long ago. They look like ghouls, but are not undead. They feed on heat and light. They require their own hit points per day in heat "damage" to remain in good health (treat sunlight as 10 hit points per hour if intense or 3 hit points per hour if heavily overcast). Gilannie ghouls will also root through rotting flesh and vegetable matter for heat (1-5 hit points per hour, depending on the "quality" of the compost pile). If denied other sources of food, they will begin to decay (losing 1d6 hit points per day of starvation). Decaying gilannie ghouls poisons the air about it with diseases (treat as a cloud of radius 1" per day unfed).

Combat: Gilannie ghouls are strong and will grapple with a warm creature to gain its heat if starving (requires natural 19 or 20 to-hit roll plus bend-bars to disengage the grip). This 2-handed grappling attack does no damage of its own (but the exposure to disease might). Treat the disease as having symptoms of choice (ie, variable) and lethal if a save versus death magic is failed (recover or die in 1d6 days).

Habitat/Society:

Ecology:

Gravewalker

CLIMATE/TERRAIN:	Unholy sites and graveyards
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Human and demi-human blood
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, Tx3, V, Z
ALIGNMENT:	Any Evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12
HIT DICE:	17-20
THAC0:	17-18 HD : 3 19-20 HD : 1
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-20/2-20
SPECIAL ATTACKS:	Priest spells, Chill voice
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (7' Tall)
MORALE:	Fanatic (17-18)
XP VALUE:	17 HD : 18,000 18 HD: 19,000 19 HD: 20,000 20 HD: 21,000

Gravewalkers are the undead spirits of evil high priests who have served their gods exceptionally well; after death, these priests have been granted the "privilege" of returning to the prime plane to continue their unholy work. These undead creatures retain their abilities (including spells) of their previous existence, except where noted above (i.e. genius intelligence, AC, etc..). A gravewalker's memories and emotions also remain intact, so an enemy in life will still be an enemy in its undead state.

Only the most worthy servants will be chosen for transformation into a gravewalker, and only if the priest has obtained at least 17th level at the time of death.

A gravewalker appears as the typical "grim reaper" - a skeletal body about seven feet tall, shrouded in black robes; the eyes of a gravewalker glow a sickly green, and their voice is slow and deep, and chilling to hear.

A gravewalker is the enemy of everything good, and their goal is the torment and eradication of good whenever they encounter it.

Combat: Upon transformation, a gravewalker is bestowed with a (possibly magic) scythe for a weapon. A gravewalker has the following chances of obtaining a magical weapon:

HIT DICE	+1	+2	+3
17	20%	10%	5%
18	25%	15%	10%
19	30%	20%	15%
20	35%	25%	20%

This scythe is jet black and delivers 2-20 points of damage per hit (plus any magical bonus); a gravewalker is able to make two attacks per round with this weapon. A gravewalker is considered proficient in this weapon regardless of any proficiencies in its previous existence.

In addition to its scythe, the gravewalker also retains its full compliment of priest spells, plus any additional spells its god wishes to grant it. These spells are gained and cast as per a priest of the level corresponding to the gravewalker's hit dice.

The gravewalker's final weapon is its chilling voice; anyone who listens to a gravewalker speak for more than one round must make a saving throw versus spells; those who fail are struck with a feeling of hopelessness (as per the ** emotion ** spell) and immediately suffer the effects of a ** chill touch ** spell. Anyone who succeeds in making the saving throw is not affected for the current round; a new saving throw must be made each round. A gravewalker's speech is affected by magic such as a ** silence ** spell.

Although they possess great intelligence, theirs is an unnatural intellect; therefore, like most undead, gravewalkers are unaffected by sleep and charm spells. In combat, only weapons with a +2 or better enchantment may harm a gravewalker.

Habitat/Society: A gravewalker normally inhabits unholy sites and graveyards, as they seem to obtain sustenance from these places. However, as they also need a supply of human or demi-human blood to continue their existence, gravewalkers will often venture into towns and cities in search of victims; they will do so only at night. Unlike the vampire, a gravewalker lacks fangs; therefore, the victim is usually torn assunder to allow the gravewalker access to the blood. Because of this, a gravewalker's blood drain is not considered a special attack mode, since this is not done until after the victim is killed by other means.

An individual killed and drained of blood by a gravewalker may not be raised or resurrected until the body is brought to a holy site to receive a ** remove curse ** spell from a good-aligned priest; this priest's level must be at least equal to the gravewalker's hit dice. Even if a victim is successfully returned to life, he will be haunted by nightmares of his attacker for the rest of his life; more often than not, insanity is the result. The only way to remove this condition is to track down and kill the offending gravewalker (the victim's nightmares will often give clues to the whereabouts and identity of the gravewalker in question; for instance, the nightmares are more intense and occur more often, the closer the victim is to the gravewalker.) The afore mentioned curse and nightmares only occur if the victim is actually drained of blood; they do not occur if the gravewalker simply kills the victim, but fails to drain its blood.

Ecology: The arch-enemies of a gravewalker are, naturally, paladins and priests of the gods (forces) of good; they will often seek out and destroy these agents of good.

Golem, Bone

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary

ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 (70 hp)
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	18,000

The bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly 6 feet tall and weight between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

Combat: Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Bone golems attack with their surprisingly strong blows and sharp, claw-like fingers. Each successful hit inflicts 3-24 (3d8) points of damage. They can never be made to use weapons of any sort in melee.

In addition to the common characteristics of all Ravenloft golems (described previously), bone golems take only half damage from those edged or piercing weapons that can harm them.

Bone golems are immune to almost all spells, but can be laid low with the aid of a *shatter* spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a saving throw vs. spells to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail *both* checks are instantly stricken dead with fear.

Golem, Necrophidius

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9

HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Fearless (19-20)
XP VALUE:	270

The necrophidius, or "death worm," is built and animated for a single task, such as protection or assassination. It has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch. The necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A necrophidius is constantly moving with a macabre grace.

Combat: The necrophidius prefers to surprise opponents, and its silence imposes a -2 penalty to their surprise rolls. If the necrophidius is not surprised, it performs a macabre maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the *hypnotism* spell. This allows the necrophidius to attack without opposition.

Besides taking damage as indicated, a bitten victim must make a saving throw vs. spell or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by *dispel magic*; *neutralize poison* is useless.

This creature acts and reacts as if it had Intelligence 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.

Harriers of Arhed

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	None
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (See Below)
ALIGNMENT:	Neutral or Neutral Good
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	75 Hit Points (treat as a 15th level Fighter)
THAC0:	6
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Forgetfulness
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Tall)
MORALE:	Fearless (19-20)
XP VALUE:	3,000

These are undead fighters. They can be turned only on the most difficult category (special). They look like rather solid shadows. They can pass through solid material at will (unless the material is heavily enchanted).

Combat: They will regenerate completely in one day. Their touch cause a combination of a compulsive need to leave and a ** forget ** spell. If the opponent does not save versus spell they will leave the area and forget about the place for several hours.

Habitat/Society: Harriers of Ahred are often used as guardians of secret places.

Ecology:

Haunt

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Individual
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	0/victim's AC
MOVEMENT:	6/as victim
HIT DICE:	5/victim's hp
THAC0:	15
NO. OF ATTACKS:	1/1, as 5-HD monster
DAMAGE/ATTACK:	See below/by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	Champion (16)
XP VALUE:	2,000

(Note: Statistics separated by a slash: those to the left refer to the natural state, those to the right are for a possessed victim.)

A haunt is the restless spirit of a person who died leaving some vital task unfinished. Its sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from this world.

Haunts may assume either of two forms, at will: a hovering luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. In the later state, haunts look like groaning spirits, spectres, or ghosts, and are often mistaken for them. Transformation from one state to the other takes one round.

Combat: A haunt must remain within 60 yards of where it died, unless it takes control of a victim's body. This 60-yard radius is called the haunt's domain.

A haunt attacks mindlessly, and always targets the first human or demihuman that enters its domain. It will continue to attack until possession is achieved or the intended victim leaves the haunt's domain.

The touch of a haunt drains 2 points of Dexterity per hit. As the character's Dexterity is drained, he suffers not only the penalties of lowered Dexterity, but increasing numbness creeps over his body. If Dexterity reaches 0, the haunt slips into the body and possesses it. Once the body is possessed, Dexterity returns to normal.

The haunt uses the host's body to complete its unfulfilled task. The task need not be dangerous, although it often is. Once the task is completed, the haunt passes on to its final rest and the victim regains control of his body. When the haunt leaves a victim, the character has a Dexterity of 3. Lost Dexterity points are regained at the rate of 1 point

for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where that body was killed.

If the victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the victim using the victim's own hands. Unless the victim's arms are being restrained, the strangulation begins the round after the haunt takes control of the body. On the first round the victim suffers 1 point of damage, on the second 2, on the third 4, and so on, doubling each round until the victim is dead or the haunt is driven off.

Attacks on a possessed character will cause full damage to the character's body. If attacked, the haunt will use whatever weapons and armor the victim carries, but it cannot use any items that would require special knowledge (spells, scrolls, rings). The only safe way to free the victim is by casting *hold person* or *dispel evil (good)*. If *hold person* is cast, the haunt must make a successful saving throw vs. paralyzation or be ejected from the body; *dispel evil (good)* destroys the haunt forever.

Haunts are linked to the sites where they died and therefore cannot be turned by priests. When in the natural state (i.e., not possessing a body) haunts may be struck only by silver or magical weapons, or by fire. Weapons cause only 1 point of damage, plus the magical bonus (if any). Normal fire causes 1 point of damage per round, but magical fire inflicts full damage. If a haunt is reduced to 0 hit points, it loses control of its form and fades away. The haunt reforms in one week to haunt the same location again until its task is completed.

Habitat/Society: The exact task to be accomplished varies, but the motives are always powerful -- revenge, greed, love, hate. Often great distances need to be traveled before a task can be completed, and haunts will drive their hosts mercilessly toward the goal, ignoring the need for food or sleep.

A few haunts (10%) retain some knowledge of their former lives and can be communicated with. Often these haunts feel remorse at having to prey upon the living, but the force of the uncompleted task is too powerful for the haunt to resist.

Ecology: Haunts cling to this world by force of will alone. They have no treasure of their own unless it is connected to their quest. They prey only on humans and demihumans.

Haunt, Wall

CLIMATE/TERRAIN:	Buildings, Astral Plane
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Continuous
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	H
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1 (See Below)
ARMOR CLASS:	-5 (See Below)
MOVEMENT:	24
HIT DICE:	7
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Paralyzation, fear, life drain
SPECIAL DEFENSES:	Immune to normal weapons
MAGIC RESISTANCE:	50%
SIZE:	Variable
MORALE:	Fanatic (17-18)
XP VALUE:	5,000

Wall Haunts are malevolent beings of the astral plane. In their natural form, wall haunts are smokey white blobs of amorphous quasi-matter.

They haunt the walls, ceilings and floors of man-made structures, phasing into them and moving throughout the structure at will. From this vantage point, they can feed off of and otherwise torment beings in the prime material plane.

Combat: Wall Haunts attack by creating a pseudopod from a wall or ceiling and lashing at a victim. This pseudopod can be up to 10 feet in length. Items in a room can also be animated in this way.

Victims struck by a pseudopod must save vs paralyzation or be unable to move for 2d4 rounds. The haunt will then either drain the victim's life energy on the spot (1 hit die/round) or draw the victim through the wall or ceiling into the astral plane to be devoured at its leisure. The haunt cannot drain levels unless the save vs paralyzation has been failed. A common wall haunt tactic is to seize victims while they are sleeping, and helpless. Any creature drained by a wall haunt is irrevocably slain. Creatures seeing a wall haunt in action must save vs spells or flee in terror.

Wall haunts have limited telepathy, and can communicate with inhabitants of the building (usually to terrorize them). They also have telekinesis, and can produce a wide variety of acoustic and physical effects. When it matters, their telekinesis is the equivalent of strength 12.

Detecting wall haunts is difficult. The area will have a slight but noticeable patina of evil, and unexplained moist or cold spots may tend to appear in dark corners of the building. Wall haunts can only be directly attacked on the astral plane, or by weapons whose effects extend into that plane. There they have an effective AC of -5.

Habitat/Society: These creatures haunt occupied buildings and caverns. The number of haunts a building will have varies with the number of people it can support. As a rule of thumb, there is rarely more than one haunt per 10 people. Wall haunts are solitary creatures with no known culture.

Ecology: Wall haunts feed of the life forces of the living, but they are not really undead. They attach themselves to a building, and parasitize those within. It takes 24 hours for a wall haunt to leave a building; burning it down will utterly destroy the haunt.

Heucuva

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2-4)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Hit only by silver or +1 weapons
MAGIC RESISTANCE:	See below
SIZE:	M (5'-7' tall)
MORALE:	Steady (11)
XP VALUE:	270

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 heucuvan 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 heucuvan 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 unpious 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.

Lich

	Lich	Demilich
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	See below
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (19-20)	Supra-genius (19-20)
TREASURE:	A	Z
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	0	See below
MOVEMENT:	6	See below

HIT DICE:	11+	See below
THAC0:	9	9
NO. OF ATTACKS:	1	See below
DAMAGE/ATTACK:	1-10	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+1 or better magical weapon to hit	See below
MAGIC RESISTANCE:	Nil	See below
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	8,000	10,000

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.

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 brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards of at least 18th 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.

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.

The aura of magical power which surrounds a lich is so potent that any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save vs. spell or flee in terror for 5-20 (5d4) rounds.

Should the lich elect to touch a living creature, its aura of absolute cold will inflict 1-10 points of damage. Further, the victim must save vs. paralysis or be utterly unable to move. This paralysis lasts until *dispelled* in some manner.

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more Hit Dice 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. Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.

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, lichs 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, lichs are able to use any magical objects which they might possess just as if they were still alive.

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.

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, lichs 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 lichs 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.

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 survival throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

Demilich

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 powers 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, it will assume a manifestation which looks much like the lich's earlier undead form and has the powers and abilities of a ghost, but which cannot be turned.

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.

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 5-8 (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 1-10 days.

Archlich

From time to time, sages have heard rumors of lichs having alignments other than evil, and even lawful good lichs apparently have existed. There have even been reports of priests who, in extreme circumstances, have become lichs. These reports have recently been verified, but the archlich is as rare as Roc's teeth.

Living Wall

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Assimilation (see below)
INTELLIGENCE:	Variable (3-18)
TREASURE:	Variable
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	8 (Base)
MOVEMENT:	Nil
HIT DICE:	8 (Base)
THAC0:	Variable
NO. OF ATTACKS:	Variable
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L to G+(Rectangular area)
MORALE:	Fearless (20)
XP VALUE:	2,000 to 100,000+

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 who 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, 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 of 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 attracts 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 who 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.

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 one or two inhabitants of Ravenloft, is that living walls also arise as rare manifestations of Ravenloft's power, 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.

Mist, Vampiric

CLIMATE/TERRAIN:	Non-arctic/Swamps and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	(D)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-3
ARMOR CLASS:	4 (8 when substantial)
MOVEMENT:	12 (6 when substantial)
HIT DICE:	3
THAC0:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-8' tall)
MORALE:	Elite (13-14)
XP VALUE:	270

These gaseous monsters prey on all living creatures, enveloping them with their gaseous tendrils, then draining their blood for food.

Vampiric mists appear as thick, billowing clouds, 5 to 8 feet in diameter. Color ranges from pale pink when hungry to crimson red when sated. Vampiric mists speak no language, but they communicate through a limited form of telepathy. These creatures reek of old blood and are often smelled before seen.

Combat: Vampiric mists automatically sense the presence of any warm-blooded creature within 50 feet. Hungry mists take the shortest route possible to the victim, navigating by touch, flowing easily over water or through narrow cracks. Their path can be blocked by nonporous obstacles, but vampiric mists are intelligent and if any reasonable path exists they will find it.

All vampiric mists have maximum hit points (8 per die) when full, but they are almost never encountered in this state. For each 12 hours a mist goes unfed, it loses 1 hit point. Vampiric mists whose hit point totals reach 0 due to starvation die. To regain hit points, vampiric mists must drain fresh blood from living victims (hence the mist's name). For each 2 hit points of blood drained, the mist regains 1 hit point.

A vampiric mist may attack one victim per round by reaching out with a gaseous tendril. Targets of a vampiric mist are treated as AC 10. Modify this number by the victim's Dexterity, and by the magical protection worn (+1, +2, etc.) but ignore magical shields. The touch of a vampiric mist drains 1d8 points of blood. A hit 4 above the needed to hit number means the mist has enveloped its victim. Enveloped victims are automatically hit each round until either the mist dies, finishes feeding, or retreats. Attacks by other characters against an enveloping vampiric mist divide their damage evenly -- half against the mist, half against the victim. Only the enveloped victim may attack the mist without harm to himself. However, because of the disorienting effect of rapid blood loss, enveloped victims may not use any spells or magical devices that require concentration.

While blood draining is mainly used to feed, the ability can also be used in defense by sated vampiric mists. Extra blood is simply dumped upon the ground.

Normally, a vampiric mist is damaged only by magical weapons or by spells that effect air. *Lightning bolt* and *magic missile* are also effective. However, immediately after reaching maximum hit points a vampiric mist takes on substance. This substantial stage last 1d6 turns. During this time the mist's movement rate slows to 6, its AC drops to 8, and it may be hit by normal weapons.

Blood draining is not a form of regeneration; a mist that loses hit points in combat must heal those points normally. Keep track of a mist's current hit points and its maximum possible for that combat (this total starts at 24 and goes down with damage caused to the mist). Each time the mist is wounded, reduce both the current hit points and the maximum. If the current hit point total ever reaches 0, the mist dies. Hit points gained by draining blood are added to the current hit points, which cannot exceed the maximum total (24 minus damage to the mist). Hit points lost due to starvation are subtracted from the current hit points only. The current hit points may never exceed the mist's maximum hit point total. (After the current battle is over, the maximum hit point totals for any surviving mists return to 24.)

Habitat/Society: These dread monsters inhabit both swamps, where they creep along mixing in with morning and night fog, and subterranean caverns, where they stalk prey in absolute darkness. Vampiric mists attack at night or early morning, flowing over the ground in search of warm-blooded victims. They prefer lone victims, but hungry mists sometimes raid towns at night, slaying livestock and draining victims in their sleep, before slipping out at dawn.

Ecology: First thought to be immature forms of crimson death, it is now known that these fiends were deliberately created by a powerful vampire wizard.

Vampiric mists reproduce by division. A mist is 10% likely to divide during its substantial stage immediately after feeding. The two mists created have 3 Hit Dice each, but only 4 hit points per die (thus they are born ravenously hungry).

Vampiric mists prey on all warm-blooded creatures. No animals hunt vampiric mist deliberately, though stirges, leeches, and other bloodsuckers are sometimes drawn (fatally) to their smell. Vampiric mists have no known life span. They live until they starve, are slain, or reproduce.

Mummy

CLIMATE/TERRAIN:	Desert subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	None

INTELLIGENCE:	Low (5-7)
TREASURE:	P, (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (15)
XP VALUE:	3,000

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.

Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong.

Combat: Mummies are horrific enemies. A single blow from one's arm inflicts 1-12 points of damage, and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1-6 months. 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. *Cure wounds* spells have no effect on a person inflicted with mummy rot and his wounds heal at 10% of the normal rate. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease.

The mere sight of a mummy causes such terror in any creature that a saving throw versus spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. 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 can be harmed only by 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 *resurrection* 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 resurrect. 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 1-3 points of damage. A flask of burning oil inflicts 1-8 points of damage on the first round it hits and 2-16 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2-8 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 rounds.

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.

Mummy, Cloud Giant

CLIMATE/TERRAIN:	Arid mountain regions and magical cloud islands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Genius (17-18)
TREASURE:	A, G, Sx4, U, Z
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-10
ARMOR CLASS:	-6
MOVEMENT:	18
HIT DICE:	102 Hit Points
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-36/2-24
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	80%
SIZE:	H (24' Tall)
MORALE:	Fearless (19-20)
XP VALUE:	13,450

Cloud giant mummies are an unusual and rare form of mummy. They are made in the same manner as conventional mummies except the body of a cloud giant is used.

Combat: Cloud giant mummies fight to the death to prevent the looting of their charges. If they die they teleport to their crypt where they spend 1-4 weeks regenerating. They project an aura of fear in a 15' radius around them.

When in combat any hit requires a save vs. paralyzation else the victim is paralysed until either a wish or limited wish is used to free them, while in the paralysed state no food or water is needed and the body can survive for one year, before being destroyed.

If the to hit roll is a 20, then a save vs paralyzation must be made, this time in order to avoid a lethal disease being inflicted.

They can hurl rocks at the rate of two a round up to 100' away for 2-12 points of damage per rock.

They are surprised only on a 1 in 20 chance.

The only weapons that damage them are those with a +3 or better enchantment. They regenerate 4 hit points per round. If attacked by fire they take double damage. They have 2 major and 6 minor psionic disciplines, they can use those available to clerics or fighters.

Habitat/Society: Cloud giant mummies are typically the guardians of very rich tombs.

Ecology:

Mummy, Greater

CLIMATE/TERRAIN:	Any desert or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	V (Ax2)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8+3 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8,000 See below

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 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.

Combat: Greater mummies radiate an *aura of fear* that causes all creatures who 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 (see the Age & Ability table at the end of this entry for exact details). 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. 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. Only one form of magical healing has any effect -- 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*.

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 who 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) are lost forever.

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 from 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 20th 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 & Lore* in their games, greater mummies are most often priests of Osiris, Set, and Nephthys. For those using *The Complete Priest's Handbook*, they are usually associated with the worship of ancestors, darkness, death, disease, evil, guardianship, and revenge. (If neither of these works is being used in the campaign, simply assign the mummy powers as if it were a standard high-level cleric.)

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 in Ravenloft. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

Age & Ability Table

Age	To Hit	AC	HD	THAC0
99 or less	+1	2	8+3	11
100-199	+1	1	9+3	11
200-299	+2	0	10+3	9
300-399	+2	-1	11+3	9
400-499	+3	-2	12+3	7
500 or more	+4	-3	13+3	7

Age	Align	Wis	Magic	Disease
99 or less	LE	18	Nil	1d12 days
100-199	LE	19	5%	1d10 days
200-299	LE or CE	20	10%	1d8 days
300-399	CE or LE	21	15%	1d6 days
400-499	CE	22	20%	1d4 days
500 or more	CE	23	25%	1d3 days

Age	Level	XP	Fear	Mummies
99 or less	16	18,000	-1	1d4
100-199	17	10,000	-2	2d4
200-299	18	12,000	-2	3d4

300-399	19	14,000	-3	5d4
400-499	20	16,000	-3	6d4
500 or more	20	18,000	-4	7d4

Notes:

To Hit indicates the magical plus that must be associated with a weapon before it will inflict damage to the mummy.

AC is the Armor Class of the monster.

HD are the number of hit dice that the mummy has. Greater mummies are turned as if they had one more Hit Die than they actually do, so a 250 year old (10+3) is turned as if it had 11 Hit Dice. Any mummy 300 years old or older is turned as a "special" undead.

THAC0 is listed for the various Hit Dice levels of the mummy to allow for easy reference during play.

Alignment 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 is the creature's Wisdom score. 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 as listed in the *Player's Handbook*.

Magic is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.

Disease is the length of time it takes for a person infected with the mummy's rotting disease to die.

Level indicates the creature's level as a priest. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.

XP lists the number of experience points awarded to a party for battling and defeating a greater mummy of a given age.

Mummies indicates the number of normal mummies that the creature will have serving it when encountered.

Fear indicates the penalty to those making fear checks due to the evil influence of the greater mummy's foul aura.

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 Anhktepote, the Lord of Har'akir, 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 or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepote in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepote. 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 Anhktepote 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.

Phantom

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	9
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	Varies, usually M
MORALE:	Nil
XP VALUE:	Nil

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.

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 enchantment 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 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.

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 becoming 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 is that 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.

Poltergeist

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-8
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	½
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Invisibility, silver or magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	65

Poltergeists are the spirits of restless dead. 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 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.

Combat: A poltergeist attacks by throwing a heavy object -- any nearby object that a strong human can throw will suffice. It has the same chance to hit as a 5-HD monster (hence its adjusted THAC0 in the statistics given above). If the victim is struck he suffers no damage (treat the use of deadly weapons such as knives and swords as terrifying near misses), but 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. 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; these are treated as if they were ghouls on the Turning Undead table. Wandering poltergeists may be turned or destroyed by a priest as if they were skeletons.

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 corporeal 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. Bonded spirits are stronger than wandering spirits (wanderers never have more than 3 hit points).

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 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.

Revenant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Not applicable
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	8
THAC0:	13 (base)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16

SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	See below
XP VALUE:	3,000

Revenants are vengeful spirits that have risen from the grave to destroy their killers.

The revenant appears as a spectral, 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.

Combat: A revenant attacks by hooking its claw-like hands around its victim's throat. This strangulation causes 2d8 points of damage each round. It will not release its grip until either the revenant is destroyed or its victim is dead. It never uses weapons.

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.

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.

Although it is undead, the revenant is motivated entirely by self-will. Therefore, as it is not inherently evil, it is not affected by holy water, holy/unholy symbols, or other religious paraphernalia. It cannot be turned by priests nor can it be raised or resurrected.

Habitat/Society: Under exceptional circumstances, a character who 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 and has at least the hit points and saving throws of an 8-Hit Die creature. Its alignment is neutral, regardless of its alignment in 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.

The revenant's body does decay, though at a slower rate than normal. Within three to six months, the corpse decomposes rapidly and the revenant's spirit returns to the plane from which it came. When the revenant has completed its mission, the body immediately disintegrates and its spirit finally rests in peace.

A revenant does not attack innocents except in self-defense. If necessary, the revenant can use cunning to get to its prey.

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.

Revenite

CLIMATE/TERRAIN:	Any desolate ruins
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (darkness and night)
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Q (x3), X, Y
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	15, Fly 30 (B)
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Temporary energy drain
SPECIAL DEFENSES:	+1 or better to hit
MAGIC RESISTANCE:	Immune to all sleep, charm, hold, and cold-based attacks
SIZE:	M (6' Tall)
MORALE:	Champion
XP VALUE:	5,000

The Revenite appears as a semi-transparent humanoid figure, and is often confused with ghosts or spectres. They are, in fact, almost indistinguishable from spectres.

Combat: The Revenite despises the living, and will attack on sight, unless they appear to be at a disadvantage. They are quite intelligent, even in undeath, and will use tactics suitable to their guile.

The touch of a Revenite causes 1d8 damage, and also temporarily drains one life-energy level from the victim. The level drain lasts until the victim undergoes complete bed rest for a full 24 hours. If a victim is drained 2 levels, 48 hours of bed rest are required, 3 levels, 72 hours, etc.

Any mortal completely drained of life-energy levels by the revenite will become a zombie of 2 hit dice under the revenite's control. There is, fortunately, a way to recover a lost character: a ** raise dead ** spell on the newly formed zombie will destroy its undead status, and a second ** raise dead ** will raise the character again, bringing him back to normal life. Unfortunately, the procedure will result in the loss of two constitution points.

The Revenite may also be able to perform a special attack, depending upon the revenite's background. A ** raise dead ** spell cast upon the revenite will destroy it.

Habitat/Society: The revenite has no society, except the one it creates. Revenites come into being in the following manner:

If a mortal, always for reasons of greed or evil, destroys a village (or keep, or anything housing a lot of people) and is then denied his ultimate goal, he will become a revenite upon death. The reason for this is that the gods of good despise him for his evil or greedy ways, and the gods of evil consider him a fool for not being able to achieve his goal. Without divine sympathy, it is impossible for the mortal to enter the afterlife, and therefore becomes the revenite. The gods often throw in an added curse, befitting the revenite's crimes. Sometimes, however, this curse can be used against its opponents.

Ecology: Revenites exist in the ethereal plane, and are not harmed by light, but they do dislike it, and tend to remain in the darkness whenever possible. The Revenite will roam the ruins of the town that he destroyed, and may venture no more than a mile away for short periods.

Shadow

CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Rare
ORGANIZATION:	Roving bands
ACTIVITY CYCLE:	Night or darkness
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-20 (2d10)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	420

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch.

Shadows 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.

Combat: As shadows exist primarily on the Negative Material Plane, they have the ability to drain the life force of their victims. The chilling touch of a shadow inflicts 2-5 points of damage to its victim as well as draining one point of Strength. Lost Strength points return 2-8 turns after being touched. 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. The newly formed shadow is then compelled to join the roving band and pursue a life of evil. Other living creatures 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. They can be turned by clerics.

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. In fact, such earthly baubles only help to remind the creatures of their former lives. Instead, the furious undead 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: According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. 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 the Negative Material Plane. Only a shadow of their former self remains on the Prime Material 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 the Negative Material Plane. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Negative Material forms.

Shadow, Ether

CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or darkness
DIET:	Living beings
INTELLIGENCE:	Highly
TREASURE:	F
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Fly 12 (A)
HIT DICE:	8+8
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-7 + special
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Tall)
MORALE:	Special
XP VALUE:	3,000

Ether shadows, also known as greater shadows, are the progenitors of the more common shadows of monster fame. Like shadows, their chilling touch drains Strength at the increased rate of two points per hit. Lost Strength returns after 3d6 turns. A human or demihuman drained to zero Strength or hit points by an ether shadow becomes a shadow of the type described in the *Monstrous Manual* and *Monstrous Compendium*.

Combat: In order to combat an ether shadow, it's necessary to follow it to the ethereal plane or to the plane on which it was originally created. On either plane, it is always partially materialized and may be affected by magical weapons and by all but a few spells (ether shadows are immune to sleep, charm, and hold spells, and all cold-based attacks).

An ether shadow can change its body at will into any shape it desires, though that shape will always be made of the same shadow-stuff. It can also vary the exact shade of its substance and so may appear as the three-dimensional creature it is rather than a patch of darkness like ordinary shadows. Regardless, the ether shadow

is always black or some shade of grey. If it chooses to remain its normal, featureless black, it is 90% undetectable in any light less bright than a continual light spell.

Habitat/Society: Ether Shadows may travel freely through the ethereal plane to manifest themselves as apparitions on any bordering plane. They have no power to materialize on those planes, so can neither physically affect nor be affected by anything on them. The only thing they can do is insinuate themselves into and control the dreams of any sleeper they discover - a power that lends credence to the notion that dreams are an other-planar experience. While an ether shadow may cause no actual harm to a dreamer, it can use this power to communicate freely, or more likely to plague the dreamer with nightmares of the worst calibre.

Ecology: Ether shadows are created in a dark ritual that divides a creature's essence into three parts, causing it to exist simultaneously on the ethereal plane, the negative material plane, and the prime material plane on which the ritual was performed (other information on Erebus, the ether shadow of *the Ghosts of Mistmoor* has been deleted).

Shadow, Grave

CLIMATE/TERRAIN:	Graves, ruins and subterranean chambers
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or darkness
DIET:	Living Beings
INTELLIGENCE:	Average
TREASURE:	H
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1-2
ARMOR CLASS:	-2
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10 + special
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	30%
SIZE:	M (6' Tall)
MORALE:	Special
XP VALUE:	12,000

This is a rarer, more powerful form of a shadow.

Combat: The can only be hit with +2 or better weapons, and are immune to death magic, cold-based attacks, slow and hold spells.

The grave shadow chilling touch does 1d10 points of damage and each touch drains one level of experience. If the player survives the assault, he will regain lost levels at a rate of one per month. If a demi-human or human is reduced to zero hit points or levels, he becomes a shadow. The grave shadow can cast any of the following spells at a rate of once per round:

- ** mirror image **
- ** web **
- ** slow **
- ** curse **
- ** continual darkness **
- ** sleep **
- ** hold monster **
- ** symbol of despair **
- ** dispel magic **

Habitat/Society:

Ecology:

Skeleton

	Skeleton	Animal	Monster
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-30 (3d10)	2-20 (2d10)	1-6
ARMOR CLASS:	7	8	6
MOVEMENT:	12	6	12
HIT DICE:	1	1-1	6
THAC0:	19	20	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1- 4	Special
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6' tall)	S-M (3'- 5')	L-H (7'-15')
MORALE:	Special	Special	Special
XP VALUE:	65	65	650

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.

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 1-6 points of damage when they hit. Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1-2 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.

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.

Skeleton, Giant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Fearless (20)
XP VALUE:	975

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 in Ravenloft were created by the undead priestess Radaga in her lair within the domain of Kartakass. 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 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 belief 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 Ravenloft have failed, so it is clear that they are in some way linked to the Dark Powers 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 rises up. The the creator must make a Ravenloft Powers check for his part in this evil undertaking.

Skeleton, Warrior

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	9+2 to 9+12
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+3 to attack roll)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (6'-7' tall)
MORALE:	Champion (15)
XP VALUE:	4,000

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.

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 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 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 an innate ability, 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.

Spectre

CLIMATE/TERRAIN:	Desolate dungeons and ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness and night
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Q(x3), X, Y
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	15, Fl 30 (B)
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	3,000

Spectres are powerful undead that haunt the most desolate and deserted of places. They hate all life and light.

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.

Combat: Spectres exist primarily on the Negative Material Plane 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 the Negative Material Plane.

The chilling touch of a spectre drains energy from living creatures. A successful attack inflicts 1-8 points of damage and drains two life energy levels from the victim. 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.

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.

Specter Lord

CLIMATE/TERRAIN: Desolate Dungeons and ruins

FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or Darkness
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	A, U,
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Energy drain
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	+3 or better weapon to hit
MAGIC RESISTANCE:	40%
SIZE:	M (6' Tall)
MORALE:	Fearless (19-20)
XP VALUE:	10,000

Specter Lords can be confused with normal specters because they are similar, but if a cleric tries to turn the Specter Lord, he/she feels a tremendous wave of evil emanating from the Specter Lord.

Combat: Spectre Lords exist primarily on the Negative Material Plane and can therefore be attacked by beings on the Prime Material Plane only with magical weapons. But, unlike normal specters, daylight doesn't make spectre lords powerless by weakening their ties to the Negative Material Plane.

A spectre lord can un-turn spectres by rolling "turn-dead" on the spectre as a 14th level cleric. It takes only half-damage from weapons. It can cast spells as per 10th level cleric. The spectre lord's touch drains 2 levels and slays outright on a natural 20. It is immune to light, fire, and cold-based spells.

They are non-material beings (hence can pass through ordinary matter) and can plane shift to the negative material plane and back, always returning to the same point on the prime material plane where they left. A spectre lord regenerates lost hit points at a rate of 3 hit points per turn at the negative material plane.

Habitat/Society: Spectre Lords are solitary, but some enclaves exist where a spectre lord has managed to drain mortals of life. The others are known collectively as the followers. In this arrangement, the Specter Lord 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 spectre lord is slain, all followers become independent and can travel anywhere they wish. Once a character becomes a spectre, recovery is nearly impossible, requiring a special quest.

Spectre lords 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.

Spectre lords 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 lord was or how it came to be; the few facts detailed above are all that is known with any degree of certainty. Some believe that the first specter lord was created because a powerful specter drains a whole community, hence gaining phenomenal power.

Troll, Spectral

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-6/3-6/3-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10')
MORALE:	Champion (15)
XP VALUE:	1,400

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. The trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using "trollspeak", a guttural mishmash of common, giant, goblin, orc, and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.

Combat: Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +8 damage bonus. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creature recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

When using an edged weapon, it is possible to sever the thin limbs of a troll (a natural 20 with an edged weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze, heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the body once the battle is over. Limbs unable to reach the body to die within 24 hours, but this is of little consequence since trolls regenerate lost body parts (including the head) within a week. If a troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece. Only fire and acid cause permanent damage to trolls. These forms of attack destroy its regenerative ability. A troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally (25%) throw stones before closing with their victims. Thrown stones have a maximum range of 20 yards, weigh 10 to 20 pounds, and inflict 1d8 points of damage. If confronted by a large natural or magical fire, trolls try to find some way around the flames. Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

Habitat/Society: Trolls can survive in all climates, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; trolls suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and are 90% undetectable. Anyone who steps on a trollhole is 75% likely to fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain. She casts priest spells at 7th level; spheres typically include Charm, Divination, Sun (Darkness only), and Weather. Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, on occasion, attack and devour entire humanoid villages.

Ecology: Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.

Spectral Troll

Spectral trolls, taking material form only in darkness, are tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal trolls in all respects except color, their jet black skin and hair make them easily distinguishable from other trolls. Spectral

trolls have the same attacks as regular trolls and can divide them among many opponents. A silver or magical weapon is needed to attack them, making the final disposition of a spectral troll an even trickier prospect.

Being undead, spectral trolls can be turned by priests as though they were specters. It is noted that a humanoid slain by a spectral troll becomes one itself in three days, unless a proper burial ceremony is performed by a priest of the victim's religion. Spectral trolls vanish in direct sunlight. They do not take damage from sunlight, they merely fade from view and reappear at the same spot at nightfall. Even those captured, unconscious, or trapped in *temporal stasis* have escaped permanent imprisonment in this manner.

Spirit Trolls

The spirit troll is an odious mutation of the spectral troll. Several schools of thought completely separate this creature from the spectral variety, presenting evidence that the spirit troll is a perverted magical interbreeding of trolls and invisible stalkers. The spirit troll is invisible; characters able to see invisible objects observe it to be very similar to a troll, slightly shorter and with diffused features. The spirit troll can only be hit by magical weapons. Fire inflicts full damage, but it is invulnerable to cold-based attacks. It regenerates as does a troll, and at the same rate.

It attacks with its fangs and two sharp claws, against three different opponents if it so desired. The damage inflicted by its fangs (2d4+2) is normal damage, except that the spirit troll adds the damage to its own hit points -- in effect healing itself! The damage inflicted by the spirit troll's claws (1d4+2) is taken not only from the victim's hit points but also from Strength. Strength points lost in this way are recovered in 2d4 turns. If a character's Strength is reduced to 0, the PC dies. If the Strength is reduced to 1 or 2 points, the PC is rendered comatose, only recovering when (and if) sufficient hit points are recovered to raise the Strength to 3 or more. The spirit troll has an acute sense

of smell and superior, 120 foot-range, infravision.

Vampire

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-10
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (5 ^{1/2} -6 ^{1/2})
MORALE:	Champion (16)
XP VALUE:	
Western	8,000
Eastern	9,000

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 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 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

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. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without harming them in any way. 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 corporeal form. If the defeated vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

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.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume *gaseous form*. In this state, they are all but immune to attack and can escape from almost any confinement. In addition, vampires can *shape change* so as to take on the form of a large bat (hence the flying movement rate given above).

Vampires can summon lesser creatures for aid. 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 2-12 rounds.

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.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror 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 vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. 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. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. 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 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.

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.

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. In all cases, of course, the new vampire becomes chaotic 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 life force from living creatures. 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.

Eastern Vampires:

This breed of vampire is, if anything, even more frightful than its western cousin. Although they share many of the western vampire's strengths and weaknesses, they have the ability to fade from sight at will. Once they have become *invisible*, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. These monsters are unable to *charm* their victims, however, and cannot assume *gaseous form* at will as western vampires can.

Wight

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-16 (2d8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	See below
SIZE:	M (4'-7')
MORALE:	Elite (14)
XP VALUE:	1,400

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.

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 1-4 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 1-4 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.

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 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 4+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 2-8 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 live in barrow mounds, catacombs, and other sepulchral places. They 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 Negative Material planes simultaneously. It is this powerful link to the negative world 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.

Wight, Greater

CLIMATE/TERRAIN:	Catacombs, swamps, and other unwholesome places
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See Below
INTELLIGENCE:	High (13-14)
TREASURE:	Bx2
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1-4 + 2-16 Lesser wights
ARMOR CLASS:	4
MOVEMENT:	12

HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Silver or +2 or better weapons to hit, regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Tall)
MORALE:	Champion
XP VALUE:	3,000

Greater wights are more powerful cousins of the Wight. They are identical to wights in every other aspect except for those listed below.

Combat: Like wights, greater wights have an energy drain. They also have a much more feared variant on the theme. Once a round, a greater wight can launch a finger at a victim to a range of 30 yards and hitting with a THAC0 of 13. If the hit succeeds, the victim loses 1 level and suffers 1d4 hit points of damage. The finger must be removed on the round it hits, preventing any further action. The finger then burrows into its victim like a rot grub. The victim suffers 1d4 hp per round, losing a level each time. A save vs. paralyzation at -2 per round cumulative is incurred to avoid fainting. A second finger doubles the penalties, a third triples them, etc. The finger reaches the victim's heart in 3-12 rounds killing him and turning him into a greater wight. After the first round, any powerful curing spell such as heal, or restoration will destroy the finger. Remove curse is also effective.

Habitat/Society: Greater wights are usually leaders of wight groups. For any grouping of wights, there is a 50% chance that there will be 1d6 greaters present.

Ecology: Greater wights are abominations like wights. The only way a greater wight can produce more of its kind is with the finger attack. Normal energy drains create wights.

Wraith

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 24 (B)
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	2,000

The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy.

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.

Combat: The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1-6 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 experience points 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 2-8 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 themselves for the most advantageous moment to attack. Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking. Any human killed by a wraith becomes a half-strength wraith under its control (e.g., a 10th-level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him).

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.

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 who 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.

Wraiths, War

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (12)
TREASURE:	Nil

ALIGNMENT:	Chaotic Evil
NO. APPEARING:	Special (1d6)
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6 + Special
SPECIAL ATTACKS:	Whispering
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	16
XP Value:	1,400

These unnatural entities may be some of the Demiplane of Dread's rarest horrors, for they have only been seen in the aftermath of large battles. They haunt the fields where the wounded lay dying, and do not linger long once they arrive. Some who speak of war wraiths claim they "may only walk upon soil still wet with the blood of war." To date, they have only been sighted haunting the battlefields where Necropolis borders Falkovnia, although the occasional Tepestani legend can be heard telling of war wraiths haunting Arak in the days after all life was scoured from its surface.

From a distance, a war wraith appears only as an unearthly, misty light, easily mistaken for a will o' the wisp. However, when within 90' they can be seen more clearly, appearing as a spectral skeleton still clad in tightly-stretched, paper-thin skin. The skeleton seems to be that of a human, but with subtly fiendish features. Although war wraiths look insubstantial, as if made up of nothing but a dimly glowing, silvery mist, they behave like solid creatures. (Van Richten would classify them as corporeal manifestations.) More disturbingly, anything they touch comes away smeared with blood.

Combat : War wraiths carry a weapon in each hand. Common lore has it that this is the weapon which ended the wraith's mortal life. Thus, war wraiths are most often seen carrying the weapons of battle: two long swords, two battle axes, etc. War wraiths may attack with each weapon in a round. No matter what sort of weapon the war wraith appears to be wielding, all their attacks do 1d6 points of damage per successful strike.

In addition, if the first attack hits, the victim loses one point of Strength. If the second attack hits, the victim loses one point of Constitution. If either score drops to 0, the victim dies and, according to legend, joins the ranks of the war wraiths.

War wraiths can only be harmed by spells or magical weapons of at least +1 enchantment. Some claim that war wraiths can be harmed by "unblooded" weapons, those that have never been used in combat. Others dismiss this tale, while still others guess that such weapons could only strike a war wraith once before being "blooded" and thus useless.

War wraiths also enjoy all the standard undead immunities, although they may not be truly undead.

If a victim cannot defend himself, as many of the wounded left moaning on a battlefield cannot, a war wraith uses a far more nightmarish tactic. Choosing not to attack with its weapons, the spirit will crouch down and whisper a long litany of unspeakable secrets into its victim's ear. What insidious secrets does a war wraith tell its victim? None can say, for no one has ever survived to tell. Although the whispering causes no damage, the victim does lose one point in both Wisdom and Charisma each round as his soul simply surrenders the will to live. Victims of a war wraith's whispering may make a save vs. Death Magic each round to avoid this effect, but they must keep making this saving throw every round the war wraith continues to whisper. The wraith will not end its litany until its victim dies or it is interrupted, either by other defenders or the coming of dawn. War wraiths have never been known to use their whispering attack on victims able to defend themselves; the evidence indicates they cannot.

Should a victim of whispering be rescued in time, he will have only vague memories of the war wraith's litany: quickly forgotten fragments concerning duty, damnation, and the inevitability of the grave. Although dimly remembered, these secrets still compel the survivor to make a Madness check.

Ability scores drained by any of the war wraith's attacks return at the rate of one point each per day.

Habitat/Society : The basic truth is that no one knows where war wraiths come from, or why they haunt the bloodied fields of Ravenloft. The people of Necropolis claim they come from the Gray Realm, the land of the dead, here preparing for the day when the dead shall reclaim their kingdom. Although most people of Necropolis don't believe in war wraiths, thinking them the fearful tales of old soldiers or, at most, embellished tales of will o' the wisps, a saying has started to pop up around the domain: "Beware the shadows of Necropolis, those dark stains where the dead outnumber the living." Supposedly, in these shadows the war wraiths walk.

War wraiths are attracted by sites of terrible violence; for every hundred people killed, 1d6 war wraiths will appear. The war wraiths will only haunt the area until the last of the wounded have been healed or have died, and the last of the dead buried. So long as a single body remains exposed on the field of death, the war wraiths will linger on.

Curiously, war wraiths seem bound by a strict code of behavior which they do not appear to follow willingly. They may only attack the wounded, those who have injured or killed another person since the last dawn, or those who attack the war wraith itself. If a war wraith encounters someone who falls into none of these categories, it will immediately put on a menacing display, hoping to intimidate the victim into attacking it. Once the victim has taken a swing at the war wraith, he becomes fair game, and the war wraiths will pounce.

War wraiths also only appear from dusk to dawn. At the sounding of the cock's crow, all war wraiths simply boil away into the morning mist, not to reappear until the sun sets again.

Ecology : Citizens of Necropolis still tell tales of these creatures around their hearths at night, although no one seems to agree on their true nature or purpose. Some liken them to the bussengeist, explaining that if those dread apparitions are the omens which warn of impending disaster, then war wraiths are the carrion crows which follow after.

Other folk of Necropolis claim that these dread beings are recruiting soldiers for the armies of the dead, while still others claim that the spirits are the angry Falkovnian dead, seeking to drag comrade and foe alike into the grave with them.

Among the Kargat, it was whispered that war wraiths must call the Mists themselves their master, for apparently not even Azalin could bend them to his will. N

Zombie

	Common	Monster	Ju-ju	Lord	Sea
CLIMATE/TERRAIN:	Any	Any	Any	Any	Shallow water
FREQUENCY:	Rare	Very Rare	Very Rare	Very rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Solitary	Pack
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	Nil	Nil	Nil	Carrion venger	Sca-
INTELLIGENCE:	Non-(0)	Non-(0)	Low (5-7) (8-10)	Average (5-7)	Low
TREASURE:	Nil	Nil	Nil	A	M
ALIGNMENT:	Neutral	Neutral	Neutral evil	Neutral evil evil	Chaotic
NO. APPEARING:	3-24	1-6	1-4	1	2-24
ARMOR CLASS:	8	6	6	6	7
MOVEMENT:	6	9	9	6	6, Sw 12
HIT DICE:	2	6	3+12	6	5
THAC0:	19	15	15	15	15
NO. OF ATTACKS:	1	1	1	2	1
DAMAGE/ATTACK:	1-8	4-16	3-12	2-8/2-8	1-10
SPECIAL ATTACKS:	Nil	Nil	See below	See below disease,	Stench,
SPECIAL DEFENSES:	Spell	Spell	Spell	Spell	spell use Spell

	immunity	immunity	immunity	immunity	immunity
MAGIC RESISTANCE:	See below	See below	See below	Nil	Nil
SIZE:	M (6')	L (8'-12')	M (6')	M (6')	M (6')
MORALE:	Special	Special	Special	Average (8-10)	Fearless (19-20)
XP VALUE:	65	650	975	650	420

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. 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.

Combat: Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrased 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 2-8 points of damage to a zombie.

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.

Ju-Ju Zombie

These creatures are made when a wizard drains the life force from a man-sized humanoid creature with an *energy drain* spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. 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 is more strongly tied to the Negative Material plane. The result is 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.

Zombie Lord

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 they 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.

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. The following results are possible:

1d6 Roll	Effect
1	<i>Weakness</i> (as the spell).
2	<i>Cause disease</i> (as the spell).
3	-1 point of Constitution.
4	<i>Contagion</i> (as the spell).
5	Character unable to act for 1d4 rounds due to nausea and vomiting.
6	Character dies instantly and becomes a zombie under control of the zombie lord.

All 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. This works as described in the *Player's Handbook* 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.

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.

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. Second, an attempt to *raise* the character must be made. Third, the corpse must fail its resurrection survival roll. Fourth and last, a deity of evil must show "favor" to the deceased, and curse him or her with the "gift of eternal life." Within one week of the *raise* attempt, the corpse awakens as a zombie lord.

Sea Zombie

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 god Nerull the Reaper (or another similar evil deity).

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 Nerull (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.

Zombie, Greater

CLIMATE/TERRAIN:	Haunted or otherwise cursed areas
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Continuous
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	2-20
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	6
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	7-12/7-12/1-6
SPECIAL ATTACKS:	Disease, +2 initiative bonus
SPECIAL DEFENSES:	Immune to mental attacks, regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Tall)
MORALE:	Fanatic (17-18)
XP VALUE:	975

Greater zombies only superficially resemble their weaker and very distant cousins, the zombies. For one, they are much "fresher" than normal zombies, stinking of blood rather than decay. Secondly, they are quick, strong and intelligent, making them far more dangerous in combat than ordinary zombies.

Combat: Greater zombies fight using two raking attacks with their claws, and a diseased bite. Due to their effective 18/00 strength, the claw attacks are particularly damaging. Anyone bitten by a greater zombie must save vs poison at -1 per two hit points inflicted or be afflicted with a random disease (normal or magical). Victims of scratch attacks save normally to avoid disease.

Some (30%) of greater zombies use weapons, and one in ten has a weapon in each hand (they are perfectly ambidexterous). Greater zombies are among the few undead capable of using ranged weapons, and some possess bows or crossbows.

Habitat/Society: Greater zombies roam troubled lands in packs of 2 to 20 in search of victims. They have no real society to speak of.

Ecology: Greater zombies form in two ways: the body of a foully murdered victim in haunted lands may be possessed by an evil spirit and spontaneously animate (rarely), or someone infected with a zombie disease dies before having it cured (much more common). Individuals of any human, demihuman or humanoid race may become greater zombies.

Zombie, Red Skull

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carion
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1-6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	2+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Dust of Death
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See Below
SIZE:	M (6' Tall)
MORALE:	Average (8-10)
XP VALUE:	270

Red skull zombies look like humans with shriveled red skin. The most noticeable thing about them is that their heads are shriveled to the point where only a red skull remains.

Combat: These strange creatures attack by pummeling their opponents. Also, once every 5 rounds, a red skull zombie may breathe the "Dust of Death" on an opponent. If the opponent fails their save vs. breath weapon, they will take on the appearance of a red skull zombie, and die in 1-4 rounds, and arise a week later as a red skull zombie. Casting ** cure disease ** will prevent death, or if the character is already dead, stop them from arising as a red skull zombie. Red skull zombies are not undead, and are not affected by priests attempts to turn them, or by holy water. However, they can be slain by a ** cure disease ** spell.

Habitat/Society: Red skull zombies live in loosely organized packs. They were originally created by a mage's experiment, and now reproduce by using the "Dust of Death" on humanoids.

Ecology: Red skull zombies have no natural enemies, but fight as a way of "life".

Zombie, Venom

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Veery Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Poisons/Toxins
INTELLIGENCE:	Average
TREASURE:	A
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-100
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	Varies
THAC0:	Varies

NO. OF ATTACKS:	2	
DAMAGE/ATTACK:	1-4 or by weapon	
SPECIAL ATTACKS:	Venom	
SPECIAL DEFENSES:	Regeneration	
MAGIC RESISTANCE:	Nil	
SIZE:	M (5' Tall)	
MORALE:	15	
XP VALUE:	1 HD :	420
	2 HD :	650
	2 HD :	975
	2 HD :	1400
	2 HD :	2000
	2 HD :	4000
	2 HD :	+1000 per HD above 6

Venom Zombies are similar to Vampires. Those of 3 HD or greater look much like they did in life with a slightly green complexion that is barely noticable. As such they can be quite charming. Those of less HD look as they did in death.

They are created only in dwarves or who are killed by magical scorpions before their focus can be completed. 99% become Dwarven Banshees but 1% become Venom Zombies. However such dwarves and can infect any other race.

Combat: At first Venom Zombies appear as they did after death, but rengerate all further injuries at the rate of 1hp per round, including fire and acid damage. They can spit a deadly poison or a poison that paralyzes. Anyone slain by this venom rises 1D4 hours later as a Venom Zombie.

Venom Chart:

HD / Venom	Type	Method	Onset	Strength	Paraltic Poison
1	V1	Contact	1-4 Rounds	5 / 0	1d4 rounds
2	V2	Contact	1-4 Rounds	10 / 0	2d4 rounds
3-5	V3	Contact	1-4 Rounds	15 / 5	1d4 turns Lesser
6-8	V4	Contact	1-4 Rounds	20 / 10	1d4 turns Greater
9+	V5	Contact	1 Minute	Death / 20	1d4 turns Lord

Venom Zombies must feed on poison once a week or die. Any poison or toxic substance will do. They can detect poison within 100 yards of them at all time and acurately locate it. They are completely immune to all poisons, magical or otherwise.

Any time a Venom Zombie creates another, he is master of it and his personal power increases. A Lesser Venom Zombie is created when he has 10 Venom Zombies to Command. Lesser Venom Zombies have 3-5 HD. Lesser Venom Zombies look as they did in life. They can eat but only gain nutriece from poisoned foods.

A Greater Venom Zombie is created when he has two or more Lesser Venom Zombies to command. He has 6-8 HD and Regenerates two hit points per round. Any living person they touch they can control with a mind altering venom they release through their skin. This only works on creatures and persons with less HD then the Greater Venom Zombie. The controled person may save vs poison or is completely controled by the Greater Venom Zombie. The controled person looses 1 point of Constitution per day until he dies and becomes a Venom Zombie.

A Venom Zombie Lord is created when he has two or more Greater Zombies to Control. He has 9 + 1 HD for every Greater Venom Zombie above 2 that he controls. He has all the powers of a Greater Vemon Zombie and can Metamorphos liquids into either a paralytic poison, or any other kind of Venom Zombie poison.

Venom Zombies retain all the abilities they had in life including HD. Thac0 and hit points remain even if they only function as a 1 or 2 HD Venom Zombie.

Slow Poison nulifies the poisons in any Venom Zombie for the duration of the spell unless they save vs spell. Nuetralize poison or spells that acheive this affect, slay Venom Zombies unless they save vs spell. Food that has been purified by Purify Foord & Drink is fatal to Venom Zombies if they consume it, save vs death magic."Heal" slays Venom Zombies instantly without saving throw unless they have the same HD as the preist.

Venom Zombies will not regenerate damage inflicted by holy weapons, weapons of wounding, sharpness or vorpal weapons. (Weapons of venom do not harm them.) If brought to -10 HP and then burned they will remain dead. If slain in a church they will not regenerate. Holy water causes 1D8 pts but does regenerate. Blessed poison, if eaten, will slay then in 1D6 hours.

When a Venom Zombie dies it decays rapidly giving off a small cloud of poisonous vapor. This vapor hangs around the body until dispersed harmlessly in the wind. The poison is the same type as the venom.

The reverse of Slow Poison heals 1D8 hp on a Venom Zombie and the reverse of Neutralize Poison heals 3D8 hp.

Habitat/Society: Venom Zombies are very rare and function much like a plague when they do arise. As of yet, no city has ever been infected, only small villages. In all outbreaks, the most powerful clerics in the area have been quick to intervene and destroy the undead as quickly as possible. Druids will also make great efforts to destroy these undead.

Ecology:

Zombie, Voodan

CLIMATE/TERRAIN:	Souragne
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unreliable (2-4)
XP VALUE:	0

Voodan zombies are grey-skinned, haggard-looking humans who are often mistaken for common zombies. However, Voodan zombies are not undead: Rather, they are living humans who have been mentally enslaved by a Voodan houngann (shaman), typically as punishment for having committed some heinous crime against the Voodan people.

Because they are alive, Voodan zombies typically are not missing limbs or flesh as are common zombies. Their gaunt and haggard look is a result of the process they underwent to become a Voodan zombie, and this appearance will remain with them even if they are later cured of their zombie enslavement.

Combat

Voodan zombies will not obey a command to attack and do not have enough strength of will to attack on their own. If they are attacked, they may attempt to defend themselves, attacking their attackers. Like common zombies, Voodan zombies always attack last during a combat round. More often, however, they will simply try to evade their attacker, moving slowly away from their attacker if possible. Because they are not undead, Voodan zombies do not

share the common zombie's immunity to mind-affecting spells and to poison. Voodan zombies can be turned or controlled by priests, but a priest attempting to do so must subtract the level of the houngann who created the zombie from his or her own level of experience before determining if the attempt to turn is successful. Voodan zombies cannot be commanded by zombie lords or harmed by holy water.

Habitat/Society

Transforming someone into a Voodan zombie is the ultimate form of punishment among the Voodan people and is used only for the most heinous crimes, such as betraying Voodan secrets to outsiders or destroying a benevolent loa (animalistic spirit). The victim is given a poison created by the Houngann which puts the victim into a comatose sleep resembling death and lasts 6 to 7 days. The victim is mourned as dead and, after the appropriate time, buried in a grave outside of a cemetery. Eight days after the poison is administered, the Houngann returns to the gravesite and exhumes the victim, who has already awakened and who, as both a result of waking up buried alive and an effect of the Houngann's poison, been drained of most of his or her Intelligence and Wisdom. The victim is now a Voodan zombie completely under the Houngann's control. He or she will follow the Houngann's simple commands except for obeying a command which the zombie recognizes as a threat to his or her life.

Voodan zombies are shunned by Voodan humans, including the victim's family and former friends. This shunning is cultural, as essentially the zombies have been exiled from life and are no longer privileged to partake of the life they once led. They are also constant reminders of the proximity of death. It is important to realize that a Voodan zombie is not evil, nor, generally, is the Houngann who created and controls the zombie. Killing a Voodan zombie should be considered a brutal murder if the zombie is aware that it is about to be killed and as a nonbrutal murder if the zombie is unaware of the threat to its life.

Rarely will a Houngann transform someone who is not of the Voodan people into a Voodan zombie. Should an outsider commit a crime that would be deserving of such a punishment, he or she is typically cursed or killed instead of transformed into a zombie. There are rumors of evil Houngann who live outside of Voodan society and worship malevolent loa; if this is true, then these exiles might be inclined to enslave outsiders as Voodan zombies. It is currently not known if demihumans can be transformed into Voodan zombies.

Ecology

Voodan zombies must eat and drink as normal humans, although they often must be reminded of this fact by their Houngann. They must sleep at least six hours out of every 24, and, unless instructed to do otherwise, will typically fall asleep wherever they are an hour after sunset. Voodan zombies cannot speak, but they can understand any language they knew before they became zombies. They can provide answers to questions they understand by using gestures, although these gestures are not always easy for the observer to interpret.

Voodan zombies often provide manual labor for the Hounganns who control them, the type of labor depending on where the zombies are found. Those encountered in the swamps of Souragne under the control of Hounganns there are usually used to gather plants and food for their masters. The lord of this island, Anton Misroi, has noticed the infrequent burial of living persons by the Voodan, but he has not yet been inclined to act upon it.

A Voodan zombie can be cured of his or her condition. Magical spells and psionics which cure insanity can restore lost Intelligence and Wisdom but the victim regains none of his or her memories from before becoming a zombie. A treatment of 7 to 12 months of intensive therapy in a psychiatric care institution can restore lost Intelligence and Wisdom as well as previously held memories. Success depends on the quality of the institution and of the attending physician; partial success may result in the victim's regaining only some of his or her Intelligence and Wisdom and/or memories. No matter what means is used to cure the zombie, his or her Alignment remains Neutral until he or she makes efforts to change it.

Template :

CLIMATE/TERRAIN:

FREQUENCY:

ORGANIZATION:

ACTIVITY CYCLE:

DIET:

INTELLIGENCE:

TREASURE:

ALIGNMENT:

NO. APPEARING:

ARMOR CLASS:

MOVEMENT:

HIT DICE:

THAC0:

NO. OF ATTACKS:

DAMAGE/ATTACK:

SPECIAL ATTACKS:

SPECIAL DEFENSES:

MAGIC RESISTANCE:

SIZE:

MORALE:

XP VALUE:

Combat:

Habitat/Society:

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