

100 UNDEAD



Eric Diaz

100 monster ideas
for your Dark Fantasy games

Credits

Writing

Eric Diaz

Cover Art

Felipe Gaona

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Cover template

Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

Interior Art

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You can find more of my work in my blog: methodsetmadness.blogspot.com,

Or browse the [Chaos Factory catalogue](#) on DTRPG.

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What is this book about?

This book is a collection of undead creatures. Like other books from the Dark Fantasy line, it focuses on the grim, creepy and scary. However, it came out a bit darker than planned. There is nothing here that you wouldn't see in a horror movie, but some of the themes are quite heavy. You've been warned!

This book doesn't follow the tradition "bestiary" approach, with a collection of monsters and statistics. The goal is not opening the book when you need a monster on the fly.

Instead, each entry is a collection of visuals, stories and ideas for your games. Some monsters are distinguished by appearance, others by origins or goals (or all of these things). Some monsters are connected by a single theme or idea. Some are cooler, scarier or funnier than others. I tried to avoid the obvious and trite, and hope I have succeed (if not 100 times, at least most times).

In some entries, the idea is to give you fodder for entire adventures, or to paint dark vistas for the characters to face (imagine entering a village full crawling of zombies with no arms and legs, for example). Sometimes, it will take a whole campaign before the characters can face the monster and see what it looks like – but their victims might be found right away...

However, not all monsters are malevolent. Some are benign, unthinking, wild or just confused. Attacking them on sight is often a bad idea.

Although this is mostly a system-less book, it is especially suited for medieval dark fantasy games, such as my own ([Dark Fantasy Basic](#)).

Undead Generator

If you want to create your own undead, we've added a drop die table in the last page of the book to give you some inspiration. Just print it out, roll a few d6s (start with three or four) over the page and combine the results into something interesting (if you have never seen a drop die table before, [you can learn how it works here](#), or just look for another source online).

Alternatively, you can use one or more of the tables to complement the creatures in this book, or to add details to your own existing monsters.

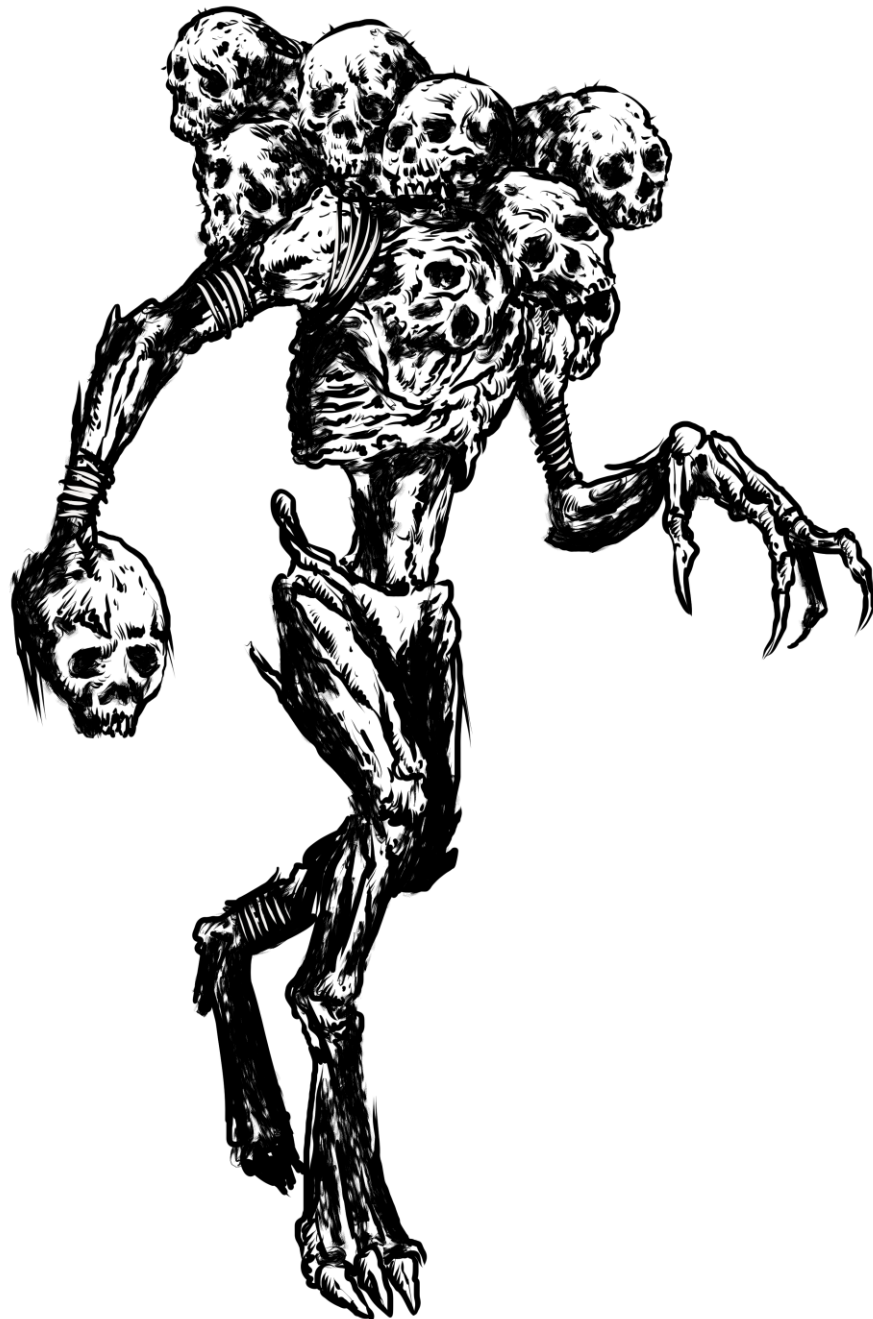
If you enjoy monster generators like this one, check my blog (or one of the links above) from time to time. We'll publish an entire book dedicated to the subject, probably before the end of 2020.

100 Dark Fantasy Undead

1. **Voidskull.** A naked skeleton made of pure negative energy. It emanates darkness, making lights weaker, like a reverse glow of sickly purple. Under bright lights, it looks like a pitch-black skeleton surrounded by dark fog. It hurls long spikes of dark energy at its foes. It is intelligent, but insane.
2. **Drowned Embracer.** This bloated zombie leaks water from its mouths, eyes and ears. It embraces and kisses the living trying to steal the oxygen it so sorely misses, but ends up drowning anyone who cannot resist the embrace.
3. **Rolling bones.** A rolling, spiked ball made of various types of long bones. It rolls on endless legs and grabs its enemies with endless arms, impaling them on sharp bones that protrude from its center, similarly to a sea urchin. Its origin is unknown, although some people blame the bonespike plague (see Porcupine Zombie, below).
4. **Porcupine zombie.** As the name indicates, the porcupine zombie is bursting with sharp, long spikes. In life, this creature was infected with the bonespike plague. This disease eventually kills the hosts by piercing the internal organs. Out of ten infected, seven die after a week, one fully recovers, one lives on with great bone deformities, and one turns into a porcupine zombie. The creature tries to impale the living in its spikes, further spreading the disease.
5. **Preserved.** This creature looks like an ordinary human being, with stiff movements and lifeless eyes. It is the “mummified” corpse of an alchemist who made himself immortal, by replacing his blood with an exotic concoction. It still acts and thinks like a person, but the soul is long gone. It has no passion or drive, only a morbid “scientific” curiosity.
6. **Glasskull.** A skeleton with a long crimson robe and a crystal skull. These intelligent creatures have potent psionic powers. They communicate through telepathy, move objects by thought, mesmerize enemies and sometimes shoot deadly rays from their eyes. The skull can survive for long periods even without a body, although it will sometimes lie dormant until awakened for specific reasons.
7. **Darkbearer.** A sphere of magical darkness moves slowly through dark hallways, hurting anyone it touches. Inside, an old decrepit humanoid dressed in rags carries a lantern of negative light. Even if the creature is destroyed - which is hard to do without seeing it – the lamp still damages those who approach.
8. **Necropuddle.** A putrid mass of flesh, moving slowly like a giant amoeba. The outside is made of human skin and features (faces, hair, limp limbs). The inside is full of fat, blood and organs, but no bones. It tries to overpower living humanoids with sheer weight and smother them.
9. **Mechabrain.** The body resembles a slow-moving, mechanical golem made of dark iron, but the head is replaced by a jar filled with green ichor and a floating brain. Sometimes the jar is kept in the stomach, instead, or even hidden in the chest. The body is just a vessel (and fearsome weapon) for the undead brain – without the body, the creature has limited telepathy and telekinesis.
10. **Headhunter.** A thick, deformed zombie, with burned skin and elephantine limbs. The wide body contains multiple agonizing faces, protruding from all over the skin like enormous blisters. Its malleable flesh can engulf victims and add more flesh and faces to the monster.

11. **Skeletal Headhunter.** The skeleton “version” of the Headhunter hunts skulls, instead, and prefers pilling them over its shoulders. It takes great pride in the cleanliness of its skulls, and it will sit down for hours carefully removing the flesh of a victim’s head with a knife before incorporating it. It only wears the skulls of people it has killed.

12. **Bone spider.** This skeletal creature is composed of torso, eight hands, and one disproportionately large skull. It moves like a spider and fights with sharp tusks. It waits in the ceiling before attacking from above. It has no web of its own, but it will extend wires or ropes in the ground if they are available.



13. **Headless sophist.** A beheaded corpse, with elegant but tattered clothes, carrying its head under the arm. It fostered a violent revolution a long time ago, and eventually became one of its victims. It is often followed by other headless zombies (carrying clubs and pitchforks instead of heads). Its head screams orders and slogans, enticing the zombies to attack. The mind barely functions but is still sure of its intellectual superiority.
14. **Hunger zombie.** A thin, starved zombie, with a grievous scar and stitches over the stomach, constantly longing for living flesh until the belly is swollen. Bands of hunger zombies are often accompanied by undead dark hounds (to slow their prey down) and led by brawny zombie overseers. They are usually under the thrall of a necrobutterer (see below).
15. **Necrobutterer.** A fat, ogre-sized zombie, carrying a giant cleaver. It stays inside and doesn't hunt. Instead, it harvests the flesh by opening the stomachs of hunger zombies (see above) and stitching them back together. By keeping its minions always hungry, it guarantees plenty of meat for itself.
16. **Hollowhead.** This naked, hairless, hunched humanoid has grey, featureless skin and a dark, deep hole where the face should be. The mere sight of this cavity makes people despair, often becoming paralyzed in the process, or even walking slowly in the direction of the creature. This allows the creature to somehow suck its victim's body and soul into the void.
17. **Twisted.** This zombie's neck and limbs are contorted and twisted in unnatural ways. It shambles slowly with a sadistic grin, trying to twist and break the living with powerful, flexible arms.
18. **Eye collector.** With empty eye sockets, no nose, blueish skin and a malicious smile, this lithe, strong zombie carries a hunting knife and wears a necklace of eyes. The eye around its neck allow sight. Some collectors are able to insert multiple eyes in the skin, gaining 360° vision.
19. **Frozen spirit.** Abandoned in the cold to die alone, this sorrowful spirit is white and blue like ice and snow. Is mere proximity makes humans shiver, and its touch freezes living blood.
20. **Ghostly echo.** Sometimes, a purpose is so strong that can leave an impression in the fabric of reality. The ghostly echo isn't a spirit "per se", but the ectoplasmic energy of a dead soul condensed into the image of a ghost that attempts to perform the same goal day after day, incessantly. It looks like a ghost, but will repeat itself (with no memories of yesterday) even if destroyed, until the purpose is fulfilled or made impossible.
21. **Twofold terror.** This walking corpse belongs to an incorporeal spirit that haunts the same location. The corpse will rise again indefinitely unless the spirit is destroyed. The (incorporeal) spirit looks exactly like the corpse, although it is intelligent. It malevolently uses this to confuse its victims.
22. **Coal Zombie.** An immovable charred corpse when sleeping, this creature seem to become burning coal when awoken by the proximity of the living. They eyes and mouth are full fire. It doesn't think or speak, it just wants to take others in its burning embrace.

23. **Electric Shadow.** This strange being manifests as pure lighting. Powerful magicians can trap it into an orb or bottle, and even cast them against enemies. If let loose, they strike one to six nearby targets (as long as they are wearing or carrying a few pounds of metal or more), and then go back to their containers or disappear forever. In modern settings, they can live on in power grids. It is theorized that this are the spirits of evil humanoids struck by lightning as celestial punishment (or electric chairs, etc.).
24. **Tarpit skeleton.** Sometimes, animals or humanoids are trapped in an asphalt lake. Under such circumstances, a skeleton may be preserved for aeons. If they rise again, they look like an ordinary skeleton covered in tar – sometimes a bit shorter, wider and curved, due to their prehistoric nature. The skeleton isn't always human – even extinct megasaurs have been risen from such places. Tar covered skeletons can be dangerously flammable.
25. **Lost Spirit.** This scared, lonely spirit is indistinguishable from a human at a first glance – although it appears in forlorn, desolate places. It only wants guidance. If taken to civilization, it becomes jovial and then disappears in peace. If shunned, it will create traps and schemes to make others lost like itself.
26. **Darkwood Ghoul.** Starved in deep forests, these creatures become part of the woods. With red eyes that glow in the dark, long claws, sharp teeth, and a thin, hairless body covered in bark, these silent creatures come out at night to hunt for food. They look for men who walk alone in dark roads.
27. **Tombstone Bearer.** A clumsy but extremely strong zombie, carrying a heavy tombstone in its back. It cannot speak or reason, but the writing in the tombstone clearly displays the motive of its unjust death. It uses the stone to bash the heads of its enemies if needed.
28. **Necropork.** A short, strong humanoid creature, with a big belly and the head of an evil rotting pig. These creatures lived lives of gluttony and excess. Upon death, an evil deity has given them a choice between limbo and this afterlife of gluttony on earth. Now they look for human flesh to satiate their endless appetites.
29. **Bonefang.** This skeleton has long fangs and sharp claws. The hands, jaw, and ribcage are covered by blood. Like some kind of failed vampire, it bites victims' necks and tries to suck blood. The failure of consuming any of it does not stop the monster from trying again and again.
30. **Absent Knight.** This empty suit armor contains no ghost or golem, but fights like a living being. It has no trace of any former personality, because it reflects no specific person, but only a social station. Its only purpose is to fulfill a social duty that was abandoned by a deserter. It will stop fighting (and existing) if relieved from duty by a legitimate authority.
31. **Corpse Behemoth.** A throng of disjointed voices is heard in the distance. A giant of vaguely human shape, made of many corpses, approaches. It is as intelligent and wild as an angry mob. It roams the countryside looking for more corpses to make itself bigger. Attacking it directly is possible, but any significant damage will release angry zombies from the main body. Leaving it to its own devices might be worse. If it gets too big, it will collapse under its own weight, leaving hundreds or thousands of zombies roaming free.

32. **Plaguemonger.** Naked, frail humanoids, crawling on all fours and dark strange bird-like masks (covering deformed faces). They attack quickly with punches, clubs and knives, and run away with whatever items they can grab. Their touch may cause disease. They are often under the orders of a doctor (see below).

33. **Plaguemonger Doctor.** A humanoid in dark robes and the head like a skinless raven, with glass eyes and a wide-brimmed hat. Rumors say these souls were condemned for selling false cures during times of plague. Now, they are diseased forever, spreading infection and death with the touch of their canes. Powerful doctors sometimes sprout functioning raven wings.



34. **Gold Skeleton.** This skeleton is covered in treasure from head to toe. Rings, necklaces, bracelets, headbands, and so on. Unable to let go of its riches, its only goal is to acquire more wealth to wear. It is unaware that most of the gold and jewels it wears are useless imitations. Except for one ring, one beautiful, valuable ring, that will entice anyone who looks at it (and bring about a similar fate).

35. **Voidhearth.** A humanoid creature with a powerful build despite its gaunt face, with no mouth and glowing red eyes. Its chest has a deep hole where the hearth should be. It is a powerful spellcaster or warrior, and it hates life and existence with its entire core. Nihilism is its only religion. It despises everything people find valuable or good, and it only gathers powers or followers in order to best damage existence. If defeated and destroyed, it will rejoice with evil satisfaction. Its only goal is to ravage the entire planet so it can extinguish itself afterward.

36. **Weaponbound Soldier.** This creature looks vaguely like a gaunt zombie, but it is hard to see: the arms have been replaced by weapons (or shield) and the head is permanently covered by a closed helmet, that stops it from speaking. Cursed for using violence to solve problems that could be resolved by conversation, it can only rest if the weapons and helmet are removed by a non-hostile living humanoid. It never fights, except in self-defense.

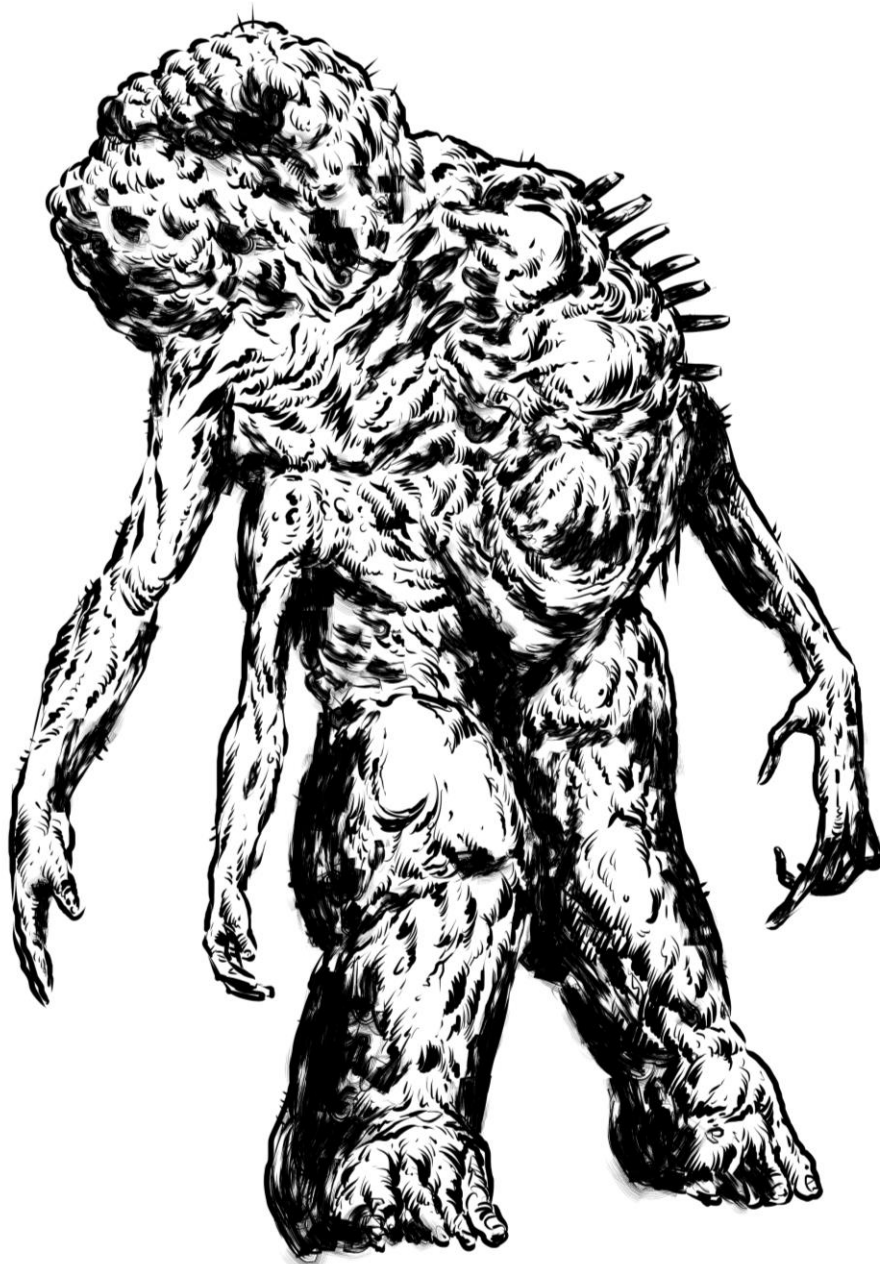
37. **Obliviator.** This scrawny, emaciated figure has grey skin. Its shade is so neutral it somehow becomes hard to see when looking at directly. Instead of facing adversaries head on, it passes them by, stealing a memory and quickly leaving. If cornered, it will attack the same target repeatedly, making it forgetful or completely forgotten by everyone.

38. **Blood Mountain.** At a distance, it looks like a blood-red mound or spire. Approaching it will reveal a tall pile of corpses, blood oozing from the mouths, ears, noses and empty eyes sockets. Most seem inert. A few are climbing. Some sprout crimson wings (resembling ravens, bats or flies) and fly away looking for more corpses to add to the pile. The goal seems to be reaching the sky. It is unclear if this unholy monument was created to spite celestial deities or as an ultimate homage to Death. Some say it will one day reach Elysium, and then all celestials will die as humans do.
39. **Deathmask.** This creature has the usual aspect of the undead: cadaveric face, thin body, terrible odor, etc. There are two exceptions: the clothes are perfectly preserved and the face is an obvious mask. If the cursed mask is removed, the person under the mask is possibly still alive and unaware of its condition. However, the longer the mask is worn, the tighter it clings to the face. If enough time is passed, there might be nothing left underneath, just a featureless face unable to see, speak or eat. At this point, the creature will stumble desperately for the mask. It takes a while to stop moving. Legend says that the mask was once kept in a temple, over a high altar, with hundreds of faceless creatures searching for it.
40. **Necropede.** This bizarre creature looks as a collection of skeletal torsos glued together to form a centipede, with a single skull and a thick, incredibly strong spine that ends in some kind of inhuman tail. It rarely exists in the open, preferring to burrow its way through caves and castles, making holes of an adequate size for its position. The creature has a unique method of fighting: it attacks with the second or third torso in the line, keeping the skull away from the fight. If these torsos get damaged, it rises higher to fight with the fourth or fifth torso, and so on. If the creature is defeated or cut in half, the skull tries crawl away into another hole, usually above the place where the fight occurs. Explorer will probably find the creatures holes and tunnels (very uncomfortable for humanoids to enter) before encountering the creature, and might even see the creatures body before seeing the skull, as it passes form one hole to another.
41. **Reassembler.** A clear white, perfectly preserved skeleton, wearing nothing. While most walking skeletons are kept active by unstable necromancy and are easy to break apart, this skeleton is enchanted by powerful magic, and it reassembles itself to the last piece whenever damaged. The interval is usually an hour, but this can vary immensely depending on the individual creature – some regenerate lost bones in a minute! Although it cannot reassemble clothes or weapons, it will grasp nearby objects to attack immediately, or fight unarmed if necessary. Defeating such creature permanently requires special measures (reducing the bones to powder, for example), special weapons, or even finding the source of the magic that keeps it together.

42. **Bloodhaunt.** Think off the blood that runs through a person's veins. Now imagine that all the skin, bones, and organs are invisible. This is what a bloodhaunt looks like: a human silhouette of flowing blood. Its mere touch drains the blood of the living, which makes the monster regenerate. The bloodhaunt exists in a strange condition, somewhere between solid and liquid. It can partly ignore most weapons and magical attacks, but some say it can be destroyed if immersed on water or if steps in a drain by accident.
43. **Dead Gemini.** Love can sometimes transcend death... and sometimes lead to extreme sin. When both happens at the same time, the result is a dead gemini: an undead creature with two heads (one of them looking backward), four arms, and two thick legs. The creature is a junction of two lovers or siblings. It keeps committing the same sins that got they cursed in the first place (murder, robbery, cannibalism, etc.)
44. **Wandering Necropolis.** A marmoreal, archaic necropolis, filled with ancient spirits but not many remains (they turned to dust long ago), now awakened for some mysterious reason. An enormous mass of stone, earth and graves, walking on four or more feet, looking for other cemeteries to consume. The ancient spirits that dwell inside want corporeal hosts before starting a war against the living.
45. **Death shroud.** A tattered dark shroud floating in air as if was underwater. It wears a hood but has no head; the contour is humanoid, but there is nothing but darkness inside. The ghost is not inside the shroud, but instead it animates the shroud itself. It can appear as a simple pile of clothes if needed. Ordinary weapons will hardly damage it, but setting it to fire might.
46. **Ghost of Youth.** This ghost of a beautiful youngster is older than it looks – centuries older, probably. It was cursed for the sin of adoring its own image too much, and now it subsist by charming mortals and stealing their youth. It is terrified of admitting or hearing about its own age; revealing this might cause its destruction.
47. **Interred.** The interred are buried undead corpses that do not bother to get out of their graves. Some say they were cursed by extremely neglectful sloth. Even lying on their coffins, they are still full of evil and will occasionally pop a hand out of the earth to ensnare a victim, or transform the ground over their graves in some kind of quicksand to trap the living.
48. **Reaperhands.** An unholy mockery of the grim reaper, these evil creatures have both hands replaced by long, scythe-like blades. These blades are sharp on both sides, and the creature uses them like a praying mantis, ensnaring and chopping limbs. Other than that, they look like fresh corpses with skeletal heads and no eyes. Sometimes, the feet are replaced as well, making them crawl on all fours.
49. **Haunting Presage.** This angry spirit represent a person that is still living. Because of a future sin or a great torment that will kill many, this living person will become undead. The haunting presage is a past echo of this future event. It looks like the ghost of the living person, sometimes already showing signs of death (beheaded, burned, etc.). It phases in and out of existence; it appears for a few minutes or hours and reappears only after days or weeks have passed. It is often, but not always, hostile. If the ghost is destroyed, it will reappear anyway. Only if the event that will create it is averted – or when it becomes a “real” undead – the presage can go away.

50. **Shambling Tumor.** This misshapen pile of flesh, with the size of an ogre, walks on two thick legs and has a vaguely humanoid torso and arms. Its flesh grows constantly and unsystematically, albeit slowly. It wants to consume more flesh. Kill it with fire before it touches your skin.

51. **Zoombie.** This zombie-like creature has found a way to merge animals into itself. Sometimes it has snakes coming out of the torso, gorilla arms, or half the body replaced by a headless bull. Everything seems to rot away with time, except for the humanoid head, which cannot be replaced (but in some cases can be cleverly hidden inside the creature).



52. **Deathpyre.** An unliving flame floats through the air, with desperate faces forming and disappearing into the fire. Once a magic funeral pyre made to consume the soul in addition to the body, it got out of control, destroying the necromancer who created it and everyone else in its path.
53. **Brain leech.** A fat, rotten grey worm, the size of a rat, which crawls inside a humanoid's mouth or other orifices and travels to the brain, transforming it into an undead thrall, similar to a zombie. The victims are unable to move during the insertion, but it is unclear if the worm uses some kind of paralyzing poison or psionic power. If the host dies, the worm will crawl out and search for a new victim after one day. Some leeches grow so big that the top of the head explodes, and maggots fall from the mouth and eyes of the host. The creature may try to disguise this with a cowl or even a big pointed hat.
54. **Enneacatus.** Nine identical ghostly cats. They are corporeal, even though accompanied by a vague mist that makes the look ethereal. As powerful as feral cats, they attack in perfect coordination, running away from a fight only if more than three are killed. As long as one cat remains, the group of nine will reappear in few days.
55. **Undermortum.** These burrowing corpses make their homes underground, building extensive tunnels that connect their place of death to nearby cities. Except for their pale skin and sickly smell, they could be mistaken for thin humans. They seldom come out to hunt, relying instead on holes and other hidden traps. Some bands seem to create entire underground cities; not all of them are hostile. Some stories tell of miners that were buried alive being saved – or even enlisted – by these creatures.
56. **Necrosiren.** An extremely beautiful, if somewhat pale, young adult, in dark clothes and usually dark hair. It is almost indistinguishable from the living, except for occasionally cold skin, and for the fact that it does not need air, food, etc. Once cursed by irresistible anguish, now it misses life. It likes the living and is quick to fall in love with a living person. If this love is reciprocated, it will eventually disclose its condition and invite the beloved to join it in the abyss. It is not evil, only lonely.
57. **Death Merchant.** A grim, gaunt figure, with dark tattered clothes - usually an overcoat full of items). A cowl or hat covers its eyes (in fact, these are sewn shut or completely absent; the creature can still see normally). Beneath, it looks like an emaciated humanoid, with wrinkled skin and malicious smirk. It brokers deals between the living and the dead. It is not a grave robber – it can talk to the dead, and the dead are often eager to give their earthly possessions in exchange of various favors or a couple of pennies. Thus, the merchant helps both the dead and the living... for a small price.
58. **Deadgate.** A big gate made of a dozen or more corpses. They look dark stone statues instead of flesh and bones. The gate serves as a passage to an unholy chapel or forbidden path. If a living person that is not in league with dark powers tries to pass, the dead will pull them to the gate... or pull them apart.
59. **Reverent Corpse.** This rotting corpse, dressed in rags, kneels in adoration and desperate supplication in front of a broken idol or looking at the empty sky. Its spirit is long gone to the Abyss, but the body and mind still beg for mercy from an uncaring deity.

60. **Fleairidden Corpse.** This walking corpse looks dark and fuzzy. Looking closer will reveal that it is completely covered with flies, from head to toe. The corpse (frail, eyeless and exsanguinated from countless bites) is not a threat in itself, but only a walking lair for the necrotic flies and their maggots. If defeated, the flies will immediately swarm a nearby humanoid or animal to create a new fleairidden corpse.
61. **Pseudobairn.** This horrid creature has a charred adult body, but a pristine, if slightly enlarged, baby head. It uses its head to attract unsuspecting victims before it stabs them. It even imitates baby noises (it cannot speak normally), but sometimes it will display an evil smirk, giving its disguise away even while the body is hidden.
62. **Metal skeleton.** This misshapen, half-molten skeleton, is entirely covered by metal - copper, tin, or even gold in some cases. Some metal skeletons are covered with an unknown type bright iron. Legends tell of an ancient (but technologically advanced) civilization, which executed its criminals by pouring molten metal over their heads. True or not, the metals that cover these skeletons make them very hard to damage.
63. **Living gut.** This horrendous pile of viscera uses its “tentacles” (actually intestines) to flail around aimlessly, until they reach something that they can crush, suffocate or eat – usually in this order. It cannot see or hear; it is basically a pile of intestines containing a few mouths, hearts and stomachs inside (in some cases, the “tentacles” have also have small “mouths” with serrated teeth). Its horrible smell drives people sick. Necromancers use these creatures as warning, deterrent and guardians against invaders.
64. **Alchemical zombie.** At a first glance, it looks like an ordinary zombie, sometimes with strange colorful spots or bright fluids coming out of the mouth and eyes. Created by an alchemical accident, these zombies are full of dangerous substances, and can explode in a cloud of poison (or acid, fire, etc.) when destroyed.
65. **Voidbearer.** A strong, fit humanoid, with golden or pale skin. It is usually scantily clad and has no hair – except for a flowing dark mane. It is indistinguishable from a vigorous humanoid until it opens its eyes and mouth. The eyes are abysses of impossibly deep void; staring into them for too long makes one dazed. The mouth leaks darkness as it speaks. Voidbearers are usually powerful sorcerers or fighters that choose this condition over dying. They are very intelligent and can shoot deadly black rays from their eyes.
66. **Orb of Undeath.** An orb the size of a bowling ball, seemingly filled with pitch-black liquid, where you can occasionally catch the glimpse of ghosts and skulls. In reality, it is a moving portal to the underworld gone rogue. It is possible to destroy it, but it spews forth undead creatures to protect itself – and it grows larger before it goes extinct.
67. **Noctimortum.** This humanoid creature has a dual nature: a living and upstanding member of society during the day, a ravenous undead during the night. It leaves its (still beating) heart in a safe location as it roams through the night as a naked, zombie-like figure to commit all kinds of crimes and sins. It is faster and smarter than an average human, and takes great effort to avoid being recognized, in both conditions.

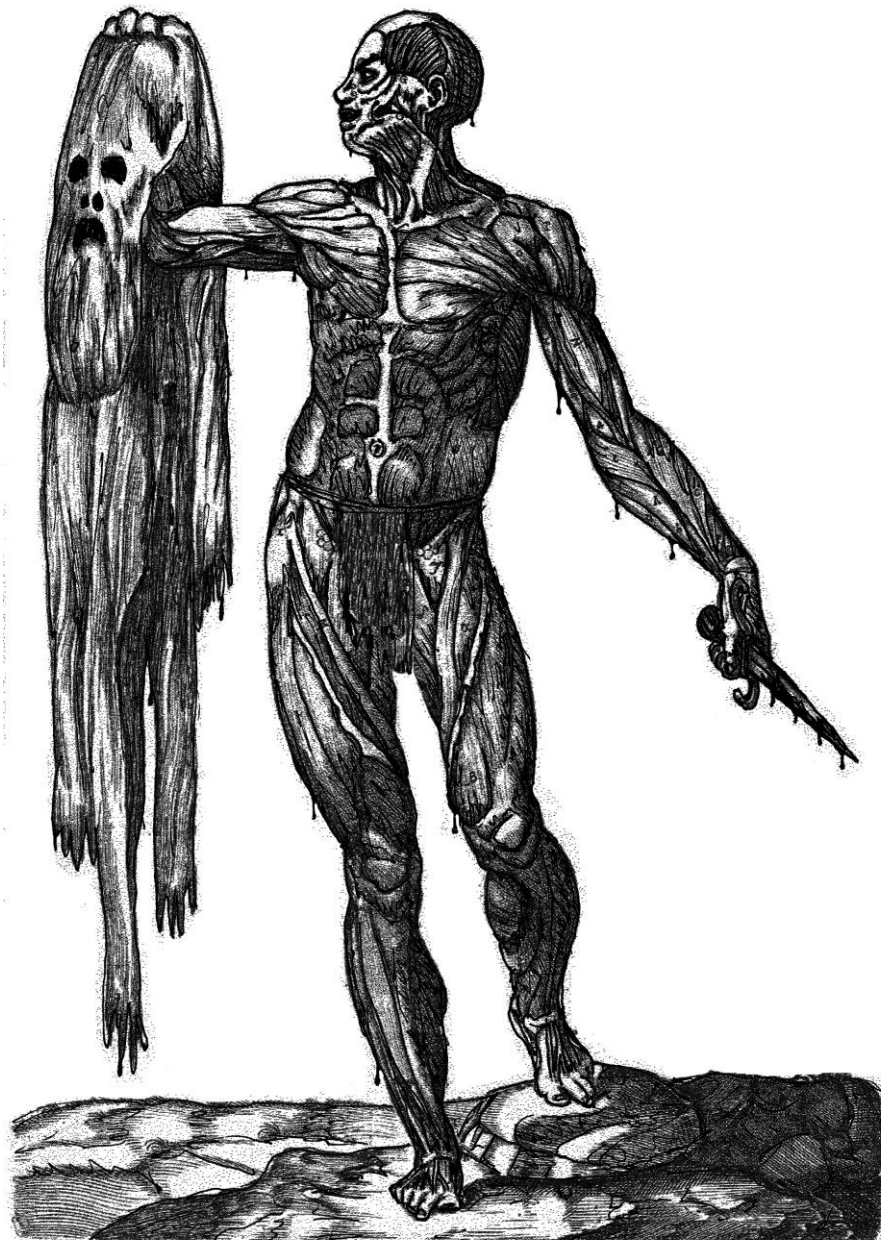


68. **Restless Champion.** Standing over an ancient battlefield with endless skeletons, this powerful skeletal champion in heavy armor refuses to accept that the battle is over. It isn't, however, a living skeleton, but a restless spirit. If the skeleton is destroyed, other corpse from the battlefield will rise to continue fighting. It understands (ancient) language but cannot speak.
69. **Prysmatic Wisp.** Like the similar will-o'-wisp, the prismatic wisp looks like a flickering torch that hovers a few feet above the ground during the night. It inhabits deep forests and swamps. It likes to change into bright colors, sometimes multiple colors at the same time, and it emits eerie, beautiful songs. Its touch can cause a creature to be electrocuted, burned or frozen (depending on individual creature or region). Although these creatures often make travelers get lost and even die in the woods, they are not necessarily evil. In fact, they seem almost mindless. Rumors say they are the shards of slain fairies or deceased elementals (although, in theory, none of these beings have spirits in the first place), and that sometimes they still participate in sylvan rituals and festivities.
70. **Unwary ghost.** This ghost looks and thinks exactly like a living person and has no clue it is dead. It rationalizes away any strangeness that surrounds it (like the fact that it could stop breathing and eating at will). What is worse, it can occasionally touch material objects when interacting with the living – so most of the living will not realize it is a ghost, although it prefers to keep in partial isolation. If it discovers the truth too abruptly, it will go into a murderous rage.
71. **Undead aristocracy.** Some powerful undead (such as liches) still cling to mundane affairs even after becoming immortal. They want to preserve their bloodlines, in addition to enjoying intelligent allies and servants. The undead aristocracy is a group of relatives, retainers and sycophants who are under the thrall of the same lich – they are pale, emaciated and rotted like their masters (although many are better preserved, almost human), without any of their powers. This kind of liches also keep humans servants and relatives to reproduce, replace fallen allies, etc.
72. **Quartered.** Quartering is an inhuman method of capital punishment, where the limbs are torn away from the body, often being pulled by four horses going in opposite directions. It is said that, if the victim is innocent, it can reattach its limbs and go looking for vengeance as a zombie-like undead. It then attacks all responsible for its fate with a cleaver or similar instrument, chopping their limbs and turning them into the quartered: horrible zombies that have no arms or legs and still slither around aimlessly trying to bite humanoids. Whole villages have been punished this way for torturing an innocent.
73. **Manifestor.** An invisible ancestor spirit that haunts an old house or castle, usually because it considers its house besmirched by unworthy descendants or other motives. It cannot manifest through sight, sound or touch, but it can move objects and occasionally create strange items out of thin air. It tries to manifest its will by relocating things, opening and closing doors (or creating new passages), unearthing hidden things, etc. It cannot leave the house, but can bring the whole edifice down if ignored long enough.

74. **Deadwood Tree.** This evil creature looks exactly like a big, rotten tree, sometimes with a few humanoid features: thick trunks and long branches like arms and claws, the vague semblance of a mouth, eyes or skeletal face, roots that walk around like clumsy feet, etc. It is extremely hard to destroy with ordinary weapons (except axes). The trunk always has a dark hole with the hidden corpse of a person who was “buried” alive in the tree as a punishment. Its restless spirit moves the tree. If the corpse is destroyed, the spirit can rest, and the tree rots away immediately.
75. **Unliving Reflection.** Sometimes, a cursed humanoid loses his or her soul, but the body and mind lives on. This specific ghost manifests as a reflection in the mirror – thus, identical to the living person. It can travel to nearby mirrors to commit all heinous crimes that the original person was too afraid (or decent) to commit. After the deed is done, the creature stealthily returns to the mirror. Any witnesses will point the original person as the obvious culprit. If the reflection is destroyed, the soul returns to its owner, who can choose to atone for its sins, or embrace a newfound taste for carnage.
76. **Spell drain Spirit.** A vague humanoid form, with open mouth and hollow eyes, wearing colorful robes and surrounded by a dark vortex. The ghost of a dead magician, warped and destroyed by the power of its own uncontrolled magic, has become a drain for arcane energy. Its touch weakens spellcasters, destroying their powers. If targeted by spells, they are simply sucked into the vortex with no effect most of the time – although occasionally the vortex will just hurl the spells back.
77. **Chronomortum.** A yellowy and extremely desiccated corpse, dressed in small rags, with white hair, empty eye-sockets and a mouth that seems to scream in silence, is frozen like a levitating statue one foot above the ground. It moves very slowly and it eats time. Anyone (and anything) that gets too close will be trapped in time too, moving slower and slower until it almost stops. Likewise, an arrow, for example, will seem to stop in thin air. In fact, such a missile could theoretically hit the creature, although it would take a week (and the creature can dodge it easily). The creature seems faster the more you approach it. Fighting such a creature hand to hand is possible, but it would take months (even it feels like minutes), and a living body, while slowed down, would still age normally.
78. **Necronate.** A newborn baby the size of a corpulent adult, covered in vernix and blood, with eyes open (but completely white) and umbilical cord still dangling. It moves like a bear and fights with bare fists. It cannot talk, and attacks anything on sight. It is rumored that this is the punishment for those who hurt babies – some say they become these creatures, others say the necronate comes out of hell to hunt them down before it gets loose.
79. **Death Apologist.** Wrinkled and emaciated, this creature still looks like a living humanoid under heavy, tattered robes, carrying a book with many names. Its voice is calm and mellifluous. It tries to convince the living to sign a contract and voluntarily embrace undeath – if not now, in some future, unspecified date. It believes undeath to be a blessing (or at least a good deal) and will not take the living by force.

80. **Grim Kennelmaster.** Sometimes, dogs that are starved, mistreated, or brutal enough can turn against their masters and torn them to pieces. If the master is at fault, both him and the dogs may end up cursed forever. A grim kennelmaster has pale blue skin, lots of bite marks, and human face with the semblance and sharp teeth of a wild dog. If is accompanied at all times by a pack of vicious zombie dogs, usually on leashes. They are hungry for human flesh.

81. **Excoriator.** A half-intelligent undead, with sadistic smirk and flayed skin, carrying a flaying knife. It hunts humanoids and wears the skin of its victims (as coats, masks, scarves, and sometimes even convincing disguises) until the skin rots, and the cycle recommences. Despite having no skin, it is extremely proud of its looks. Rumors say it was cursed by its own vanity.



82. **Ashamed undead.** This creature looks identical to a living, somewhat elderly and frail, humanoid. When interacting with the living, it does its best to be helpful and appreciated. It considers the fact that it became undead to be a motive of great humiliation, and it hides the fact carefully. If pushed on the issue, it might lash out in terrible anger, run away crying in shame, or (most likely) apologize profusely.
83. **Half-dead.** The unlikely child of a living parent with a deceased one, the half-dead is mostly a living being with a few undead traits. These creatures are usually miserable and always infertile. Half-ghosts see the spirit of the dead all the time. Half-ghouls suffer from constant necrosis, occasionally having to replace limbs and even internal organs for fresh ones in order to keep alive.
84. **Liminal.** A glowing white ghost, partially transparent. It is always visible, but some pieces seems missing – like broken stained glass. Like other ghosts, it can become incorporeal, but it can also turn mortals incorporeal for a fraction of time. It uses this power to pull the living away from each other, or into traps, cages, etc. It avoids direct confrontation, but if it decides to fight, it will separate one foe at a time.
85. **Wormlord.** This worm-ridden walking corpse clumsily tries to disguise itself under a tattered cloak. The worms who tried to eat the corpse got infected with the same curse that made the corpse rise in the first place. Trapped between life and death, they cannot complete the metamorphosis to become flies (although some Wormlords control turgid flies as well). Instead, they become unnaturally bloated and elongated, and under the control of the Wormlord, who throws them at its enemies or sets them as traps (they learned to appreciate living flesh). If the Wormlord is in need, it can eat such creatures for sustenance. How the tables have turned!
86. **Head Trophy.** The severed head of a humanoid or beast. It can barely move anything but the jaws and eyes. It has no intelligence, but it mimics a few movements it had in life, although it remains motionless most of the time. A field with many heads on spikes might have one of these creatures or two, mumbling incoherent warnings. A sadistic collector may have a room full of zombified heads – they'll only bite if you get too close.
87. **Unliving Monstrosity.** This mythic monster had too many heads or limbs even when it was alive: something like the Hydra, Chimera or Scylla. When it rose from the dead, things became worse. It gained an appetite for monster flesh and the ability to grow new appendages that mirror the ones it has eaten, becoming stronger and stranger in the process. An unliving monstrosity often has more than three heads and five limbs, all from different monsters.
88. **Replicating Spirit.** This twisted ghost looks vaguely like light green smoke with an evil humanoid face, but it is invisible most of the time. It found a way to replicate its evil thoughts and urges. It chooses an intelligent humanoid and takes residence within its body. Little by little, the presence of the spirit twists the host's mind. Completely destroying the personality could take years, but implanting a single belief, goal or habit can be achieved in days – even less, if the host is willing. Eventually, an entire village or city could be consumed by a single idea. If the host manages to resist, it can expel the spirit – both become stunned and the spirit becomes visible for a moment. Successful or not, the spirit looks for a new host – if rebuked, the next target will be someone more welcoming.

89. **Chain ghost.** Cursed for keeping slaves during its lifetime, this evil apparition looks like a curved figure in fine clothes, menacing grin and innumerable heavy chins around its body and neck – which didn't seem to bother it. It is near translucent but it can become corporeal and, what is worse, incredibly heavy. It attacks its victims by snapping an iron collar around their necks. This collar is tied to a chain that quickly becomes heavy enough to take the victim to the ground and crush the throat. The ghost is easily defeated (and pulled to hell) if bound by chains or shackles, as it cannot bear the same harm it inflicted upon others.
90. **Skerpion.** Walking on six limbs (all fours plus a pair of extra arms), with naked humanoid torsos and skeletal heads, these horrid creatures attack with a thick and venomous tail, made of bone. A line of long spikes covers the monster's spine and tail.
91. **Agonizer.** A slim corpse, with pale skin, tight dark leather clothing. Its hardened flesh hard flesh is squeezed, lacerated and bleeding where it meets the single barbed wire wrapped around every limb, torso and head. Long spikes are also driven into the flesh. The face has horrible scars, and the mouth is cut open ear to ear, in a perpetual grin. All of these grievous wounds are self-inflicted. The agonizer loved causing and receiving pain when it was alive, and the penchant continued after it was raised from the death. Now it looks for victims to torment until insanity. It attacks quickly and escapes, often receiving a single blow before it flees.
92. **Paratrophic Egg.** An enormous obsidian egg, the size of a small closet, full of cracks but still whole. It can only be opened from the outside – a few strikes with a heavy weapon will do. Cracking the egg will spew forth one to three lean creatures – their bodies look like shriveled old humanoids, but their skins are red and black like a newborn bat. With eyes permanently shut, they moan and scream with toothless mouths. As soon as they come out of the egg, they grab and strangle anyone they can, pulling back to the egg, as it closes itself again. The egg is full of necrotic energy and it feeds on life. It was created by an ancient demon as a cruel mockery of life and birth.
93. **Staring skeleton.** This creature is identical to a common skeleton, except for the perfectly preserved tongue and eyes. It has some kind of evil intelligence despite the lack of a brain. It emits a cackling laughter as it torments and hunts its victims. Looking into its eyes causes madness and despair.
94. **Calamity Caller.** The smiling face and blowing hair of a beautiful woman stands on a flayed neck and bosom. The abdomen is peeled further, with no muscles, only exposed internal organs – the heart still beats like a glowing ruby, and the uterus exudes dark smoke. The limbs get longer and thinner at the extremities, until the hand and feet end in long skeletal fingers. A tattered cape of flesh and blood floats behind the creature. It is an avatar of pure, uncontrolled death. It wants nothing but the extinction of humanity. It controls other undead, and its touch peels the flesh from the bones.

95. **Flayed Knights.** Heralds and bodyguards under the command of the Calamity Caller (see above), these knights are few but powerful. Like the Caller, their bodies are carved to the flesh and bone, but in the opposite direction: their heads are nothing but skulls, their torsos have no skin, but their limbs are intact and mighty. They have glowing hearts like the prophet, but they are usually hidden under heavy armor. They wear scapulars made of their own skins.
96. **Deadly Mist.** A heavy white mist falls upon a village, blocking every way out. While the mist lasts, the dead come back to life. The recently slain are the first to rise, their minds twisted by hatred and sorrow. Ghostly spectators watch solemnly from the mist, but do not interfere. A lonely herald walks into the village and makes an offer: become one of the killers or become one of the victims. Those who kill the innocent and survive may join the spectators. Killing the herald has no effect on the mist. No matter what happens, the mist goes away after a few days, and the dead fall inert to rest in peace.
97. **Tutor.** A ghostly, slender figure, usually with fine dark clothes and holding a thin cane. It is accompanied by children made of ethereal blue light. Red lines extend over the tutor, covering it like a laser umbrella frame. The crimes this creature committed in life are horrendous beyond description. Somehow, it managed to keep its pupils souls from ascending. Now they follow the tutor's every order, although they hesitate when told to commit violence. If they see that the tutor is weakened, they might attack it, but if a child is attacked they will immediately fight back with immense anger. If the tutor is destroyed, all the children ascend immediately, while the evil light that surrounds the tutor bounds it and pulls it below.
98. **Necrocabal.** Sometimes the adoration of mortals for cult leaders and false prophets is so deep that cultists may accompany their masters into the grave and beyond, usually through an unholy ritual. The resulting monster is terrible to behold. The leader is naked and hairless. From the waist down, it is surrounded by five humanoids that kneel to him, the arms as heads attached to the leader's hips. Around this group, nine humanoid beings face outward, their backs glued to the backs of the inner circle. The outer circle will fight to the death to protect their master, whose face they cannot even see. The master of the cabal only wants to augment its influence and the size of the "pyramid".
99. **Dancing Pallbearers.** This group of six grim, finely dressed skeletons gather around to watch events when an artist, acrobat, bard, or daredevil is in grave danger. They do not interfere, waiting for the person to die so they can throw the body in a casket and march away dancing with it. It is unclear if this is homage or mockery of the victim.
100. **Bone Avatar.** A minor avatar for a powerful demon that favors the undead, the bone avatar is a skeleton made of multiple beasts. It has the long head of a horse or bull, big spiral ram-like horns, the torso and arms of a gorilla and the hindquarters and legs of a goat. It carries a scepter with a skull – usually belonging to the humanoid demon-worshipper who called the demon in the first place. It is intelligent and can raise and command other skeletons. The bone avatar believes that if it conquers enough realms, the demon will give it infinite power. The demon, however, just wants to cause chaos and destruction, and despises its own minions.

Undead Generator

d6	Basis
1	Skeleton
2	Zombie
3	Ghoul
4	Ghost
5	Shadow
6	Lich

d6	Skull
1	Flawless
2	Flaming
3	Grinning
4	Crystal
5	Deformed
6	Animal

d6	Head
1	Missing
2	No face
3	No jaw
4	Tilted
5	Cut in half
6	Masked

d6	Mouth
1	None (or sewn)
2	No jaw
3	Wide grin
4	Sharp teeth
5	Black hole
6	Long tongue

d6	Eyes
1	Gouged
2	Emerald
3	Bulging
4	All white
5	Bleeding
6	Glowing red

d6	Arms and Legs
1	Too many
2	Too long
3	No legs (floats)
4	No legs (crawls)
5	Claws
6	Weapons

d6	Clothing
1	Naked
2	Robed
3	Ragged
4	Armored
5	Old fashioned
6	Fine

d6	Body (1)
1	Burning
2	Flayed
3	Desiccated
4	Bloated
5	Frozen
6	Impaled

d6	Body (2)
1	Disemboweled
2	Twisted
3	Worms
4	Flies
5	Boneless
6	Almost skeletal

d6	Ghostly Body
1	Translucent
2	Shadow
3	Glowing
4	Misty
5	Flowing rags
6	As if living

d6	Animal (1)
1	Jackal
2	Crow
3	Cat
4	Snake
5	Horse
6	Crocodile

d6	Animal (2)
1	Worm
2	Bull
3	Rat
4	Fly
5	Bat
6	Pig

d6	Attack (1)
1	Touch
2	Claw
3	Bite
4	Vomit
5	Weapon
6	Wail

d6	Attack (2)
1	Stench
2	Dark aura
3	Gaze
4	Moan
5	Energy cone
6	Death ray

d6	Effect (1)
1	Necrotic damage
2	Force damage
3	Poison
4	Disease
5	Frighten
6	Grapple

d6	Effect (2)
1	Charm
2	Stun
3	Paralyze
4	Insanity
5	Exhaustion
6	Cold

d6	Drain (1)
1	Levels or XP
2	Ability scores
3	Spells
4	Memories
5	Youth
6	Luck

d6	Drain (2)
1	Beauty
2	Hearing
3	Sight
4	Voice
5	Magic from items
6	Life (vampirism)

d6	Powers (1)
1	Invisibility
2	Aura
3	Etherealness
4	Flight
5	Fright
6	Stealth

d6	Powers (2)
1	Spellcasting
2	Plane travel
3	Teleportation
4	Telekinesis
5	Regeneration
6	Illusionist

d6	Items
1	Weapon
2	Lantern
3	Staff or scythe
4	Hourglass
5	Chains
6	Banner

d6	Features
1	Child features
2	Animal features
3	Tentacles
4	Wings
5	Horns
6	Spikes

d6	Origins
1	Necromancy
2	Curse/Sanction
3	Dark energy
4	Cosmic accident
5	Voluntary
6	Infection

d6	Motivation
1	Sadism
2	Vengeance
3	Guilt
4	Hunger
5	Protecting
6	Spread Death