

# Undead Monsters

A supplement to the Arduin Grimoire game system

Document Version 1.0

□ Erik Guttman, 2004

## Introduction

Undead monsters are defined in a variety of sources - AD&D, Arduin Grimoire, Arduin 'Dungeon' monster sheets and independent work by myself. I pull them together here as a reference.

The undead creatures in this section are explained in such a way that one must refer to the Religious Magic and Necromancy rules.

## The Negative Material Plane

The negative material plane does not coexist with the positive material plane except in divinity level 1 and 0 and where undead are present who have a level of 'noncorporeality.' There are spaces on the negative material plane which do not exist on the positive material plane, and visa versa.

When normal beings come into contact with the negative material plane, they experience paralysis, physical disruption, life level draining, decay and other damage such as madness and emotional disturbances. The mere hint of the negative material plane (such as a *closed* portal) will cause fear and confusion.

It is impossible for unprotected living beings to transit to the negative material plane. When in zones of null divinity or haunted realms, living beings are essentially in a no-man's-land between the two planes, where the imbalance is held in check. Just as undead cannot enter holy ground, living beings cannot enter the negative material plane without dying (or worse).

The negative material plane is populated with unliving spirits and static partially dilapidated architectures. Nothing is ever built there - ruins of past structures fall into the negative material plane as they are forgotten, forsaken and cursed. There is no presence of the divine, no hope, no fate - everything there remains exactly as it is, forever, except for the disruptive interaction with the material plane which

adds more material and occasionally involves the denizens of the negative material plane in conflicts and events. Most denizens of the Negative material plane are past caring about anything, they become active only when disturbed or dominated. Do not let the apathetic, drooping face of this silent realm fool you - it is filled with boundless evil. It is only because the evil has consumed itself and that the realm is entirely empty of inspiration and potential that it has ground to a halt.

## **Undead**

A few notes:

Corporeality determines to what extent the undead being exists on the Material plane. An undead being with 50% corporeality exists 50% on the Negative Material Plane.

### **1. Animated Corpse**

Antilife force: -1, Corporeality: 100%, HD: 1/2 normal, AC: normal, DX: 1/2 normal, AGL: 1/2 normal, Attacks: normal, Immunity: normal plus all mental attacks fail as the animated corpse has no mind. There is a 50% chance -10% per level over first of the Necromancer or Priest animating the dead, that the mental attack on the undead will affect the animator.

These are mindless corpses, controlled fully by the will and purpose of a Necromancer. The '1/2' in the statistics column refers to half effectiveness compared to a living being of the same type. As the Animated Corpse has no mind it is immune to confusion, fear and all other mental attacks. Without uninterrupted control these beings collapse and revert to normal corpses instantly. See L2 Necromancy Spell. [EG]

### **2. Zombie**

Antilife force: -2, Corporeality: 90%, HD: 3+1 - 5+1, Base AC: 6\*, DEX: 6-11, AGL: 9-16, MOV: 60', Attacks: Normal + rot, Immune to Rot, 1/2 from Acid. A corpse with the soul called back for servitude through Necromancy. The Zombie may act independently as long as the action falls within the very narrow lines of the task it has been assigned. The '\*' indicates the value varies by racial type. A Zombie typically has the same attributes as a living being, -3 DEX. See L2 Necromancy Spell.

Rot damage is d6 save to 1 point. If élan 1-4, rot gets worse 1 pt per week, instead of healing. Élan 5-8 it stays without healing. Élan 9-12 it heals 1 per week. See L2 Religious Spell 'purify injury' which allows the wound to heal normally. [Adapated AD&D]

### **3. Skeleton**

Antilife force: -3, Corporeality: 99%, HD: 1/2 \*, Base AC: 7 (or better), DEX: Normal, AGL: Normal, MOV: Normal, Attacks: Normal, 'claw', Immunity: 1/2 Lightning and Cold.

A skeleton is not sentient. It is normally animated by Necromantic force to serve a particular purpose, such as to fight in a war or act as a guardian.

Another possibility is that the skeleton emerges in the place of its death due to Necromantic magic. In this case, the skeleton will remain potentially active at the place of death until the (rest of the) physical remains decay.

A skeleton has half the HD of the original being. If it has no weapon, it can use its skeletal hand as a claw for d4-d8 damage depending on size. The base AC is at least 7, but will be more for some races.

Despite being merely bone, negative material 'fills' them with unnatural power. Thus a skeletal wings allow flight, a skeletal horse may be ridden as a normal mount, armor continues to fit, and so on.

See L3 Necromantic spell. [EG: Jason and the Argonauts :-)]

### **4. Skull Warrior**

Antilife force: -4, Corporeality: 98%, HD: 1/2 \*, Base AC: 6 (or better), DEX: Normal, AGL: Normal, MOV: Normal, Attacks: Normal, 'claw', Immunity: 1/2 Lightning and Cold.

Unlike a skeleton, a Skull Warrior has a limited sentience and may retain a full range of its intelligence and skills (see below). Where a skeleton will only perform its task, a Skull Warrior retains both personality and will - so it will only serve in so far as it is forced to. That said, a Skull Warrior itself, normally, has only very

rudimentary motivations - typically related to their immediate situation (Examples: Revenge! Get my stuff back! Get out of my cave!)

If bidden to arise by necromantic force, they have only generic soldierly skill and minimal but fierce psyche. Great necromantic force may recall the living being's mind (twisted to the necromancer's will and ultimately cruel.) This requires 2 levels of necromancer level per point of 'piety' of the being as they were in life.

A Skull Warrior capable of spell casting in life may operate at half their previous competence.

A Skull warrior may only be harmed by silver or magic weapons.  
[DH: unpublished - from my personal notes]

## **5. Skullmonkulus**

Antilife force: -4, Corporeality: 90%, HD: 1+4, Base AC: 5, DEX: 16-19, AGL: 12-19, MOV: 45' or jump 7', Attacks: bite, Immunity: Fear, confusion, charm, life drain.

Usually alone, this undead creation can bite for d6 plus a toxic saliva that causes to fall into a sleep like stupor that lasts for d4 days. The bite also rots for one point per day unless a cure disease ritual is performed.

Looks like a humanoid skull with 'walking fingers'.

This creature is a magical construct, usually done upon a necromancer's fallen enemy. The being thus created can be used as a watchdog and warning device. It cannot speak but has a loud hissing screech and a staccato gobbling like sound it uses instead. They can "see" into the Astral and Ethereal planes and all invisible beings. They save vs. magic like an 8th level mage. [DH]

## **6. Poltergeist**

Antilife force: -4, Corporeality: 10%, HD: 4+1 - 8+1, Base AC: 4, DEX: 11-16, AGL: 11-16, MOV: N/A, Attacks: Psychic, Immunity: Psychic attack, physical attack (except remains).

The poltergeist has a purely psychic manifestation except for its

mortal remains which are vulnerable to physical attack. Generally it haunts a limited space such as a cave, castle, etc. where its death occurred under circumstances which did not allow the soul to part from the corpse. A poltergeist bears a grudge and will become active as that grudge's raw nerve gets touched. They can evoke fear in general (save vs. fear to all within maximum 60' r. Fear lasts d10 min and causes those effected to flee, save to -3 to all skills and reactions) or against a specific person to the extent that their fear reaction will be effectively a charm (save vs. psychic attack, allows the poltergeist to control the person without letting on that this is occurring for d10 min per 'failed save'.) They have telekinetic abilities equal to a 10th level mage. They can read minds (save vs. psychic attack), up to 1 being per HD at all times. This mind reading power is used to anticipate opponent's next moves, find out weaknesses and to determine who the poltergeist's 'real enemies' are. A psychic maelstrom tears at living entities in a 1'r/HD for 2d10 damage/mt, also: save vs. temporary random insanity - equal in level to the HD of the Poltergeist. In this latter form, the poltergeist is vulnerable to magic attacks, though not physical blows. [EG: Mythology, Steven Spielberg]

## **7. Ghoul**

Antilife force: -4, Corporeality: 90%, HD: 3+1 - 6+1, Base AC: 4, DEX: 9-18, AGL: 10-15, MOV: 40-60', Attacks: 1 as weapon or hit d6-d10 + magic effect, Immunity: Rot, 1/2 Acid.

When fully fed a Ghoul appears as a normal humanoid except when their claws and fangs are distended. These are obscenely long, more ornate than useful. They can pass as a normal living being, though they do not sleep and have to force themselves to blink (they often forget to, which may give them away).

A hungry ghoul looks like a partially decayed corpse whose fangs and claws cannot be 'retracted.' These sleep 20 hours a day or more and are generally listless and unmotivated.

Ghouls obtain sustenance by devouring the dead. To the extent the spirit of the dead has obtained greatness or purity, the Ghoul becomes satisfied and derives power (for a limited time). Normally this enhances their strength (normally 10-17, it increases up to +10!) and they gain up to 35% magic resistance, +4 AC and 50% more hit points.

The touch of a Ghoul has enough of the negative material plane in it that those in contact are paralyzed with fear and disorientation for d10 mt (or as long as contact is maintained!), save to -4 in all respects.

Sunlight burns a Ghoul for d8 per mt and causes them dismay and pain such that they are -5 in all respects. [EG: Mythology]

## **8. Zombird**

Antilife Force: -5, Corporeality: 90%, Type: undead avian HD: 1+4 Size 20'-24" tall AC: 4 (+4) Dex: 18-20 Speed: 330'/turn (air)/30' ground Number: 1-20 Attacks: 2 claws for 1D3 ea., 1 bite for 1D4 In all cases, save vs. poison or fall into stuporous trance, becoming zombie-like slave to zombird's master for 1D4 hours. Looks: Dusky grey skeletal, partially feathered rooks with fiery blue glowing eyes and a nauseating smell. Notes: These undead creatures are spies and messengers of evil liches and other unsavory types. [DH, Death Heart]

## **9. Whispore**

Antilife force: -5, Corporeality: 30%, HD: 4+1 - 9+1, AC: 3, DEX: 14-21, AGL: 14-21, MOV: 120' (walk/run in the air), Attacks: As per weapons or by touch, Immunity: 25% M.R., Confusion, Charm, Stun, Drains, Air Magic.

A fragmented being whose destruction in life left his evil unfulfilled. The objects that remain are often mildly potent (as magic items) - their dagger might seep a mild acid, their armor might repel 1/4 of all elemental attacks, their cloak may allow them to move silently, etc. All of these items have the spiritual tendency to corrupt and possess in a minor way. The function at a fraction of their potential unless assembled into a 'set.' At that point, the Whispore achieves 'culmination.' The bearer must save or be shredded to bits (death!) vs. life drain at -3. A save still indicates 3d10 damage + d3 life levels drained + d20 minute stun. In either case, the being forms, and the items abilities becomes the Whispore's own. The Whispore is entirely single minded in its desire to fulfill the last unfulfilled act which led to its dispersion and haunting. When formed, the Whispore appears as a wisps of flesh holding/wearing the items - but otherwise hollow. After the Whispore fulfills its task or is destroyed, the items lose their enchantment.

It is very difficult to detect the presence of the Whispore in the magic items. Only a priestly detect masked magic will determine this, though there will be a slight 'evil' cast to the items discerned by any detect magic is performed. [EG]

## 10. Desercation

Antilife force: -5 , Corporeality: 90%, HD: 5+1 - 13+1, AC: 2, DEX: 11 + d10, AGL: 11 + d6, MOV: 100', Capable of following prey Astrally, for d10 mins once per hour. Attacks: Tentacles, Immunity: Acid, cold, psychic, webs, 1/2 from fire spread out over 2 mt, 38% MR, Weapons entering the fluid must save or dissolve. Missile weapons are deflected 75%.

Temper: Nasty, fatalist  
Type: Magic construct pseudo life unholiness  
Found: Indoors

This created undead results from subjecting a humanoid to a Level 5 necromantic transmutation spell called "Ambulthembok's Desercation." The spell is very costly and dangerous to perform, however if it works, the victim is forced to serve the Necromancer.

The goop on the top and bottom of the column is what is left of the victim's body. The red fluid is magical acid (2d8), and a biotoxic "life-gel" which does d4 damage. The Desercation has 6 + d4 tentacles which reach 10' + 1'/HD. These creatures consume living matter by pulling it inside the column. The tentacles do only d3 damage crush, but they cause a victim to spasm uncontrollably (save to -1). The spasming lasts d6 mt after the touch ceases.

There is a 10% chance of contracting the 'disease' upon touching the gel, 20% when inside, save at +1 vs. disease (level 8 in potency). If the save is not made, the force incubates 30 + d20 days. The next night indoors, the victim transforms into a mindless Desercation. [EG]

## 11. Spook

Antilife force: -5 , Corporeality: 55%, HD: 2+1 - 4+1, AC: 6, DEX: 13-18, AGL: 13-18, MOV: 100', Attacks: Fist: d4 - d8 + d8 mt Tarantella, Immunity: 50% MR, Whimseys

These irritating little ghosts are mischievous, cruel and persistent.

The look like small pudgy white blobs protruding arms, legs and a head. They can pass through solid objects, as long as the zone of divinity is below 5.

They are able to use magic as a mage of half again their HD (3-6th level). They specialize in nuisance spells. They often accompany very serious and awful undead to provide 'comic relief.' Ahem. [EG]

## 12. Snow Ghost

Antilife force: -5 [DH, AG III]

## 13. Necrophage

Antilife force: -6, Corporeality: 50%, HD: 8+1 - 12+1, Base AC: 2, DEX: 12-17, AGL: 15-23, MOV: 180' or leap 30' by 18' up, Attacks: Touch burns with negative material: 2d6 disruption + d4 rot + save vs. revulsion or be -4 in all respects for d10 mt (to -2 only), Immunity: 25% Magic Resistance, only magic or silver hits, stoning, poison, acid, mental attacks.

This evil thing results from necromantic force or a terrible desecration. In its basic form the Necrophage is a partial humanoid composed only of decayed hunks of flesh and otherworldly maggots with a tiny prismatic orifice. In this form, they have reasonably fierce physical abilities and resistance.

They may turn to liquid at will, and move in the above ways. They can flow into any crack and reform instantly. This is so rapid and unnerving that unless one is used to it, the effect appears like teleportation and leaves opponents -4 attack and defense for the first second.

The real danger is that the Necrophage will get *into* a victim. If this occurs, this monster can do three things:

(1) Attempt to burst the victim

Save vs. lifedrain at +2 or die over the course of d6 + 1 mt. After the second to last mt, no priestly magic or dispel will help! A save, or dispel magic before this point results in a bursting forth of worms and goo from the victim, doing 2d10 damage and stunning the victim for d20 minutes. The Necrophage forced to leave cannot



reform for d20 minutes, but it can flee as goo. If the Necrophage successfully bursts a victim, it may immediately attack or take another action.

## (2) Necrorescence

The victim saves at +3 vs lifedrain. A failure causes the victim to convulsively transform in d6 + 1 mt into a horrible zombie version of itself with multiple (d4 +1) combat oriented mutations: Wings, tusks, scales, acid seeping glands, poison gas emitting vents, etc. The GM must improvise! The physical damage should be on the order of d6 per 2 HD of the Necrophage, the magic damage up to d8 per 3 HD, up to 50% resistance or +5 AC over normal. The Necrorescence it retains its skills and knowledge. A save indicates a 'bursting forth' as above, but with 1/2 damage and stun. The Necrophage exits the body if it succeeds. retains full control, and the effect lasts d8 hours or after the Necrophage is further than 360' away, even for an instant. The victim dies when the effect ends, with a 10% per minute as a zombie that it has had its soul tainted.

## (3) Remain within and Feed

The victim becomes progressively more and more ill. He will eventually die (in one day per CON) after being utterly consumed.

The chance of 'entering' the victim is an attack as fluid - aimed at the victim's mouth. The attack need not be very accurate, since the Necrophage only needs to touch the mouth in order to flow inside instantly. Save vs. lifedrain at +4 in which case the Necrophage bursts forth in d6 seconds from the victim's mouth, for d8 damage +3d8 poison and d3 mt stun. The Necrophage may only attempt to enter each victim once, ever.

Sunlight destroys it in 1 mt! Even in the deepest shadow, it will last only 1 minute. It must be underground in a cursed place or zone of divinity 2 or less if it is outside of a living being during the day. [EG]

## 14. Phantom

Antilife force: -6, Corporeality: 75%, HD: 5+1 - 14+1, Base AC: 2+2, DEX: 12-19, AGL: 13-20, MOV: 75' or teleportation, Attacks: 1 weapon or magic spell, Immunity: 50% M.R., takes only 50%

physical damage, only magic or silver hits.

They appear as maimed humanoids, bearing the wounds which killed them. They are entirely solid - have no blood, organs, etc. They have no smell or other natural aspect.

A vengeful spirit. Not necessarily evil, but utterly ruthless and inspires evil circumstances. They have great strength (usually 24) and resistance. They can disincorporate and reform within the proximity (usually 240') of their 'target' - the being or beings which the Phantom seeks to revenge itself against. The maximum range of this form of movement has no limit, but the Phantom has to know where their target is. Without progress they fade and wait (they aren't very good detectives or hunters.)

If they are convinced of failure (or success), they fade for good. Otherwise, only high level priestly banishment or complete spiritual destruction of all actual physical remains destroys them for good. Otherwise, they reform in 20 days - HD after being 'killed.' [EG]

## **15. Hell Horse**

Antilife force: -6 [DH, See AG I]

## **16. Shade**

Antilife force: -6, Corporeality: %, HD: , Base AC: , DEX: , AGL: , MOV: , Attacks: , Immunity:

TO DO [AD&D adapted]

## **17. Abominid**

Antilife force: -6, Corporeality: 90%, HD: Varies, Base AC: Varies, DEX: 4-9, AGL: 4-9, MOV: 30' (unless special limbs), Attacks: Varies - always strength of 19 or more, Immunity: 1/2 from elemental magic, double from natural fire, 20% MR, +5 vs mental magic, -5 vs emotional magic.

This undead construct is a sewn and bolted together contraption given 'life' by a Necromancer. Assuming no mishaps (like using a bad brain), a Necromancer may control this monster.

Its abilities depend on the beings whose parts were assembled.

The Abominid has limited sentience - when for example the Necromancer has not given it orders, the orders were unclear (the Abominid is not very bright!) or the Necromancer is missing. [EG]

## **18. Gorgowraith**

Antilife force: -6, Corporeality: 80%, HD: 6+1 - 13+1, AC: 5, DEX: 12-17, AGL: 12-17, MOV: 90', Attacks: 2 snake-like arms, breath weapon, Immunity: Sleep, charm, drains, blasts, cold, acid, fire, tarantella and all non-magical attacks. MR 20%. Stoning also.

Attacks: 2 snake-arms that do 2d4 - 2d8 impact plus 3d8 - 6d6 constriction next melee round. The snakes may bite for d6 plus venom paralyzes for 2d6 melee rounds, half if saved.

The Gorgowraith may also breath forth a "stoning" gas cloud - 20' x 20'. All who fail their save are turned into stone. Gorgowraiths may do this 3 times a day. The effects extend into the astral and etherial plane.

Often used as guardians to crypts, tombs, dungeons, etc. by greater undead, such as Liches. Tend to be Lawful Evil. [Rich Brunton]

## **19. Morghoul**

Antilife force: -7 [DH, AG I]

## **20. Wight**

Antilife force: -7, Corporeality: 60%, HD: 4+1 - 7+1, Base AC: 3, DEX: 7 + d10, AGL: 7 + d10, MOV: 80', Attacks: 1 weapon or 1 claw, Immunity: Paralysis

Look like black, puckered, translucent corpses. Their claw does d8-d12. Their touch, or that of their weapons, cause d10 minute paralysis, save to seconds. If in their burial place, their touch causes d20 hour paralysis and unconsciousness, save to minutes at -3. [EG: Tolkein]

## **21. Sharogus**

Antilife Force: -7, Corporeality: 80%, HD: 6+1 - 13+1, AC: 5, DEX: 9-14, AGL: 13-18, MOV: 110' (levitation), Attacks: Gaze, tentacles,

Immune: Fear, slow, paralysis, cold, acids, poisons, venoms others as normal low level undead, 23% MR, 35% Clerical magic resistance.

Attacks: 1 Gaze-Cone which "causes" 70% wounds; save to 30% (versus clerical magic). the cone is 7' long and 2' wide per HD of the monster. This may be done every 3rd melee round.

5 tentacles which strike for 2d4 - 3d6 each and crush/constrict for 2d6 - 2d10 on following rounds. The touch of the tentacles is as cold as the grave and causes paralysis for d10 rounds (save at -4).

These creatures exist merely to attack living beings and absorb their souls into itself, this being their only sustenance. Those whose souls they do absorb cannot be resurrected until the creature is slain (releasing the soul). [Richard Brunton]

## **22. Ghost Crab**

Antilife force: -8 [DH, AG I]

## **23. Wraith**

Antilife force: -8, Corporeality: 40%, HD: 4+1 - 7+1, Base AC: 4, DEX: Normal, AGL: Normal, MOV: Normal (in flight though), Attacks: Weapon or touch, Immunity:

Shimmering translucent beings, as they died.

Their touch or weapon does 2d6 disruption, save to half and drains one level, save to none.

They may fly through solid objects as long as they are in a divinity zone of less than 5.

[EG: JRR Tolkein, The Fellowship of the Ring]

## **24. Mummy**

Antilife force: -8, Corporeality: %, HD: , Base AC: , DEX: , AGL: , MOV: , Attacks: , Immunity:

TO DO [EG: Mythology]

## 25. Y'kar Spirit

Antilife force: -8, Corporeality: 20%, HD: 8+1 - 15+1, Base AC: 2+1, DEX: 13 + d10, AGL: 14 + d8, MOV: fly 175', dive charge 270', Attacks: Touch, Curse, Items, Immunity: Lightning, Cold, Poison, Venom, Acid, +8 vs. mental magic & psychic attack, 52% MR

These beings seek solitude and become hostile if their resting place (especially if their belongings) violated.

They are only found in their place of death. they appear as a patch of dust with decaying or at least dirty accoutrements. They usually have d6 - 1 magic artifacts, though usually very minor magic. At the slightest hint of these being disturbed by any except a loved one, the Spirit rises up as before death, with its items, 50% to 250% larger than in life.

These are soul shards of a being killed by extreme Necromantic force. The cowl is a reminder of that force. It allows them to see 360 degrees - all life force - and concentrate on what all beings in sight are doing. Invisibility and illusion have no effect on the Y'kar Spirit's vision.

Their touch (or through their items) decays anything at d10, d12, ..., 4d12 depending on HD. Living matter and magic must save at 1/2 or be at -5, save to no effect. Their touch dispels magic at their HD as a dispelling mage's level.

All beings slain by a Spirit become a Zombie in d3 mt, at the Spirit's control. The save is at -4 vs spoken spells. A Spirit may also call upon any corpses in a 5' r/HD to serve equally. These are able to make use of their belongings and operate at full skill.

Finally, they can beckon forth the soul of the one who disturbed them 65% - (HD of victim + EGO + CON/2)% Save vs. spoken spells at -4 if this % is rolled. If the Spirit isn't dispatched in the victim's (CON + EGO/2) seconds, the victim dies. If the Spirit is quickly dispatched, the victim must roll resurrection roll/5 + EGOx2 + CONx4 as a % to reenter his body.

[EG]

## 26. Specter

Antilife force: -9, Corporeality: 40%, HD: 5+1 - 12+1, Base AC: 2, DEX: 11-18, AGL: 11-18, MOV: 120', Attacks: 1 weapon or touch, Immunity:

Shimmering translucent beings, as they died.

Their touch or weapon does 2d8 disruption, save to half and drains two life levels, save to one.

They may fly through solid objects as long as they are in a divinity zone of less than 6.

[AD&D adaptation]

## 27. Undude

Antilife force: -9, Corporeality: %, HD: , Base AC: , DEX: , AGL: , MOV: , Attacks: , Immunity:

[I don't have these stats.] [Chris Neely]

## 28. Banshee

Antilife force: -9, Corporeality: 40%, HD: 7+1 - 18+1, AC: 5, DEX: 16-21, AGL: 12-21, MOV: 240', Attacks: Psychic suggestion, wail, claws, bite, Immunity: Only *nonmagical* fire can destroy it- Everything else stuns for d6 mt (% chance = % of its hit points in a single wound) or at worst causes the Banshee to disincorporate. The Banshee may reform within d6 hours.

Appears like a normal humanoid. Its were-form is an hulking wolf-like humanoid with long slowly shifting hair.

Psychic suggestion: Range: 30'. Save at -3 or accept what the Banshee asserts, permanently. This requires a full day in proximity with the victim. It is equivalent to a L12 insanity.

2 Claws: Causes living flesh to explode: does d10 - 4d10 + d8 disruption/3 HD, save vs. magic to half.

Bite: d8 - 4d8 + save vs. lycanthropy (completely out of control and necromantic)

Wail: At will, emit a shriek which causes all living beings within 120' to swoon with terror for as long as the wailing lasts, plus d20 minutes. Save vs. psychic attack to retain partial consciousness - any action may only be performed by rolling EGO \* 5%. Since this is a psychic attack, immunity to fear only gives a +4 save. At up to 10 miles this wail is enough to cause fear (-4 to all reactions). If less than 1000' and targeting a particular person, it will cause him or her to swoon as above. [EG: Mythology, Edgar Allen Poe]

## 29. Vampire

Antilife force: -10, Corporeality: %, HD: 8+1 - 17+1, Base AC: 2, DEX: 17-22, AGL: 12-19, MOV: 120' (special if in other forms), Attacks: presence, bite, gaze, physically strong (strength 21), Immunity:

Looks: A completely pale humanoid, unless recently fed. In that case, the Vampire may pass for a living being. They tend to be aristocratic and well dressed. They cast no reflection.

Attacks: Bite: d8 + drain 2 levels + 25% chance per bite of becoming a zombie under the Vampire's control in d6 days. May use weapons. Gaze: save vs. psychic attack at -3 or be fully controlled for 2d6 minutes. A talented vampire's victims will not let on that they have been controlled. If the Vampire wishes, their presence causes fear - within 1000' -2 reactions, 500' -4 reactions, 250' trembling and -2 in all respects, 120' -4 in all respects, 100% - EGO \* 5% of becoming incapacitated in fear. (In all cases, save to 1/2 effect).

The Vampire may transform into a wolf (runs at 300'/turn) a bat (flies at 360'/turn) or mist (flows at 120'/turn and may pass through the smallest cracks). The speed of the transformation depends on the skill of the vampire.

Vampires have the natural ability to Command. They may have permanently controlled mortal servants, animals or zombie slaves.

[EG: Gaming lore, Mythology, countless movies]

### **30. Revenant**

Antilife force: -10, Corporeality: %, HD: , Base AC: , DEX: , AGL: , MOV: , Attacks: , Immunity:

TO DO [EG: Bad movies]

### **31. Psilorn**

Antilife force: -10, Corporeality: 5%, HD:12+1 - 19+1 , Base AC: 2+3, DEX: 16-23, AGL: 16-23, MOV: 180', Attacks: 1/2 HD is their level as a psychic + psyblast + touch, Immunity: 25% MR, physical damage except by holy weapons, take 1/2 from elemental magic (fire, ice, lightning, wind, sand, etc) and nothing from poison, venom, acid, stoning, disintegration or 'energy weapons.'

A Psilorn looks like a faint trace of wisps of mist in a humanoid shape, actually only present where the neural system would have been present. They only manifest when they use their power and for d3 seconds afterwards, otherwise, they are a presence scattered over a 240' radius.

The psyblast causes one victim within 120' to become permanently mind wiped. This attack may only be used once per minute. Save to confusion (inability to act) for d4 mt, then -4 in all respects for d10 minutes.

The touch of the Psilorn permanently drains d6 INT and 2 life levels, save to half.

These beings are the result of necromantic experimentation. [EG]

### **32. Priest-mage**

Antilife force: -11, Stats depend on religion.

What distinguishes a priest mage from a normal being is that they can use both mystic and priestly magic and they can cast two spells per melee turn. These are either necromancers or priests of foul religions who 'go all the way' and become a creature of pure evil, transcending death.

[DH, (from my personal notes)]



Here is one example:

**Priest-Mage of Tanabras** (Okthoz is the Lemurian equivalent religion)

AC: 5, DEX: 14-19, AGL: 11-18, MOV: 90'/60'/90', Attacks: 2 spells per mt, 1 brain blast, 1 clawed kick, Immune: cold, fire, acid, life drains and blasts, psychic attacks. They take d8 per vial of holy water.

In lieu of both spell attacks 1 brain blast, 45' range, does 6d6 psychic damage, causes confusion for d4 +2 rounds and drains 1 INT permanently. This mind-strike may only be done once daily and the save is at -4.

1 clawed kick (STR is always 19), for d10-3d8. A few use weapons, favoring spears and short pikes.

Notes: These creatures are rarely below 4th level in either category and may do spells on land or under water. They live in swamps (due to religious edicts) though often travel about spreading their dread Lord's evil. Are often accompanied by undead Octacrocks, swamp wraiths or other similar creatures.  
[Rich Brunton]

Another example is the **Priest-Mage of Kthulhulos** [DH, Dungeon Module?]

### 33. **Vampusa**

Antilife force: -12 [DH, AG II]

### 34. **Boogie Man**

Antilife force: -12 [DH, AG I]

### 35. **Lich**

Antilife force: -13, Corporeality: %, HD: , Base AC: , DEX: , AGL: , MOV: , Attacks: , Immunity:

[AD&D adapted]

### **36. Wraith Wyvern**

Antilife Force: -14 [DH, AG II]

### **37. Wraith Dragon**

Antilife Force: -14 [DH, AG III]

### **38. Death Hydra**

Antilife Force: -15, Corporeality: 65%, Type: Undead hydra, HD: 7+1 or 13+1, AC: 2+3, Speed: 20'/turn per HD in size [so either 140' or 260'], Dex: 17-20 % Liar: 90% Attacks: 1 bite per head for 1D8 or 2D8 ea. plus either 1D3 or 1D6 life drains per bite. One/day ea. head may, instead of biting, 'breathe' a bolt of black lightning that does either 3D8 or 6D8 electrical and blasts [not drains] either 1 or 2 life levels. These bolts are 10' long by 1' wide per HD of the hydra [so either 70 x 7 or 130 x 13] Looks: They are translucent black with silver sparkles throughout and have ghostly green glowing eyes. Notes: These hydras have been magikally rendered the equivalent of spectres for turning purposes. However, they do have corporeal bodies (which only silver or magik harms). They move totally silently, but wail, banshee-like, in combat (NB: implies that banshee-wail will have same effects as from a banshee, which see in that case.) [DH - Dungeon Module (which?)]

### **39. Lemure**

Antilife Force: -15, Corporeality: 10%, Type: Greater Undead, HD: 6+1 - 14+1, AC: 2+4, DEX: 12+d8, AGL: 10+d10, MOV: Fly 360', Attacks: hit, spheres, Immune: Turn magic 70% 50+d100% (if over 100%, all of the magic is turned and cannot be turned back again!), protected 100% vs all but disintegration, stoning, 1/4 from magical fire and cold, light and dark. 40% M.R.

Looks: Swirling oceans, translucent. Twice to four times the size of a normal human.

Origin: Sorcerers who perverted nature too much turned elementals into undead forms.

All within 180' save or flee in revulsion - living beings only. Even if one saves, one is -3 in all respects since it is impossible to

concentrate fully.

These beings have lesser demon senses.

All hit save at -4 or are paralyzed and enveloped in a 4 +d8' sphere of 'water.' If both save and MR rolled, one may 'swim out' of the sphere, otherwise one is trapped in the middle, even if one is not paralyzed! The attack does d10 per 2HD + 3 life level drain, save to 1. Spheres continue to drain life force at 1 per turn, save to 1 per 2 turns.

The Lemure knows one spell which it may cast once per turn. When it is destroyed, the knowledge of this spell is broadcast to all within the 120'. If a mage studies this information, he may learn the spell.

Each sphere may be moved at 240'/turn. Up to 1 sphere/3HD may be created. If others are hit by this sphere, they too are drawn inside and drained. [EG]

#### **40. Lash Lich**

Antilife force: -15 [DH, Dungeon Module?]