

BRUTAL

Big Bad Ball Busting Bloody Battles

VAMPIRES AND UNDEADS RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley Wife of David, beautiful lady, very supportive

BRUTAL

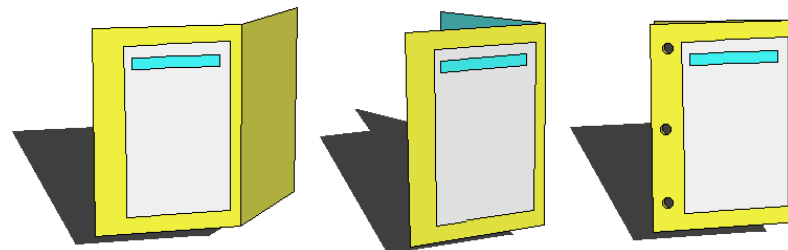
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ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvachs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.



POSITIVE AND NEGATIVE PLAINS OF EXISTENCE

In BRUTAL, there are only three known plains of existence: (1) The Positive Plain, (2) The Material World, and (3) The Negative Plain. Life, light and goodwill are created in the positive plain. These then flow into the material world where conflict, suffering, and hate destroy them. Meanwhile disease, death and decay work to drain the material world to feed the endless depths of the negative plain.

Life is created in the positive plain, travels to the material world, then completes its journey when it dies of natural causes and peacefully enters the negative plain. This is the natural flow of all living things. With the use of very powerful magic, energy from the positive plain may be used to create light, heal wounds, cure disease, neutralize poison, restore lost limbs, and even restore lost life force points.

When death occurs unnaturally, it obtains form and consciousness and tries to resist the absolute demise of the negative plain by escaping back into the material world. There it enacts its revenge, grows to hate all life, and is motivated only by the desire to stay in the material world where it is free to causes pain and suffering. With the use of very powerful magic, energy from the negative plain may be used to create darkness, cause wounds, spread disease, inflict poison, wither limbs, and even steal away points of life force.

THE VAMPIR BLOOD DISEASE

In BRUTAL, a Vampyr is one of the many horrific monsters who can occasionally escape the negative plain and roam freely on the material world. Though they have no heart and lungs, they do have blood, and this blood acts as an undeadly disease to the humanoid creatures intrinsic to the martial world.

A Vampire (different spelling) is created when a living humanoid creature contracts the horrific disease of the Vampyr. This disease blackens the victim's blood and kills their heart. The original blood cells mutate, grow tails like sperm, then race through the veins of their fruition. Characters bitten by a Vampire must roll their Life Force vs. 5 dice or become a Vampire. However, this black, oily, "super" blood has a very short life span, so a Vampire must drink fresh humanoid blood to stay alive (.er, I mean stay undead). Each week that a Vampire fails to drink fresh humanoid blood, there is a (1 in 6) chance that the disease mutates, and the Vampire forever becomes a Zombie or Ghoul.

Zombies are vampires who failed to drink humanoid blood. Their black oily blood has died and the disease has now moved on to consume their flesh which now rots and decays at an alarming rate. With the new mutation the Vampire loses most of their powers, but as a new Zombie they gain a few others. Additionally, as a Zombie, the victim's memories grow faint and they struggle to remember who they once were and who their friends are. Though forgetful of the past, they are very cunning and extremely hungry. Characters bitten by a Zombie must roll their Life Force vs. 3 dice or become a Zombie. Zombies must eat fresh humanoid flesh to stay undead. Each week a Zombie fails to eat fresh, living, humanoid flesh, there is a (1 in 6) chance that the disease mutates yet again, and the Zombie forever becomes a Skeleton.

Ghouls are far more rare than Zombies. When a Vampire fails to drink fresh blood and becomes a Zombie, there is a (1 in 100) chance that they become a Ghoul rather than a Zombie. Ghouls are similar to Zombies, but flee from living creatures and feed upon the buried bodies of the dead. Characters bitten by a Ghoul must roll their Life Force vs. 3 dice or become a Ghoul. Additionally, Ghouls never need worry about becoming a Zombie.

Skeletons are Zombies who failed to eat humanoid flesh. Their rotting flesh dies and falls from their bodies to expose their moist dripping bones, now consumed by the disease. With the loss of their flesh, comes the loss of eyes, tongue, ears, and brain. They have no intelligence, can not see, hear, speak or touch, but the disease fills their bones with new strength and unnatural powers. Among these new powers is the ability to "feel vibrations" in the air and on the ground. Using this power, a Skeleton can "see" 18 inches in all directions, even through walls. Additionally, if they happen to find a weapon or some armor, they somehow instinctively know how to use it properly.

Torsos are very, very rare. When a Vampyr kills a victim and drinks their fresh blood, there is a (1 in 1,000) chance that the victim becomes a Torso. Torsos suffer from an extremely rare mutation of the Vampyr blood disease that does not require them to drink blood or eat flesh, and in fact makes them more powerful than Vampires. However, this new mutation only seems to affect their upper bodies, allowing their legs and pelvic region to rot and fall off. These floating Torsos then roam the material world on invisible spirit legs, whilst dripping a trail of dark red blood.

Note:

The Vampyr blood disease only infects humanoids of size 5 and less.

ANIMATE DEAD

The spell used to animate the dead causes humanoid dead bodies to rise up as Zombies, Ghouls or Skeletons, depending on how long they were dead. Though seemingly created, these new Zombies and Skeletons are still considered undead suffering from the Vampyr blood disease. The animate dead spell merely calls forth the disease from the negative plain to disease the dead bodies near by.

UNDEAD MONSTERS

In BRUTAL, there are three types of undead monsters: (1) Those who escape or are summoned from the negative plain, (2) those who suffer from the diseased blood of a Vampyr, and (3) Those who are created or conjured using powerful magic spells. All undead are immune to sleep, charm, persuade, intimidate, taunt, hold, poison, paralysis, polymorph, and insanity.

In BRUTAL, not every undead creature is the same. A Vampire Dwarf for example, will have a different Size ability rating than a Vampire Cesspooler. The ability rating listed for a Vampire are the minimal ability ratings, where

When a creature becomes a Vampire their ability ratings instantly increase as many points as needed to meet the minimal ability ratings listed.

When a dead body becomes a Zombie or Skeleton by using the Animate Dead spell, their ratings instantly increase as many points as needed to meet the minimal ability ratings listed.

However, in order to become a Lich, a character must already possess the minimal ability ratings. This is part of the required process.

Notes:

- (1) All undead monsters are able to attack and harm those creatures only harmed by magical weapons.
- (2) Vampires, Lich, and Torsos are all capable of earning additional experience points.



APPARITION

Say: (AP-arr-ISH-un)

MIND ABILITIES

Willpower	12
Intellect	5
Nature	6
Corruption	8

BODY ABILITIES

Strength	5
Movement	8
Coordination	10
Combat	18

FIXED ATTRIBUTES

Life Force	7
Size	6
Speed	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	9
Claws and Bite	9
Magic	2

APPEARANCE

Apparitions appear as bony creatures, usually quite tall with very long legs and long wispy hair. Often they are so tall that they appear as if squatting, perhaps ready to pounce. Their bodies are draped in long sheer white flowing garments (like silk sheets) that seem to blow as if there was a great breeze.

WANDERING

These creatures never wander and are only encountered as guardians or gate keepers. There is typically a large buildup of suspense and fear, perhaps even some spooky ambiance, followed by the appearance of the Apparition, who immediately lurches forward in attempt to gain a surprise attack on a random character. The victim of the surprise attack must roll their Nature vs. the Apparition's Coordination to avoid the surprise.

If surprised, the apparition stretches forward to tower up and over a random character, howling and ripping at the poor unlucky character beneath it who must immediately roll their Willpower vs. the Apparition's Willpower of stand there helpless, frozen in fear, and suffer 8d of pure damage!

If the victim is not frozen in fear, they may attempt to jump back and avoid the damage by rolling their Coordination vs. the Apparition's Movement.

After the surprise attack of the Apparition, all characters must immediately roll their Willpower vs. the Willpower of the Apparition to see if they have the courage to stay in the room. Those who succeed may of course choose to leave the room of their own freewill and are not required to stay and fight. If anyone remains in the room and stands fearless against the Apparition, they get one round to attack it as it immediately fades away. An Apparition is harmless in a room void of fear and horror.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **SURPRISE ATTACK** – Appears out of nowhere, for a surprise attack.
- **FADES AWAY** – When no fear remains, in fades away in a single round.

TREASURE

Apparitions have no treasure.

EXPERIENCE POINTS

All characters standing fearlessly against an Apparition who fades away earn 20 E.P. each. Or all characters who help kill an Apparition earns 35 E.P. each.



CORPSE

Say: (KORPS)

MIND ABILITIES

Willpower	9
Intellect	4
Nature	6
Corruption	6

BODY ABILITIES

Strength	6
Movement	4
Coordination	4
Combat	8

FIXED ATTRIBUTES

Life Force	6
Size	3
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Skin	3
Claws and Bite	3
Magic	2

APPEARANCE

Corpses appear as individual Zombies wandering about alone.

WANDERING

A Corpse will not immediately charge the characters to eat their flesh, but rather turn and begin yelling at them, "What are you looking at!" and "Get out of here!" and "Leave me alone!". If the characters do not immediately turn and leave, the Corpse will race toward them and attack!

During the battle, the Corpse can not cause any real damage, but it will attack anyway. As the characters attack the Corpse, it seems to suffer greatly, but all damage caused by non magical weapons is only an illusion. Almost immediately, the Corpse will fall to ground most dramatically, perhaps even decapitated or cut in half.

Then in attempt to cause great horror, it leaps back to life and uses its illusionary power to hide any real damage caused by magic weapons or spells. It rises to its feet instantly, fully healed and laughs in a dark, sinister way. Characters who witness a Corpse jumping back to life must roll their Willpower vs. the Willpower of the Corpse or drop one random thing that they are carrying and flee for 2 to 12 rounds. When they return, the Corpse and their belongings are all gone.

Characters who stand fearlessly against a Corpse will witness the angry spirit walk off and fade away.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **ILLUSIONARY DAMAGE** – During the battle, a Corpse can not cause any real damage, and can use illusions to make itself appear wounded, or fully healed.
- **HORROR** – When a dead Corpse leaps back to it's feet, it is most horrifying.

TREASURE

Corpses have no treasure.

EXPERIENCE POINTS

All characters standing fearlessly against an Corpse who fades away earn 10 E.P. each.
Or all characters who help kill a Corpse earns 20 E.P. each.



GHOST

Say: (GOAST)

MIND ABILITIES

Willpower	10
Intellect	3
Nature	5
Corruption	3

BODY ABILITIES

Strength	3
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	7
Size	3
Speed / Fly	6"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Phantom Bodies	8
Touch	6
Magic	10

APPEARANCE

Ghosts appear as nearly transparent copies of their once living bodies, complete with phantom clothes, armor, weapons and equipment that is not truly with them any longer.

WANDERING

Ghosts are angry or sad spirits who need to fulfill something before the leave. They are typically encountered as individual creatures haunting specific places, or large groups of Ghosts parading down the same path every night, again and again.

Many ghosts seek the help of the characters to unravel some mystery. But other ghosts have given up on the aid of mortals, and now seek only to horrify and slaughter others.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **INVISIBLE** – A Ghost may appear and disappear at will, Invisibility rating = 12 dice.
- **POSSESSION** – A Ghost may possess a character, taking over their bodies as their own. To do this they must attempt the Possession by using one action and rolling their Magic rating vs. the Willpower of the character they are attempting to possess. Once possessed, the ghost must continue to attempt the Possession action each round to remain in the host body. While possessing a body, they may move about and use their second action anyway they please.
- **WAILING** – Some Ghosts (1 in 6) are very, very sad. They can wail once every 10 rounds causing 2 dice of damage to everyone within 12 inches..
- **HOWLING** – Some Ghosts (1 in 6) are very, very angry. They can howl once every 10 rounds causing a 9 dice attack to everyone within 12 inches.
- **ANIMATE SKELETONS** – A Ghost may animate dead by touch once a round. They can use this ability to create Skeletons and Zombies as the spell. They can even use this ability to animate Skeletons out of mismatched bone piles.

TREASURE

Ghosts have no treasure.

EXPERIENCE POINTS

Discovering the reason a ghost remains in the material world, unraveling the mystery, and freeing them from that which binds them can earn a lot of bonus E.P. based on the adventure.

Killing a Ghost earns 25 E.P. for the group.



GHOUL

Say: (GOOL)

MIND ABILITIES

Willpower	5
Intellect	5
Nature	7
Corruption	5

BODY ABILITIES

Strength	5
Movement	5
Coordination	5
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	3
Speed, Dig	6" 3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Skin	4
Claws and Bite	4
Magic	6

APPEARANCE

Ghouls appear as skinny, bony creatures with undead skin and pale eyes. Their arms and legs are often long and lanky. Their teeth are dull yellow and very sharp.

WANDERING

As many as 2 to 12 Ghouls may be found in cemeteries, morgues, crypts, and battlefields (after the battle). They are far too busy chewing on dead body parts to chase after a living one.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **PARALYSIS** - The touch of a ghoul causes paralysis. All characters successfully attacked by a Ghoul must roll their Nature vs. the Ghoul's Magic rating to resist the paralysis or else fall helpless to the ground for 1 to 6 rounds.
- **SMELL FLESH** - A ghoul can smell flesh up to 1 mile away. They can smell flesh through 10 feet of solid stone. They can tell if the flesh is alive or dead. They can tell how long dead flesh has been dead.
- **DIG** – Ghouls are cowardly and easily frightened off. Ghouls will only stay and fight if they outnumber the living three-to-one, or if they are cornered and forced to fight. But even then, they might try to dig their way out of trouble. Ghouls can dig through dirt and bury themselves in a single round. They can continue digging and burst forth from a random grave 1 to 6 rounds later. Many ghoul-infested cemeteries are riddled with tunnels, perfect for fast crawling ghouls.

TREASURE

Ghouls carry no treasure, but buried in their lairs will be a different bag of gems for each Ghoul, buried and hidden separately. Secret = 6d, Contents = (1 - 6) gems worth 100 gold each.

If there are 5 or more Ghouls, then there is a 1 in 6 chance of a random magic item.

EXPERIENCE POINTS

Killing a Ghoul earns 15 E.P. for the group.



HELL CAT

Say: (HEL KAT)

MIND ABILITIES

Willpower	6
Intellect	2
Nature	12
Corruption	2

BODY ABILITIES

Strength	8
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	8
Size	6
Speed	9"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Hide	6
Claws and Bite	6
Magic	5

APPEARANCE

Hell Cats appear as shimmering, spooky, green, glowing silhouettes of large black cats. They are nearly impossible to see in rooms that are not 100% void of all light.

WANDERING

Hell Cats always travel alone, stalking and hunting on their prey. They feed upon the living, prefer to sneak up and gain a surprise attack, but will attack immediately if spotted. They will stay and fight to the bitter end and are impossible to frighten off.

SPECIAL ABILITIES

- **HARD TO SEE** – A Hell Cat is invisible in daylight (Invisible rating = 12 dice), Difficult to see in dim light (Invisible rating = 6 dice), and easily spotted in complete darkness.
- **MAGIC OR SILVER WEAPONS** – Only harmed by magic spells and silver or magic weapons
- **SURPRISE ATTACK** – Paired actions: Sneak, then Hide, round after round until within attacking range. As they sneak they must roll their Coordination rating vs. the Intellect of all characters who might spot them. But each character who detects the Sneak, must then roll their Intellect again vs. the Hell Cat's Invisibility rating, or simply get the feeling they are being watched.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons

TREASURE

Hell Cats have no treasure.

EXPERIENCE POINTS

A Hell Cat is worth 25 experience points



HELL HORSE

Say: (HEL HORS)

MIND ABILITIES

Willpower	6
Intellect	2
Nature	6
Corruption	4

BODY ABILITIES

Strength	18
Movement	18
Coordination	12
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	5
Speed, Fly	6" 12"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	4
Claws and Bite	4
Magic	1

APPEARANCE

Hell Horses appear as sleek, black, awesome steeds with the blackest eyes. When excited, they show their large, square, yellow teeth and flames sometimes flare from their black noses.

WANDERING

Hell Horses are only encountered as mounts being ridden by a powerful masters, ...usually undead.

SPECIAL ABILITIES

- **MAGIC OR SILVER WEAPONS** – Only harmed by magic spells and silver or magic weapons
- **FLY** – Hell Horses can fly very, very fast
- **Fire Breath** – A Hell Horse may breath fire that causes a 12 dice attack to a single creatures in front of it. Hell Horses may breath fire a maximum of 3 times a day.

TREASURE

Hell Horses have no treasure.

EXPERIENCE POINTS

A Hell Horse is worth 15 experience points



HELL HOUND

Say: (HEL HOUND)

MIND ABILITIES

Willpower	12
Intellect	2
Nature	9
Corruption	3

BODY ABILITIES

Strength	8
Movement	6
Coordination	6
Combat	8 Per Head

FIXED ATTRIBUTES

Life Force	5	Per Head
Size	4	
Speed	6"	
Dark Vision	36"	

NATURAL ATTACK & DEFENSE

Undead Hide	5	Per Head
Bite	6	Per Head
Magic	1	

APPEARANCE

Hell Hound appear as very large dogs with one, two, or three heads. They have huge heads, sharp black teeth, and blood red tongues. They growl, drool, slobber, and spit acid.

WANDERING

As many as 2 – 7 Hell Hounds can be encountered in the wild, but are sometimes found as a single hound chained down to guard a door or something.

SPECIAL ABILITIES

- **MAGIC OR SILVER WEAPONS** – Only harmed by magic spells and silver or magic weapons
- **MULTIPLE HEADS** – Roll d6: (1-2) one head, (2-3) two heads, (5-6) three heads. Each Hell Hound head has its own attacks, hit points, and experience. Also, each head can spit acid once every 10 rounds, but a hound with three heads can spit acid 3 rounds in a row (1 per head).
- **SPIT ACID** – Each head may independently use a single action to spit acid on a single target up to 6 inches away for 3d of immediate damage, or they may use their first action to drool long slimy sticky strands of drool then use their second action to shake their head rapidly spraying acid on all within 6 inches for 1d of damage.
- **HORRIFYING BARK** – The bark of a single head for one full round (two consecutive actions) creates 2 dice of horror. If more heads bark, then the horror is combined. For example, if 3 hounds are found, one with two heads, and the third with three heads, then there are a total of 7 heads. Now if all 7 heads bark, they create a combined horror roll of 14d.

TREASURE

Hell Hound have no treasure.

EXPERIENCE POINTS

Each Hell Hound Head is worth 15 experience points



LEPER LICH

Say: (LEP-ur-LITCH)

MIND ABILITIES

Willpower	9
Intellect	10
Nature	2
Corruption	13

BODY ABILITIES

Strength	2
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	6
Size	3
Speed	3"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Undead Skin	5
Claws	5
Magic	9
	Maybe More

APPEARANCE

A Leper Lich is an ultra powerful character who tried to turn himself into a Lich but failed somehow. At best they appear as a badly wounded Lich, but more often they appear as a skeleton or zombie. Their eye sockets appear as dark black holes without the tiny glowing point of light seen in a real Lich.

Their bodies will be riddled with disease, tumors, boils, broken bones, and open wounds infested with bugs and disease. Their bodies may also have numerous battle scars and may even have daggers or arrows still stuck in them from previous conflicts. They walk as if it pains them to do so, shambling along slowly.

WANDERING

Unlike a real Lich who lives in a well guarded labyrinth, a Leper Lich roams forever lost. No place appears familiar to them and they wander about aimlessly mumbling quietly beneath their breath.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **PLAGUE** – The touch of a Leper Lich causes a foul rotting disease that withers the skin instantly causing 2d of additional damage caused by a successful claw attack. Then if the disease is not cured within 24 hours, the limb with rot completely and fall off. At such time, everyone who came within 12 inches during the past 24 hours must roll their Nature vs. 3d or have a randomly selected limb become infested as well, suffer the 2d of immediate damage and find a cure of the disease spreads again!
- **VOMIT BREATH** – The breath of a Leper Lich carries an unimaginably stench of carrion. They can use there breath as an attack by hissing and turning, causing all within a 6-inch radius to rench over and vomit for the rest of the current round.
- **DECAY** – Flowers wither, metal rusts, stone cracks, etc. when a Leper Lich passes within 3 inches of them.
- **HORROR** – The mere sight of a Leper Lich causes all to roll their Willpower vs. 6d or run away for 2 to 12 rounds and refuse to return.

TREASURE

A Leper Lich has no treasure.

EXPERIENCE POINTS

A Leper Lich is worth 65 E.P. for the group.



LICH

Say: (LICH)

MIND ABILITIES

Willpower	12
Intellect	18
Nature	2
Corruption	12

BODY ABILITIES

Strength	2
Movement	6
Coordination	6
Combat	18

FIXED ATTRIBUTES

Life Force	8
Size	3
Speed	3"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

Undead Skin	5
Claws	5
Magic	18 Maybe More

APPEARANCE

A Lich is an ultra powerful character who turned themselves into an undead in order to cheat death. They appear as sickly, withered old characters typically wearing fancy clothing, and wielding the best armor and weapons imaginable. Their eye sockets appear as dark black holes with a tiny glowing point of light.

WANDERING

They are rarely found wandering far from their labyrinth, crypt or dungeon where they hide deep within the darkness protected by a great many traps, tricks, locks, mazes, and monsters. When encountered, they will usually be attacking from a safe place, far away, with a well planned escape. If surprised by the characters, their first thought will be to escape. But if cornered, they might just kill everyone including themselves with some ultra-powerful spell or something.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **EYES OF DEATH** – The eye sockets of a Lich appear as dark black holes with a tiny glowing point of light. When a Lich and one character gaze into each other's eyes, the Lich may perform any one of the following, regardless of the range.
 1. Death Spell = 5 dice of damage immediately!
 2. Read Mind to know everything the character knows!
 3. Control Speech, forcing the character to say something, "He, He"
 4. Control Weapon, forcing the character to attack somebody, "Oh Yea Baby."
- **HORROR** – A Lich may stand tall, stretch forth a single arm, scratch at the air, and hiss loudly causing all who see this to roll their Willpower against the Lich's Willpower. All who fail immediately run away for 3 to 18 rounds. Those who succeed may stay, but suffer 1 dice of instant damage.

TREASURE

A Lich will always have some totally awesome magical equipment and use it to the best of their ability. In their lair, hidden in various places, they will have 2 – 7 hidden treasure troves that each contain 10 to 60 gold coins and 2 to 12 gems worth 100 – 300 gold coins each. Roll 1d: (1-3) 100, (4-5) 200, (6) 300. And one of the treasure troves will also have 2 to 7 random magic items that they don't use.

EXPERIENCE POINTS

Some Lich are more powerful to kill then others. The author of the adventure is free to assign a value between 50 and 250 experience points (or more if warranted).



MUMMY

Say: (MUM-ee)

MIND ABILITIES

Willpower	12
Intellect	12
Nature	8
Corruption	5

BODY ABILITIES

Strength	10
Movement	8
Coordination	8
Combat	13

FIXED ATTRIBUTES

Life Force	6	then	12
Size	4		
Speed: walk or Sand Storm	3"	12"	
Dark Vision	9"		

NATURAL ATTACK & DEFENSE

Undead Skin	8		
Fist	3		
Magic	18	Maybe More	

APPEARANCE

Sleeping mummies lie dead as moist rotting bodies wrapped in tight rags. Their heart, kidneys and other organs will be located near by in very expensive containers. Sleeping mummies do not awaken until disturbed, or called forth to fulfill a curse.

Once awake, they make every effort to regain their original living form. They do this by acquiring their organs and by killing all who disturbed their sleep, or who initiated the curse.

WANDERING

Mummies who are awake may well likely have Zombies or Skeletons with them. And use every opportunity to regenerate their bodies and fulfill the curse. They may even stop attacking and carry on a conversation if they feel it might help them.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **ANIMATE AND COMMAND UNDEAD** – A Mummy can cast the death spell, animate the dead spell, and command undead spell at will. They will often build a large army of undead Zombies and Skeletons to serve them.
- **REGAIN LIFE** – A Mummy begins with LF = 6, and must complete 6 tasks to regain their living form with a LF = 12. Depending on how many individuals are directly responsible for their coming back to life, the GM will require one or more organs. For example, if 3 individuals uncover a Mummy, then the Mummy must kill all 3 people and find 3 hidden organs (3 + 3 = 6). But if 5 individuals awaken the Mummy, then the Mummy must kill all 5 people and find 1 hidden organ. With each individual or organ, they gain 1 LF points and 6 hit points to both their maximum Hit Points and current Hit Point values.
- **REGENERATE** – When wounded, a Mummy regenerates 12 Hit Points each round.
- **SAND TRAVEL** – A Mummy can travel as sand, either spilling through a tiny keyhole (1 to 6 rounds), or flying across the open desert as a sand storm (Speed = 12"). It takes one action to initiate Sand Travel, and other examples of Sand Travel are possible.
- **WOUNDING** – Damage caused by a Mummy create terrible, painful wounds that continue to blister and bleed causing 1 dice of damage per round per wound until the Mummy is killed, or the wounds are treated with a Bind Wounds (only 1 per day) or some sort of Healing Spell.

TREASURE

The tomb of a Mummy will always have many traps and even more treasure. A common tendency is to use heaps of treasure (like 5000 gold coins) to lure greedy characters into rooms that get sealed off permanently.

EXPERIENCE POINTS

A Mummy is worth 150 experience points.



NIGHT HAG

Say: (NITE-hag)

MIND ABILITIES

Willpower	12
Intellect	5
Nature	3
Corruption	13

BODY ABILITIES

Strength	10
Movement	4
Coordination	3
Combat	8

FIXED ATTRIBUTES

Life Force	7
Size	3
Speed	3"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	4
Claws	2
Magic	13

APPEARANCE

Night Hags appear as very ugly, evil old women aged far beyond reasonable expectations. They'll have large noses, facial warts, buggy eyes, bald spots, open bleeding sores on their faces, etc.

WANDERING

These nasty undead creatures are always encountered alone and haunt specific areas that they refer to as their territory. They hate all life, and not so much haunt a place as they do HUNT a place. Night Hags search for evil and corrupt characters to kill and bring their dead bodies back to the negative plain where they turn them into larva to buy, sell and be eaten on the negative plain.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **NIGHT HAG SLEEP** – A Night Hag has a very special "Sleep" spell that causes all characters to roll their Willpower against the Night Hag's Willpower to resist. Those who fail fall asleep.
- **STRANGLE** – Once a group is asleep, the Night Hag finds the most evil corrupt character and strangles them causing 2 dice of damage at the beginning of each round. The character being strangled awakens after the first round and suffers an immediate second strangle attack at the beginning of the second round. The strangled victim is unable to call out for help or cast spells, and if the Night Hag is able to strangle the victim to death, the others awaken later to find a note left by the night Hag and 2 to 12 gold coins.

If the characters keep the money, the Night Hag return the next day, again and again.

- **GLASS BALL** – A Night Hag doesn't actually strangle their victims to death, but only to a point where they are "mostly dead". Then they use an innate spell ability to place their victims into tiny glass balls. The magic spell glyph to put characters into tiny glass balls is know only to a Night Hag who is physically unable to share the knowledge with other creatures PERIOD. That's that!

TREASURE

A Night Hag will carry 70 to 20 gold coins, and 2 to 12 pre-written notes with her.

She will also have 1 to 6 victims trapped in tiny glass balls. Characters can be freed by breaking the tiny glass balls.

EXPERIENCE POINTS

A Night Hag is worth 30 experience points.

Freeing a trapped character earns 25 E.P. each



PARSON

Say: (PAR-sun)

MIND ABILITIES

Willpower	10
Intellect	6
Nature	3
Corruption	18

BODY ABILITIES

Strength	9
Movement	9
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	8 9
Size	3
Speed	3"
Dark Vision	6"

NATURAL ATTACK & DEFENSE

Undead Skin	5
Lude Acts	NONE
Magic	6

APPEARANCE

Parsons appear as old angry religious men of faith.

WANDERING

A Parson is always encountered alone, haunting a specific place. They were once an over zealous religious character who spent their life forgoing pleasures and wealth in hopes of obtaining some reward after death. But when they died and discover their religion was a farce, they become extremely angry and jealous. They refuse death and return to the material world as Parsons to feel-up sexy women, slap helpless children, and every other "wrong" thing imaginable.

They don't do any real harm, so they have no victims and gather no treasure. The characters must either kill them quickly before they commit too many lude acts, or simply leave them and walk away.

SPECIAL ABILITIES

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **LUDE ACT** – A Parson never simple attack a character. Instead, they lift skirts and spank attractive females, tie Dwarf beards in knots, give characters the finger, pick their nose and fling the buggers, give wedgies, trip, nudge, pinch, etc. The Parson should perform as many "Lude Acts" as possible until the characters finally walk away or attack.
- **REGENERATE** – Each time a Parson completes "Lude Act" (as many as 2 per round) the regenerate 2 Hit Points per round for 1 hour. For example, after completing 10 Lude Acts, the Parson is now regenerating 20 Hit Points per hour.

TREASURE

A Parson will carry no treasure

EXPERIENCE POINTS

A Parson is worth 30 experience points.



SHADOW

Say: (SHA-doh)

MIND ABILITIES

Willpower	6
Intellect	6
Nature	2
Corruption	2

BODY ABILITIES

Strength	12
Movement	6
Coordination	5
Combat	8

FIXED ATTRIBUTES

Life Force	8	
Size	3	Variable
Speed	6"	
Dark Vision	36"	

NATURAL ATTACK & DEFENSE

Undead Skin	5	
Claws (or Bite)	5	Variable
Magic	9	

APPEARANCE

Shadows appear as flat, dark silhouettes against floors, walls, and various backgrounds. Some appear as humanoids. Others appear as large dogs, long snakes, or perhaps even a dragon!

WANDERING

Most often, a Shadow is found serving an evil or undead master, but occasionally they are found on their own in deep dark places. When alone, they will play tricks on the characters such as bumping things to cause noise to leading them into traps.

SPECIAL ABILITIES

- **DIFFICULT TO SEE** – A Shadow is difficult to see in pitch darkness (Invisibility = 4d) but even more so when a room is lit with torches, lanterns etc. (Invisibility = 9d). In sunlight, they can be seen very easily (No Invisibility).
- **WEAKNESS** – After a successful attack, a Shadow may hold on and drain 1 point of Strength each round. Characters brought down to a Strength of 0 collapse for 1 to 6 rounds. During this time, the Shadow can attack the same character again and turn them into a Shadow.

They tend to go for the weaker characters first, so have all of the characters roll their Strength and have the Shadow attack the lowest roll.

- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons

TREASURE

A Shadow will carry no treasure

EXPERIENCE POINTS

A Shadow is worth 35 experience points



SKELETON WARRIOR

Say: (SKEL-e-TUN WAR-yur)

MIND ABILITIES

Willpower	8
Intellect	8
Nature	2
Corruption	6

BODY ABILITIES

Strength	8
Movement	7
Coordination	7
Combat	10

FIXED ATTRIBUTES

Life Force	10
Size	4
Speed / Fly	6"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Bones	5
Fist	4
Magic	7

APPEARANCE

A Skeleton Warrior appears as a calm, strategic Skeleton adorned with fancy armor, robes, etc. and typically wielding one or more very impressive weapons.

WANDERING

Skeleton Warriors travel alone and work to fulfill a quest or protect something. Unless the characters are some how tied to their quest, or are perhaps threatening that which they are meant to protect, the Skeleton Warrior will greet them politely.

Most of their quests are written in such a manner that they will never fully complete them. So all Skeleton Warriors are basically trapped here in the material world and wish only to return to the negative plain. But while they are here they must do as they are commanded, even if this means they must kill those whom they consider to be their friends.

SPECIAL ABILITIES

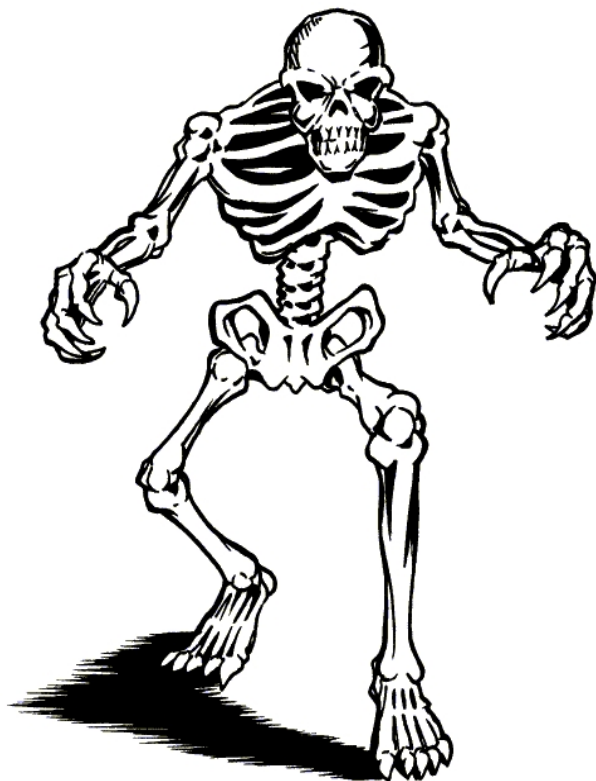
- **BONE ARMOR** – Skeletons have very hard bones (Armor Rating = 5d) and gain a +2d modifier to all defense rolls against sharp and piercing weapons such as bows and arrows.
- **BONE VISION** - Skeleton's see by feeling vibrations in the air and on the ground. They can effectively see in the dark and even through walls at a range of 18 inches.
- **CLEAVING SWORD** – A Skeleton Warrior with a 2-handed sword is able to attack everyone within a 4 inch radius with a single attack. If the Skeleton Warrior has multiple attacks, then they may attack everyone within a 4 inch radius multiple times.
- **REFLECTIVE, PIERCING SHOT** – A Skeleton Warrior with a bow is able to bounce arrow attacks off rocks, walls and trees in order to line up shots that pierce multiple targets. Arrows shot from Skeleton Warriors pierce through their targets and continue on to attack others.
- **LIGHTING BURST** – A Skeleton Warrior may thrust forth his hand and release an electric chock attacking everyone in the area described as 6 inches behind him, 10 inches to either side, and 12 inches in front of him. Electric energy continues to spark and arc across the area causing everyone in the area except for the Skeleton Warrior to suffer from a 9 dice attack.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons

TREASURE

A Skeleton Warrior will have no treasure of their own, other then any magical armor or weapons they possess.

EXPERIENCE POINTS

A Skeleton Warrior is worth 85 experience points



SKELETON

Say: (SKEL-e-TUN)

MIND ABILITIES

Willpower	3
Intellect	3
Nature	3
Corruption	3

BODY ABILITIES

Strength	3
Movement	3
Coordination	3
Combat	5

FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Bones	5
By Weapon	
Magic	1

APPEARANCE

A Skeleton appears as a bonny monster, with tattered clothing and empty eye sockets

WANDERING

Skeletons are typically found motionless in dark, dead chambers. Sometimes they sit calmly in ancient thrones. Other times two or more might be found appearing a large pile of bones. But occasionally, they are found wandering as well equipped marching troops under the control of a vampire or necromancer.

SPECIAL ABILITIES

- **BONE ARMOR** – Skeletons have very hard bones (Armor Rating = 5d) and gain a +2d modifier to all defense rolls against sharp and piercing weapons such as bows and arrows.
- **BONE VISION** - Skeleton's see by feeling vibrations in the air and on the ground. They can effectively see in the dark and even through walls at a range of 18 inches.
- **REBUILD BONES** – When a Skeleton is destroyed, it's bones collapse in a lifeless pile. However there is a (1 in 6) chance that the bones rejoin and jump back to life fully healed in 1 to 6 rounds, unless they are scattered or burned.

TREASURE

A Skeleton will have no treasure.

EXPERIENCE POINTS

6 experience points each



TORSO

Say: (TOR-soh)

MIND ABILITIES

Willpower	12
Intellect	9
Nature	18
Corruption	9

BODY ABILITIES

Strength	9
Movement	9
Coordination	9
Combat	18

FIXED ATTRIBUTES

Life Force	9
Size	3
Speed, Fly	6" 12"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	6
Claws and Bite	6
Magic	12

APPEARANCE

Torsos appear as the upper half of pale, humanoid bodies floating in the air, ..walking about on spirit legs. Their lower bodies have been ripped and torn away, leaving their internal organs to hang and drip blood that puddles slowly on the ground beneath them.

WANDERING

Torsos are very, VERY rare and if found wandering, it's probably best to leave them to their business. More likely, they are encountered in their lairs, dungeons, crypts, castles, towers, etc. and will likely be guarded by many different monsters, traps, and spells.

Torsos don't hunt the living. They hunt the undead! They feed upon Vampires, Zombies, Ghouls, etc. when roaming about roll 1d6: (1 – 4) headed from one place to another, (5 – 6) hunting undead to eat.

SPECIAL ABILITIES

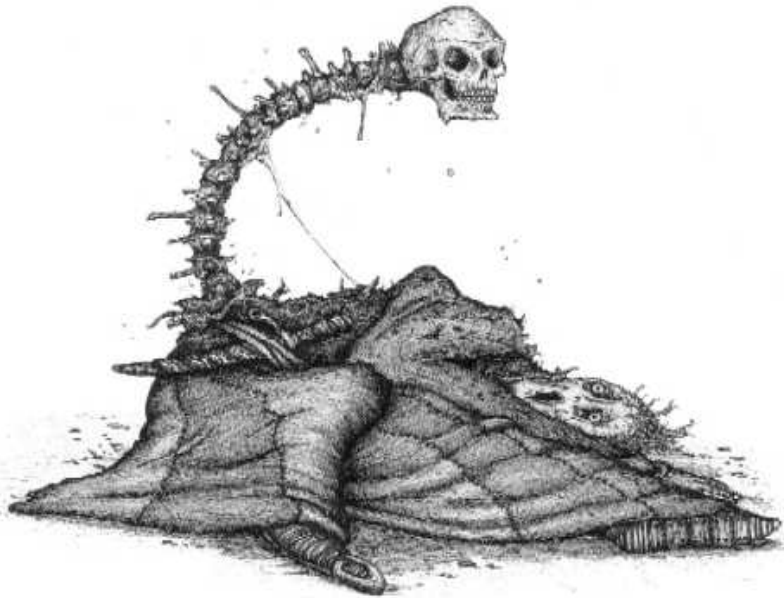
- **FLOAT** - The Torso walks on spirit legs. They can effectively move across flowing water, molten lava, broken glass, rickety rope bridges, slippery slopes, etc. with no ill effects. Likewise, most traps will not be set off by a Torso floating safely over it.
- **FLY** - A Torso can fly just as fast as they can walk, which is very, very fast. But they may only fly twice a day for up to 10 rounds.
- **HORROR** - Torsos extend their claws, show their teeth, roll back their eyes and hiss in a most ghastly manner. Those who witness this must roll their Willpower vs. the Torso's Willpower to resist the horror, else run in fear for 3 to 18 rounds.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **DRAIN LIFE** – A Torso may drain 2 points of Life Force with each successful attack. Characters brought down to a Life Force of 0 collapse and die.
- **WAIL** - The Torso Wail action may only be used by a Torso 3 times a week, and produces a high pitched scream that can only be heard by dogs, dragons, and vampires. To attempt the Wail action a Torso must use one action and roll their Magic rating. All vampires within 12 inches must then roll their Willpower rating to resist the wailing Torso. Vampires who fail suffer 2 dice of immediate damage and there is a 1 in 6 chance the fall unconscious for 1 to 6 rounds.

TREASURE

A Torso will always have some totally awesome magical equipment and use it to the best of their ability. In their lair, hidden in various places, they will have 2 – 7 hidden treasure troves that each contain 10 to 60 gold coins and 2 to 12 gems worth 100 – 300 gold coins each. Roll 1d: (1-3) 100, (4-5) 200, (6) 300. And one of the treasure troves will also have 2 to 7 random magic items that they don't use.

EXPERIENCE POINTS

Some Torsos are more powerful to kill than others. The author of the adventure is free to assign a value between 50 and 250 experience points (or more if warranted).



TU-UKA

Say: (too-Ook-ah)

MIND ABILITIES

Willpower	5
Intellect	1
Nature	1
Corruption	5

BODY ABILITIES

Strength	3
Movement	6
Coordination	6
Combat	8

FIXED ATTRIBUTES

Life Force	4
Size	1
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Bones	5
Bite	5
Magic	1

APPEARANCE

Suddenly the individual reaches up and begins to scratch at their scalp, which begins to crack and bleed. In seconds their head splits open and they literally grab their own skull and rip it in half! That's when the snake like spinal cord and skull free themselves and attack!

WANDERING

The Spell, "Animate Dead" has a bizarre effect when used on a living creature. Powerful evil spell casters (minimal Magic = 12d, Corruption=8d) may attempt to cast "Animate Dead" on living creatures. The victim gets a Willpower roll vs. the caster's Magic rating to resist the magic. If they fail the caster effectively plants a "seed of undeath" within the character and may immediately give it a command (5 words or less).

This undead seed grows inside the body of the character, unaware for 7 to 12 days, before killing the character automatically and responding to the command of it's new master. The creature then seeks out it's master for additional instructions.

SPECIAL ABILITIES

- **BONE ARMOR** – Tu-uka have very hard bones (Armor Rating = 5d) and gain a +2d modifier to all defense rolls against sharp and piercing weapons such as bows and arrows.
- **BONE VISION** - Tu-uka see by feeling vibrations in the air and on the ground. They can effectively see in the dark and even through walls at a range of 18 inches.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **MEMORIES** – The Tu-uka will remember everything the original character knew and will freely reveal this information to it's new master.

TREASURE

Tu-uka have no treasure.

EXPERIENCE POINTS

A Tu-uka is worth 20 E.P. for the group



VAMPIRE

Say: (vam-PIRE)

MIND ABILITIES

Willpower	12
Intellect	9
Nature	18
Corruption	9

BODY ABILITIES

Strength	9
Movement	9
Coordination	9
Combat	18

FIXED ATTRIBUTES

Life Force	9
Size	3
Speed / Fly	6" 9"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	5
Claws and Bite	5
Magic	9

APPEARANCE

A Vampire may appear as a pale, withered, ferocious beast with hundreds of sharp teeth. A Vampire may appear as a distinguished, charismatic, dapper individual. They may freely swap between these two appearances instantly. No action is required.

WANDERING

You would think that they only come out at night, but you would be wrong. A Vampire does not immediately die when struck by sunlight, and some have even been encountered in the middle of the day, hiding in dark cool shadows, leaping out to grab victims, then darting back out of the awful sunlight.

SPECIAL ABILITIES

- **SUN LIGHT** – Vampire hate sunlight. At the end of the first round they suffer 1d of damage as the skin dries and turns gray. At the end of the second round small flames begin to leap from their skin as they suffer 2d of damage. At the end of the third round they suffer 3d of damage. At the end of the fourth round they suffer 4d of damage. If they are not out of the sun light by the end of the fifth round their bodies collapse in a pile of ashes.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **SUPERFICIAL DAMAGE** –Non-magical weapons only cause superficial damage and all such wounds are fully healed at the beginning of the next round. However, if enough superficial damage is applied during a single round of combat as to kill a vampire, then the vampire collapses and lies unconscious for 1 to 6 rounds.
- **VAMPIRE BITE** – Vampires bite their victims to drink blood. One action to bite, then once action to drink. This instantly heals them of any and all wounds. Meanwhile the bit of a vampire causes the victim to enter a state of shock where they can do nothing to stop the Vampire. The victim remains conscious and alert but helpless.
- **VANISH** - The Vampire may vanish at will using a variety of methods. They may become invisible with rating = 12 dice, they may assume gaseous form, and they may shape change into a bat, wolf, crow, or other dark beasts.
- **HORROR** - Vampires extend their claws, show their teeth, roll back their eyes and hiss in a most ghastly manner. Those who fail their Willpower rolls vs. the Vampire's Willpower, must run in fear for 2 to 12 rounds.
- **DRAIN LIFE** – A Vampire may drain 2 points of Life Force with each successful attack. Characters brought down to a Life Force of 0 collapse and die.

TREASURE

A Vampire may likely have one or two magical items with them and use them to the best of their ability. Hidden in their lair, they sometimes will have a hidden treasure trove that contains 10 to 60 gold coins and 1 or 2 magic potions.

EXPERIENCE POINTS

Each Vampire is worth 55 experience points



VAMPYR

Say: (vam-PEER)

MIND ABILITIES

Willpower	12
Intellect	9
Nature	18
Corruption	9

BODY ABILITIES

Strength	9
Movement	9
Coordination	9
Combat	18

FIXED ATTRIBUTES

Life Force	9
Size	3
Speed / Fly	6" 9"
Dark Vision	36"

NATURAL ATTACK & DEFENSE

Undead Skin	7
Claws and Bite	7
Magic	12

APPEARANCE

A Vampyr may appear as a pale, withered, ferocious beast with hundreds of sharp teeth. A Vampyr may appear as a distinguished, charismatic, dapper individual. They may freely swap between these two appearances instantly. No action is required.

WANDERING

Vampyrs do not need to drink blood, but they still crave the delicious taste of fresh living blood. Rather than simply snatching a victim and drinking their blood, which seems to simple and lacks any fulfillment, a Vampyr loves to design complicated mysterious plots to obtain the blood of a beautiful young human female. This is purely a game to them, and the more complicated and twisted the plot the better.

SPECIAL WEAKNESSES

- **SUN LIGHT** – Vampyr hate sunlight. At the end of the first round they suffer 1d of damage as the skin dries and turns gray. At the end of the second round small flames begin to leap from their skin as they suffer 2d of damage. At the end of the third round they suffer 3d of damage. At the end of the fourth round they suffer 4d of damage. If they are not out of the sun light by the end of the fifth round their bodies collapse in a pile of ashes.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons
- **VAMPYR BITE** – Vampyrs bite their victims to drink blood. One action to bite, then once action to drink. This instantly heals them of any and all wounds. Meanwhile the bit of a Vampyr causes the victim to enter a state of shock where they can do nothing to stop the Vampyr. The victim remains conscious and alert but helpless.
- **VANISH** - The Vampyr may vanish at will using a variety of methods. They may become invisible with rating = 12 dice, they may assume gaseous form, and they may shape change into a bat, wolf, crow, or other dark beasts.
- **HORROR** - Vampyrs extend their claws, show their teeth, roll back their eyes and hiss in a most ghastly manner. Those who fail their Willpower rolls vs. the Vampyr's Willpower, must run in fear for 2 to 12 rounds.
- **DRAIN LIFE** – A Vampyr may drain 2 points of Life Force with each successful attack. Characters brought down to a Life Force of 0 collapse and die.
- **CHARM** – They eyes of a Vampyr are very confident, peaceful and soothing. When a Vampyr and one character gaze into each other's eyes, the Vampyr may attempt to Charm the character by using one action and rolling their Magic rating against the character's Willpower. If the Vampyr succeeds, the character instantly and completely belongs to the Vampyr. They will follow, obey and defend the Vampyr to the death.

TREASURE

A Vampyr lives forever and has likely collected some serious wealth over the years.

EXPERIENCE POINTS

Each Vampyr is worth 85 experience points



WIGHT

Say: (WITE)

MIND ABILITIES

Willpower	6
Intellect	6
Nature	1
Corruption	8

BODY ABILITIES

Strength	4
Movement	4
Coordination	3
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	3
Speed	6"
Dark Vision	12"

NATURAL ATTACK & DEFENSE

Undead Skin	5
Claws and Bite	5
Magic	9

APPEARANCE

A Wight appears as withered old naked man (or woman) with sharp pointy yellow teeth and long black claws as hard as cold steel. Their hair (if any remains) is wiry and unkempt, and their skin is black as pitch.

WANDERING

A Wight is an angry spirit, similar to that of a Wraith, but their hatred for life has manifested them with horrific physical bodies. When found in their tombs, they will be screaming for help pathetically and scratching at the walls to get free. When found scrambling in the shadow, they will be encountered in quantities of 2 to 7.

Once encountered, they move surprising fast and attempt to rush (and Sprint) past the first characters in hopes of attacking characters in the back first!!!

SPECIAL ABILITIES

- **DRAIN LIFE** – A Wight may drain 1 points of Life Force with each successful attack. Characters brought down to a Life Force of 0 collapse and die, then rise up as a new Wight after 1 to 6 rounds.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons

TREASURE

A Wight will have no treasure.

EXPERIENCE POINTS

Each Wight is worth 25 experience points



WRAITH

Say: (RAYTH)

MIND ABILITIES

Willpower	9
Intellect	6
Nature	1
Corruption	8

BODY ABILITIES

Strength	4
Movement	4
Coordination	3
Combat	13

FIXED ATTRIBUTES

Life Force	7
Size	3
Speed (Fly)	9"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Skin	6
Claws and Bite	6
Magic	12

APPEARANCE

A Wraith appears as black, wispy ghost, with horrific faces.

WANDERING

A Wraith is an angry spirit, similar to that of a Wight, but their hatred for life has manifested them with horrific ghost-like bodies. When found in (or near) their tombs, they will be flying about, passing through walls, peeking down through ceilings, or up through floors.

Once encountered, they swoop in and attempt to attack characters in the middle first!!!

SPECIAL ABILITIES

- **DRAIN LIFE** – A Wraith may drain 1 points of Life Force with each successful attack. Characters brought down to a Life Force of 0 collapse and die, then rise up as a new Wraith after 1 to 6 rounds.
- **MAGIC WEAPONS** – Only harmed by magic spells and magic weapons

TREASURE

A Wraith will have no treasure.

EXPERIENCE POINTS

Each Wraith is worth 35 experience points



ZOMBIE

Say: (ZOM-bee)

MIND ABILITIES

Willpower	5
Intellect	5
Nature	7
Corruption	5

BODY ABILITIES

Strength	5
Movement	5
Coordination	5
Combat	8

FIXED ATTRIBUTES

Life Force	5
Size	3
Speed	6"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Undead Skin	4
Claws and Bite	4
Magic	1

APPEARANCE

Zombies appear as starving, drooling humanoids. Their flesh rots and falls from their bodies exposing their bones.

WANDERING

Even if they have horrible wounds that would kill a mortal, they walk about, ...er I mean run and chase characters trying to eat their living flesh. Zombies can be seen almost anywhere and at almost anytime. You never know when a pack of these horrific, starving creatures might burst forth.

SPECIAL ABILITIES

- **FREE MOVEMENT** - Zombies can move over any surface as if it had a Terrain rating of 2d. Zombies may climb ceilings and walls at the same speed they move along the ground.
- **SMELL FLESH** - A zombie can smell fresh living humanoid flesh through all manners of walls and spells, up to 1 mile away.
- **ZOMBIE CHASE** - When zombies are chasing fresh living humanoid flesh, they may choose to use the Zombie Chase action to gain 3 inches of additional movement (i.e. "Speed") as well as a +2d modifier to all Movement rolls, but the Zombie Chase only last 1 to 6 rounds, after which they are exhausted and must stop and stand still for 1 to 6 rounds.

TREASURE

A Zombie will have no treasure.

EXPERIENCE POINTS

Each Zombie is worth 10 experience points.