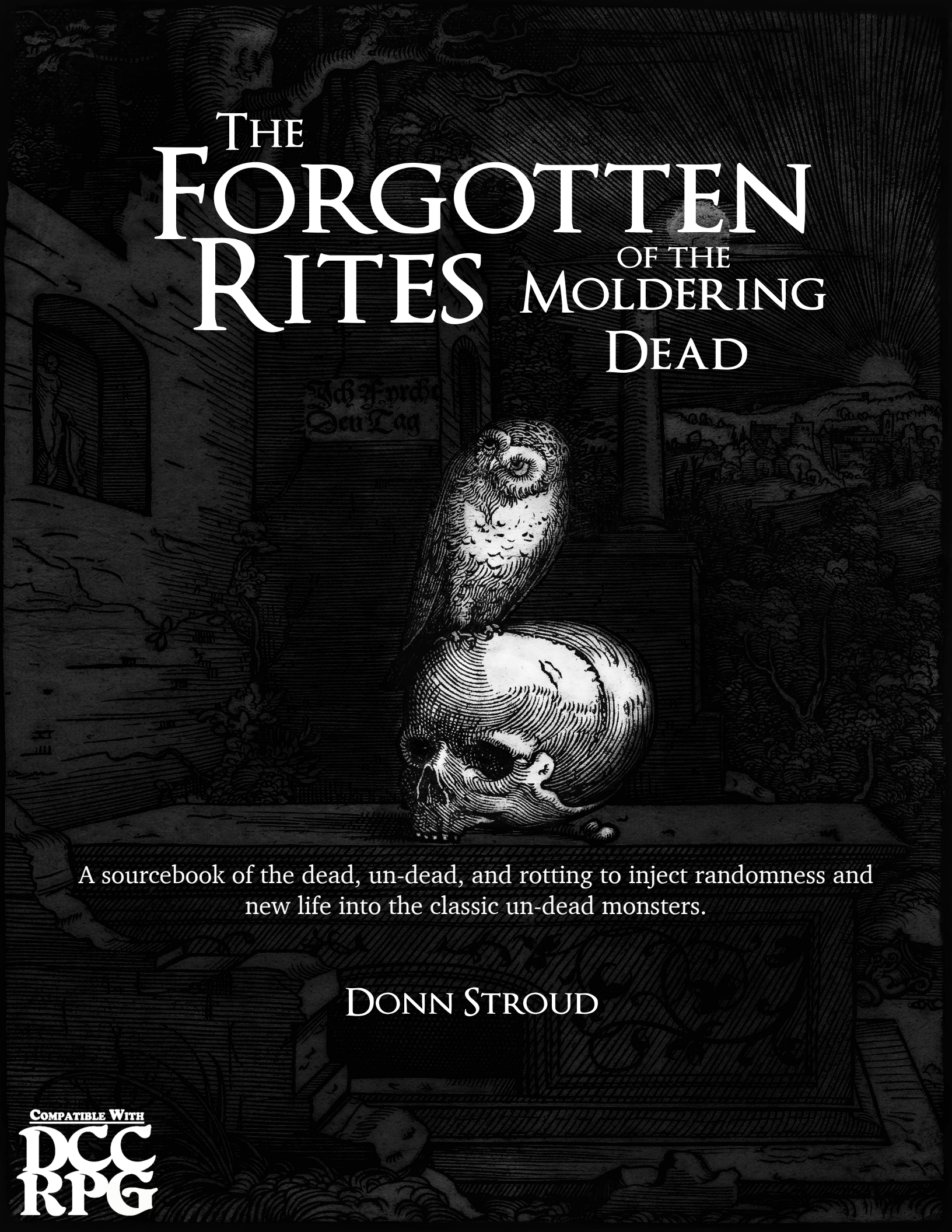




THE FORGOTTEN RITES

OF THE
MOLDERING
DEAD

A sourcebook of the dead, un-dead, and rotting to inject randomness and new life into the classic un-dead monsters.

DONN STROUD

COMPATIBLE WITH
**DCC
RPG**



THE FORGOTTEN RITES OF THE MOLDERING DEAD

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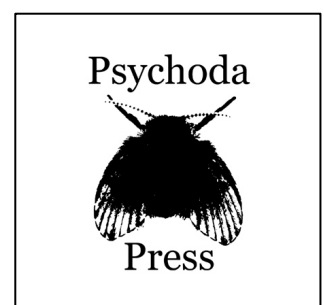
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FOREWORD

These shambling bones, stitched together with eldritch thread and pulled by masters unseen speak to you a single, unmistakable warning: Many have come before you and all have failed. To fight the dead you must fight against yourself. Against a future you wish to avoid. Against fallen friend and enemy alike. And no matter how many you defeat with sword and spell, there will always be more. Unrelenting. Unforgiving. Immortal signs of mortality. Everything living becoming more dangerous in death.

The dead remind you what it took to get where you are, and what awaits you on the other side, in victory or defeat. This is what you will become. This book is an invitation to gaze into that next place where all are forgotten and see with fresh eyes the only monster we all encounter at the end of our days. Let this be your final warning: close this book and turn back now, never speak of what you see inside, and live to forget for another day what awaits you on the other side. For those that continue, I look forward to meeting you after our stories end.

Sean McCoy

THANK YOU

This book is dedicated to my Mother-in-Law, Claudia. Life has those weird moments of things lining up (not always in a good way). So here I was, about to launch a funding campaign for this book on the dead, un-dead, and death, and she was calling to tell us she didn't have much time left. Thanks for always being so excited about my creative projects and always being so impressed with all my knowledge of the natural world, Claudia. You will be missed!

And to Floyd, who raced to that sunny meadow beyond to bound through the dew-covered grass and chase every smell on the wind. You were the best of dogs!

Thanks to my players for dealing with the stuff I write and being willing to play anything: David Serra, Mark Donkers, Paul Linkowski, James Pozenel, Jonathan Ball, Shawn Gates, George Davis, and Eric Foldenauer.

Thanks for guiding, helping, and advising: Sean McCoy, Mike Evans, James Pozenel, and Joseph Goodman.

Thanks to my co-authors/contributors for helping out and submitting some great material that inspired me and pushed me on! Thanks James, Sean, Anne, and Diogo for leaving your mark on this book!

Thanks to my wife, Rachel, who continues to be my rock, refuge, and muse.

Thanks to my children, Sam and Ella, for always being ready to watch a fun movie, listen to my media recommendations, and throw down a board game. You rock.

Thanks to all the backers of the campaign to fund this book. It wouldn't have happened without all of you!





INTRODUCTION

This book started out as a little idea for a generator to find out what is smelling like death. What is that foul, rotten smell?

Smells are often the last thing considered when writing descriptions in adventure modules. A good Judge will usually incorporate smells into the exploration of dungeons and wilderness areas. I always try to do this but sometimes forget. It's a hard thing to remember to do. This was my attempt to help myself remember.

The smell of decay is one of the most pervasive and gross smells that exists so I focused on that first. I considered how that odor of flesh breaking down is so overpowering and noticeable, even when it's a little mouse, and how seldom media depicted this. There were a couple scenes in *The Walking Dead* that seemed to get it right. Anyway, I digress....

Chapter I started out with a working title of "Hey, what's that smell? The smell of death surrounds you." It's going to give you 6 main reasons for the smell of decomposition, and then a bunch of further results.

Chapter II turned into all the ways the un-dead could be changed, added, described, etc. Then I started doing more research, read about all the different ways people have been mummified, and wrote stat blocks for some of them. Vampires and liches weren't written up in the DCC RPG rulebook so I tackled those too.

Chapter III and IV provide a ton of tables for determining burial rituals, funeral parades, what's in that grave for the grave digging types, and so much more. Maybe even more than anyone ever needs.

Chapter V and VI are filled with necromancy spells and ways to necromancer up a wizard. I don't really feel like there needed to be a whole separate class, and if there is a need it's been done for DCC RPG before. Slap that with this and do it your way.

With all the extra powers and types of un-dead provided, I thought maybe an un-dead hunter class was needed. Essentially, it's a Professor Van Helsing type fighter that hopefully captures some of the many and varied film depictions of the iconic vampire foe.

Chapter VII has a demi-patron that is sort of an early mans' idea and personification of Death.

Chapter VIII has two adventures. One uses the aforementioned demi-patron, and the other is a crazy hex crawl on a timer. I hope you all enjoy,

Donn Stroud

CHAPTER I: THE SMELL OF DEATH SURROUNDS YOU

What is the source of that horrible smell of rotting flesh? The table below is used in conjunction with the next 20 pages to determine what is invading your nostrils.

To get started roll 1d6 and check the table below.

TABLE 1-1: WHAT'S THAT SMELL?

1d6	Next dice rolls & page numbers
1	Un-dead Horde/Warband/Army Roll 1d6, 1d4, and turn to page 6
2	Dragon Fall Roll 1d6 and turn to page 8
3	Fields of Death Roll 1d6 and turn to page 11
4	Un-dead Beasts Roll 1d10 and turn to page 14
5	Corpse Plants & Fungal Gardens Roll 1d4 and turn to page 18
6	Weird Death, Un-dead, and Other Unnaturals Roll 1d6, 1d3, and turn to page 20

Several tables in this book mention scavengers. These can be anything from a swarm of flies and carrion beetles to wild boars, vault grubs, and even bears. Any judge is free to make their own table to generate scavengers that make sense in the campaign and whatever geographical region they're using. Alternatively, the table below can be rolled upon.

TABLE OF SCAVENGERS

d100	Scavenger
01-05	Vault Grubs (pg 45 of this book)
06-18	Corpse flies & maggots (Insect swarm core rulebook)
19-32	Carrion beetles/larval swarm (Beetle core rulebook & larval swarm on pg 45 of this book)*
33-46	Rats/giant rats (core rulebook)*
47-54	Fox/jackal (pg 45 of this book)
55-62	Coyote/wild dog/dingo (pg 45 of this book)
63-68	Wolf or dire wolf/hyena (core rulebook & pg 45 of this book)*
69-74	Boar (pg 45 of this book)*
75-80	Bear (medium)/Bear (large) (pg 45 of this book)*
81-00	Crows/ravens or vultures (pg 45 of this book)*

*When there are multiple options for a result, decide how that can be split up and roll a die. Example: 76 is rolled. A bear! Would it be too hard to throw a large bear at the players, but you still want that possibility? Make it 1 out of 6.



1: UN-DEAD HORDE/WARBAND/ARMY

Using the results of the 1d6 and 1d4 dice, consult the following table to determine which un-dead group is emitting that horrible smell! See the type section for additional details, stat blocks and tables in Chapter II.

TABLE 1-2: HORDE CONFIGURATION

1d6	Type	Troops
1	Zombie	1. Motionless and mindless pack of 3d6 zombies that won't attack until attacked first. 2. Hunting horde of 2d6 hungry zombies that will attack on sight. 3. Summoned zombie guards (2d4) for a Necromancer (of d4+3 Lvl). 4. Honor guard of 4d6 zombies to a Zombie Lord.
2	Skeleton	1. A group of 3d6 skeletons stands waiting and won't attack until attacked. 2. A hostile group of 2d6 skeletons on the prowl. 3. An evil cleric with 2d4 skeletons escorting a woman in black veil and carrying a skull. 4. A group of 1d4+2 skeletal knights upon their un-dead warhorses.
3	Ghoul	1. Distracted ghouls (4d4) feeding on fresh graves who will only retaliate. 2. Ravenous ghouls (3d4) on the hunt. Will attack on sight. 3. Ghoul pack (2d4) attacking zombie horde (3d4) with 50% chance of both groups wanting fresh meat! 4. Honor guard of 6 ghouls escorting a Ghoul King.
4	Mummy	1. Bog mummies (1d4+1) being birthed out of the muck. Won't be able to attack until they awaken in d6 rounds. 2. Cold children (1d4+3) hunt for living souls to extinguish. 3. A mummy wrapped in ancient linen strips leads a pack of mummified animals on a hunt for living flesh. See <i>Table 2-10: Animal Companions</i> on pg 26. 4. A mummy warrior rides with his skeletal honor guard (1d4+1) atop skeletal horses.
5	Vampire	1. Bestial vampires (2d4) drink from a herd of cattle and are so intent upon feeding they will only retaliate. 2. Mutated vampires (2d3) howl in the night searching for blood. 3. Betrothed (1d4 +2) of the vampire count ride in a black coach with 3 bloodless bodies. 4. The local count rides in a black coach with d4+2 wolves and 2 betrothed vampire.
6	Liches	1. A group of 4d12 zombies transport a lich's treasure hoard 2. 5d12 skeletons transport the secret scrolls containing the lich-making process. 3. A pack of 4d8 ghouls transport a lich's phylactery. 4. All of the above led by the lich who is moving to a different compound.

Making an Army or Warband Using Table 1-2: Horde Configuration

To make an un-dead warband roll 1d5 on each row and consult the "Troops" column. Numbers and type are what is needed so ignore anything that says they won't attack and ignore the transported objects in the lich row (replace with treasure chests filled with 5d100 gp). If a 5 is rolled, roll twice in that particular cell. Roll on *Table 1-3: Generals* for who is in charge of these troops.

TABLE 1-3: GENERALS

1d10	General	Title
1	Evil Cleric	General
2	Necromancer	Commander
3	Zombie	Duke/Duchess
4	Skeleton	Lord/Lady
5	Ghoul	Prince/Princess
6	Mummy	Baron/Baroness
7	Vampire	King/Queen
8	Lich	Magus
9	Dracolich	Emperor/Empress
10	Demon	Death Father/Mother



2. DRAGON FALL

When a dragon falls it doesn't take long for various scavengers, butchers, and treasure seekers to catch the scent and coalesce around the fallen king of reptiles. There's always a payoff in parts which contain a smidge of magic that can be used to make several useful weapons or armors. Sometimes the payoff is much larger, such as a trail leading to a treasure hoard; on rare occasion, it's a trap orchestrated by a hungry zombie dragon or a bored dracolich. Roll a d6 and consult "Which Corpse?" on *Table 1-4: Dragon Fall* to identify the smell.

TABLE 1-4: DRAGON FALL

1d6	Which corpse	Rolls for other tables	How long enchanted
1	Small dragon corpse picked clean	Roll d4 on Parts table	D4 weeks
2	Small dragon carcass being scavenged by 2d3 ghouls	Roll a d6 twice on parts table if you claim the carcass	D6 weeks
3	Medium dragon carcass crawling with dracosites	Roll twice on the dracosites table and a d6 three times on parts table if you claim the carcass	D10 weeks
4	Large dragon carcass being eaten by dracowyrms	Roll a d6 four times on parts table if you claim the carcass	D12 weeks
5	Zombie Dragon	Roll a d6 four times on parts table if you claim the carcass	D12 weeks
6	Dragon Lich	Roll a d6 four times on parts table if you claim the carcass	D12+4 months

These parts can be used by a fletcher, leather worker, alchemist, or armorer to construct something useful out of dragon remains. They will happily pay for these parts. Some can even be paid to use these parts to build something for the bold adventurers. (Charge 2-10 x base cost upon Judge's discretion remembering they can choose if the lingering magic fades or not.)

TABLE 1-5: USEFUL PARTS

1d6	Parts	Use	Worth
1	1d8 Large scales	Improve shields/armor	1d7 x 10 gp each
2	2d14 Teeth	Trophies/spell components	d% gp
3	1d14 Wing bones	Arrows and wands	D5x10 gp each
4	d% pounds of bones	Clubs or sword/dagger pommels	D10 gp per pound
5	2d8 pounds of wing skin	Lightweight leather	D4x10 gp per pound
6	One breath bladder	Ingredients for alchemy/spell components	D8x100 gp

Did the beast leave a trail? Do any of the adventurers have a tracking skill? Will anyone else find this trail?

TABLE 1-6: TRACKING THE TRAIL

1d6	What is the trail?	Anyone else following the trail?
1	Trail of blood	01-15 Bestial vampires (2d6) 16-35 Ghoul hunting pack (3d6) 36-50 Scavengers or dracosites
2	Impact trail	01-20 Dwarven treasure seekers 21-40 Other adventurers
3	Footprints	01-20 Other adventurers 21-40 Scavengers or dracosites
4	Trail of viscera	01- 20 Ghoul hunting pack (3d6) 21-50 Ravenous zombies (4d4) 51-75 Other adventurers
5	Trail of small scales	01-15 Other adventurers 16-25 Aggressive birds that like shiny things 26-50 Dwarven treasure seekers 51-60 Another dragon looking for a mate
6	Wagon wheel trail	01-50 Adventurers 51-70 Humanoid monster group 71-90 Necromancer with guards

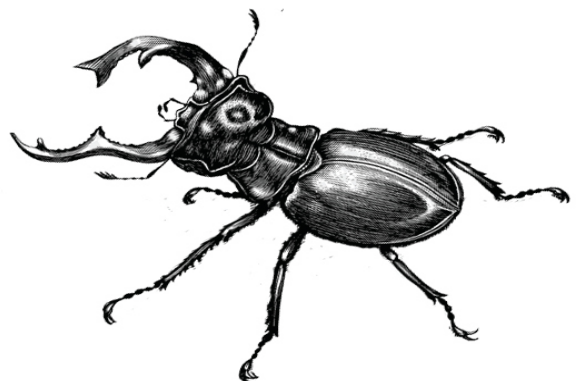
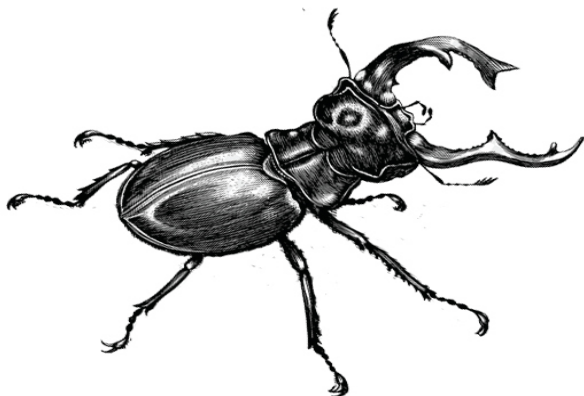


Dragon Parasites and Dracosites

Sometimes dragons are filled with specific parasites that can be quite varied and strange due to their diet of magical flesh and blood. Once a dragon dies, these dracosites tend to swarm from within and devour the corpse, along with other scavengers specially suited and attracted to dragon falls.

TABLE 1-7: HOST-SPECIFIC PARASITES

1d6	Dracosites	Description	Stats
1	Dragon Mites (d6x100)	Flea-sized metal eaters. Weapons and armor lose a point of damage and AC every day until the infestation is eliminated or the weapons and/or armor hit 0.	Can only be killed with oil or fire. Each swarm of 100 can infect one person's gear.
2	Dragon Scaled Isopods (2d10)	12-16 inch long, scaled in green and red roly poly	Init: +1; Atk bite +1 melee (1d4); AC 16; HD1d8; MV 20'; Act 1d20; SV Fort +6, Ref -1, Will -1; AL N
3	Dragon Corpse Beetles	Found in soil wherever a dragon has fallen. They can sleep for decades until awakened by the metallic stench of dragon blood.	Init: +2; Atk bite +3 melee (1d6); AC 16; HD1d8+2; MV 20' or burrow 30'; Act 1d20; SV Fort +4, Ref +1, Will -1; AL N
4	Dragon Bone Leeches (4d4)	Brilliantly colored and about two feet long. These leeches are flatworm shaped, but with a round, toothy mouth on each end.	Init: +3; Atk bite +4 melee (2d4); AC 13; HD1d8+3; MV 40'; Act 1d20; SV Fort +2, Ref +4, Will -1; AL N
5	Vulture Drakes (3d4)	Flying reptile with featherless head and neck; bright green feathered body and wings; toothed beak; and long, spiked tail. About the size of a turkey.	Init: +4; Atk bite +3 melee (1d8); AC 14; HD2d8; MV 15' or flying 50'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N
6	Dracowyrms (2d4)	A lineage of legless dragonkin that starts out small and embedded in dragon muscle but grow very fast once they feast on a fallen dragon and can reach lengths of 10-15 ft.	Init: +8; Atk bite +7 (melee (1d8) or acid breath (1d8 cone attack 15' range, 10' wide at far end) AC 17; HD4d8; MV 30' or burrow 30'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N



3: FIELDS OF DEATH

Death can happen on a much larger scale and this often brings scavengers and worse to the scene.

TABLE 1-8: FIELDS OF DEATH

1d6	Death field	What's going on?
1	Ancient battlefield	1. Ghosts of soldiers fighting who don't realize they're dead. 35% chance of them haunting whomever discovers them. Resolve their fight (and give them peace) by finding out who won the battle and when. 78% chance the ghosts will also reward the help. (<i>Table 2-21: Ghostly Rewards</i> on pg 30) 2. Group of skeletons (2d10) patrolling the spot of an ancient victory (1-3) or defeat (4-6). 3. Necromancer and minions seeking old bones. They don't appreciate being seen here.
2	Recent battlefield	1. Ghosts of soldiers who want letters or belongings delivered to their loved ones. Roll a 1d4+1 and consult the entries underneath in this cell to find out what stands between the party getting out of the battlefield and delivering any belongings. Ghosts reward the help. (<i>Table 2-21: Ghostly Rewards</i> on pg 30) 2. Fresh zombies (2d12) wandering around looking for some living flesh to eat. 3. Ghoul pack (3d6) in a feeding frenzy. 50% chance they'll ignore everything else. 4. Bestial vampires (2d4) drinking from the freshly dead. 25% chance they'll ignore everything else and keep feeding. 5. Necromancer and minions seeking fresh corpses. They don't appreciate interruptions. 6. Healers tending any survivors. 75% they're under attack by one of the results in this cell. (1d4+1)
3	Mass die off of antelope/deer/buffalo	1. Chance of catching whatever mysterious disease killed this herd. (Use results 71-80 on Table 4-7: What's in the Grave? On pages 58 & 59) 2. Scavengers (pg 5, stat blocks on pg 45) 3. Bestial vampires (2d4) feeding on bloated bodies (only at night). 4. Cloud of noxious gas d10 x 100' wide. DC 10 Fort Save or succumb to the toxic gasses and die. 5. Gigantic swarm of flies. -1d to action die while within 3 miles of die off. 6. Migrating flock of roosting stirges (2d100). Only 35% chance of daytime attack. 85% chance during dusk and night.
4	Livestock mutilations	1. Creatures from beyond this world. Roll 1d10. 1-3 they disappear in a floating silver craft; 4-6 they disappear in a flash of light causing wildfires to start; 7-8 they sink into the ground; 9-10 they attack with beams of light and freezing rays. 2. Cultists (2d12) harvesting parts. 3. Bored teenage villagers causing trouble and starting hoaxes. 4. Feral vampires (2d4) feeding on blood who now want fresher blood.
5	Mysterious pieces & parts	1. Field filled with heads in helmets, hats and caps. 2. Hundreds of human torsos impaled on sharpened poles. 3. D100 piles of hands and fingers. 5% chance of finding rings on them. 4. D100 feet still in shoes and boots. None match.
6	Small church or family cemetery	1. The dead have been disinterred and are attracting scavengers. 2. Grave robbers are digging up bodies, and you catch them in the act. 3. Ghouls (3d6) are feeding. 4. A necromancer is raising a deceased family for servants. 5. Mindless dead are clawing their way out of their graves. (2d6 skeletons and 2d6 zombies)



Loot From Battlefields

There's a good chance soldiers scattered on the fresh battlefield still have coin bags and other treasures on them. You might also purloin usable weapons and armor, able to fit any sized person. For something a little more epic, roll on *Table 1-9: Loot From Battlefields* in the appropriate column. For the contents of a coin bag, roll on *Table 1-10: Coin Bag*.

TABLE 1-9: LOOT FROM BATTLEFIELDS

1d12	Ancient battlefield	Recent battlefield
1	Hilt and half the blade of a well-made sword covered in runes that glow every full moon.	Locket with the painted portrait of a smiling child and blood stains.
2	A sword hilt that looks like a skeletal arm made of dark iron.	Wooden shield with human skin stretched over it.
3	A shattered skull made of obsidian with a Chaos symbol.	Chainmail decorated with golden threads forming a rose.
4	Rusted breastplate with large teeth marks penetrating steel armor.	A shattered sword that vibrates when it's near the remaining pieces.
5	Skeleton hand still grasping a silver sword hilt in the shape of a serpent's tail.	A lantern that emits a blueish cold flame.
6	Iron gauntlet stained with dry blood and covered with dark mold. For some reason, you feel stronger donning it.	Pair of iron books with spikes. Rotted flesh and bones stick to the spikes.
7	Archaic battle standard with the flag untouched by the effects of time.	Helmet forged to look like a horned skull.
8	Dark iron mace soaked in blood that never dries.	The horn of a giant beast, adorned with silver rings resembling wings.
9	A scepter with the head of a crowned skull broken in half.	Unadorned staff made of pure silver that is warm to the touch.
10	Iron arrowheads resembling screaming faces.	Satchel made of dragon skin where you find a purple egg inside. The egg is unbreakable.
11	Iron frames attached to a set of rusty chainmail armor that, when extended, looks like bat wings.	Leather-bound book with bloodstains containing a long list of names of fallen comrades.
12	A spearhead made of gold in the shape of a swordfish, covered with verdigris.	Ragged flag of unknown or forgotten group.

Roll 1d4, 1d6, 1d8, 1d10, 1d20, and 1d30 together. The result on the 1d30 establishes which columns are used for generating the coin bag contents.

TABLE 1-10: COIN BAG

1-4	5-14	16-22	23-27	28-30
1d20	1d10	1d8	1d6	1d4
1-10. Result x 1 cp	1-5. Result x 1 sp	1-4. Result x1 gp	1-2. Amber	1. Emerald
11-15. Result x 5 cp	6-8. Result x 5 sp	5-6. Result x 5 gp	3-4. Garnet	2. Diamond
16-19. Result x 10 cp	9. Turquoise	7. Result x 10 gp	5. Onyx	3. Ruby
20. Tiger's Eye gem	10. Silver jewelry	8. Gold ring	6. Jade	4. Potion*

4. UN-DEAD BEASTS

TABLE 1-11: UN-DEAD BEASTS AND THEIR SITUATIONS

1d10	Beast	Situation
1	Cave bear	1. A strange creature rises before you. Eyes like black pools narrow, muscles move under tightly stretched pale skin, and the few patches of remaining brown fur bristle as this horrifying ursine thing roars and launches toward you. (Pg 45) 2. An ungodly stench emanates from the putrefied liquids puddled around the skeleton of a large bear. Flies have produced several generations of offspring in the decaying flesh of this beast. It raises a stained skull in your direction and small points of soft light glow within empty eye sockets. All who see must make a DC 15 Will save or sink to the ground and weep for 1d8 hours.
2	Dire wolves	1. From a hole in the ground issues forth 5 necrotized dire wolves. Their eyes are milky white orbs and their growls are wet and softened by internal decay. 2. (night only) As above, but a larger wolf emerges from the den after the zombie wolves. It smells of death but does not seem to be touched by decay. As it turns its head, glowing red eyes and large fangs gleam in the night. (Use bestial vampire stats on pg 36)
3	Large constrictor	In a putrid-smelling pool lies an un-dead constrictor waiting for an unwary fool to look into the depths. 1. The person looking into the water sees themselves as dead and decaying. They look fine to everyone else, but they will smell the rot in their nose and see death in their reflection, causing their Personality to go down 2 points as they get twitchier and put on heavy colognes and avoid their reflection at all costs. This curse will be lifted when they eat 2d5 raw Death's Head python eggs, which can be found in tropical regions. 2. The un-dead constrictor will attempt to pull the fool into the water for drowning. (Use boa constrictor, giant stats from the DCC RPG rulebook.)
4	Saber-toothed cat	Between two large boulders, a snarling, rotting saber-toothed cat struggles, trapped. Deep gouges are clawed into the stones and dried blood is smeared everywhere. Strips of flesh hang from the beast as vultures circle above. The cat calms and stares at you. If freed, roll a die: Odd result and the zombie cat bounds away blessing a random person who helped with enhanced senses (night vision, improved smell, and improved hearing). Even result and it swipes at a random person with a diseased claw and bounds away. Consult <i>Table 2-4 Spreading Contagion</i>, pg 24.
5	Terror bird	A tall, mummified bird with a thick skull and beak rises from the dirt. A dry squawk sounds from long unused lungs and throat. As it looks toward you, feathers ruffle and you see dried emptiness within. (Pg 45 for stat block)
6	Mammoth	Each mammoth possesses two ivory tusks, each requiring two bearers to carry. Unbroken tusks are worth 5000 gp and can be used to fashion magic items. Broken tusks are worth 2000 gp, but are useless for magic. Each time a mammoth crits or suffers a critical hit, one tusk breaks. (Stat block pg 80. Use pg 45 to un-dead them up) 1. A herd of 2d6 fossilized skeletal mammoths surrounds a bubbling tar pit. Half reenact their dying moments in the pit, the others guard this sacred site. They permit witnesses, but will fight to prevent anyone from intervening. Anyone who peacefully watches the death throes of the trapped mammoths will be permitted to ask one question (as <i>Consult spirit</i> spell result 16-17) or make one request (as clerical <i>Divine Aid</i> result 18 or lower, no deity request). 2. Apparently flat ground gives way to a hidden earthen hollow. 1d4+1 rotting zombie mammoths, mad with rage, guard a heap of shattered tusks and bones.

1d10 (Cont.)	Beast (Cont.)	Situation (Cont.)
7	Elk	1. A small herd of skeletal elk stand over the sloughed off rotting remnants of their own flesh and fur. They sniff the air and go back to cropping whatever grasses, mosses, and lichen grow here. (Use skeleton stats from DCC RPG rulebook, but double the HD and HP.) 2. (Only at night or in the very deep shadows of forest or cave) A gaunt elk, infected with some sort of vampiric infection, lifts a blood-stained mouth and screams into the air. It is ravenous and will charge. (Use bestial vampire stats on pg 36.)
8	Gorilla	1. From a deep cave wafts the dank stench of death. The back of the cave is carved into a cyclopean facade of a strange and ancient building. Smoky torches cast dim spheres of yellow light. Drums and chanting echo from within, knocking stones down from the ceiling. A giant, un-dead ape stirs from within to stand upright and look around. (Use the stats for a giant ape-man in the DCC RPG rulebook.) 2. This cave is obviously carved by hand. Large stairs ascend to a raised dais. A 20-foot-long stone sarcophagus sits open and contains a large, linen wrapped body. Upon the head rests the golden death mask of a screaming ape. The legs are short, the arms long, hinting that this might indeed be a mummified ape. The mask is wood with a gold paint with one ruby eye, one emerald. If a wizard or elf touches the ruby, 1d4 of their written spells will be rewritten in a strange alphabet and won't return to normal until bathed in the heart's blood of an ape. If a thief touches the emerald, one of their hands turns into jade, causing all thieving skills requiring nimble fingers to be rolled a step down on the die chain until that hand is soaked in sea water gathered under the light of a new moon.



1d10 (Cont.)	Beast (Cont.)	Situation (Cont.)
9-10	Beastmen	Roll 1d8 above for what sort of head the un-dead beastmen have. Un-dead beastman use orc stats from the DCC RPG rulebook. Each warband is accompanied by a shaman with 2d8+2 hp and a +4 spell check bonus. Multiple shamans can simultaneously cast to combine bonuses. Each lair has a champion with 4d8+4 hp and a guard with 2d8+2 hp. Champions have +4 bonus to attack and damage rolls; guards have +2. 1. A warband of 1d4+1 beastmen and shaman, armed with daggers, appearing as bog-preserved mummies, marching an equal number of bound human captives to a nearby fen, where they will be buried to add to the warband's numbers. In combat, the shaman attempts to invoke Bobugbubilz each round. The shaman will happily trade captives for humanoid corpses. If half the beastmen are defeated, the shaman will offer to release half the captives. 2. Two warbands (2d4+2 and 2 shamans) of rotting zombie beastmen, armed with warhammers, rebuilding their damaged lair (led by 1 guard and 1 champion). The lair is a collapsing stone temple - inside are two mismatched candelabras (one battered worth 50 gp, one pristine worth 150 gp), 9 assorted tapestries stolen from various religions (4 from local dominant faith worth 25 gp each, 5 from foreign religions worth 10 gp each), a hidden strongbox with 250 gp in mixed coins, and a bloodstained stone altar of unholy rejuvenation that heals 2 un-dead hp for every 1 hp of living blood spilled on it. In combat, the shamans attempt to invoke Obitu-Que each round. The champion attempts to force the party into the temple. Any damage to living creatures in the temple has a 50% chance to spill blood on the altar. Any living creature who dies inside the temple has a 50% chance to immediately rise as a beastman zombie. 3. Three warbands (3d4+3 and 3 shamans) of skeletal beastmen, armed with spears, hunting a trio of skeletal un-dead beasts (the same animal as their heads). In combat, the shamans attempt to invoke The King of Elfland each round. The shamans will invite onlookers to join their hunt (which will take another night and day), and offer a bestial skeleton as a reward for joining. If half the beastmen are defeated in combat, the un-dead beasts will appear to join the fight against them. 4. Four warbands (4d4+4 and 4 shamans) of mummified beastmen, armed with longswords, consecrating a new lair (guarded by 1 champion and 1 guard), and worshipping a pair of freshly mummified un-dead beasts (the same animal as their heads). In combat, the shamans attempt to invoke Nargog, the Hunter (this volume) each round. The worshiped beasts have maximum hp, and will join combat to protect the lair. The beastmen show favor to necromancers, followers of Nargog, and those claiming to worship their sacred beasts. Their lair is a multi-room cave complex. The large antechamber is decorated with ocher drawings of beasts. Tunnels leading off this room form a loop, leading to a stalagmite pit trap (DC 12 for a thief to spot, DC 14 Ref save to avoid); a treasure room containing several stolen beast statues (stone worth 25 gp, ivory worth 250 gp, gold but coated in mud worth 500 gp) and piles of loose coins (1d6 gp or 1d6 x 100 gp per each exploration turn spent gathering coins, 6 turns worth available); and the mummification chamber containing fine silver dissection tools (worth 50 gp) and jars containing sacred oils and spices (5 jars, worth 50 gp each to a physician, collector, or necromancer).

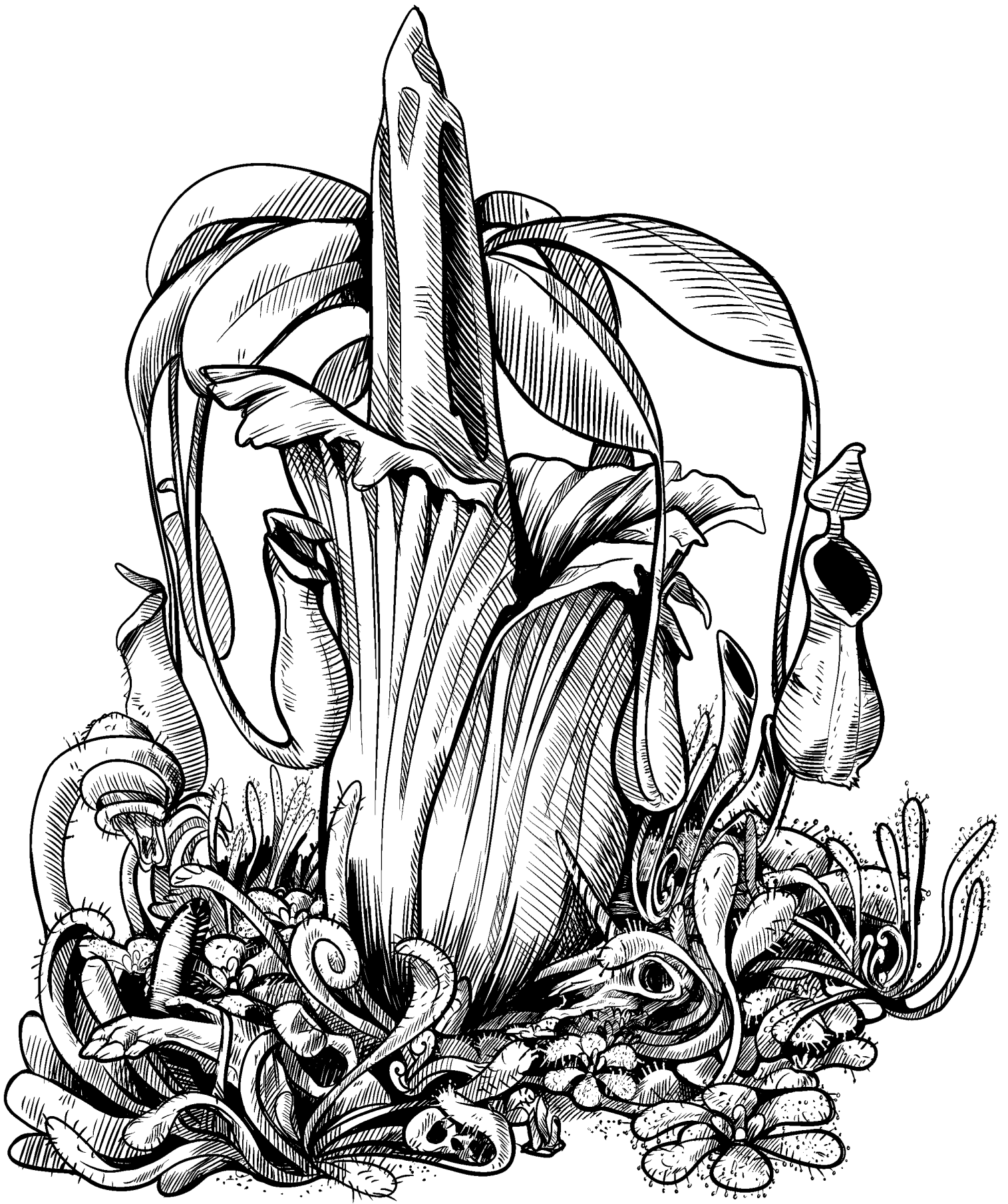


5. CORPSE PLANTS & FUNGAL GARDENS

Every dead smelling thing isn't always what it seems. Your guard can never be lowered in lands where the very plants hunger and thirst for meat and blood as much as the ghouls and vampires do! Beware other scavengers who might be attracted to one of the following plant or fungus locations.

TABLE 1-12: FLORA AND FUNGI

1d4	What Is It?	More details
1	Large carrion flower in full bloom	1. The rank, strange smell has attracted clouds of flies that follow you until nightfall causing -1d on all rolls. 2. The smell has attracted scavengers. (Use <i>Scavenger Table</i> on page 5. Stat blocks on pg 45) 3. Smell has attracted ghouls (2d8), which stand as if entranced. They will only fight if attacked first.
2	Carnivorous plant surrounded by partially digested meals	1. A large pitcher plant with d3+2 tendrils that grab and drop captives into the liquid-filled pitcher in the center of the plant. Str check DC 10 to break free of the tendril grab. Acid in pitcher causes 1d6 damage per round. Each tendril and pitcher has AC 11, hp 20. 2. Several (d4+2) large, toothed leaves bend down and snap around prey. Ref save DC 12 to avoid. Str check DC 14 to bust out, causing 1d4 points of damage to the captive and destroying that leaf trap. Take 1d8 damage from the pressure and digestive juices each combat round the prey is held hostage. 3. A secondary perfume in the air captivates and causes sleep, DC 13 Will save or succumb. Small roots drink the blood of the sleeping, causing 1d4 damage each round.
3	Fungal grove	1. Many forest animals have been overcome and blanketed by white, hairy fungus. Make a DC 5 Fort save just from breathing the spore-filled air or a DC 14 Fort save if any of it is touched. Succumb to the same fungal infection if failed. (Every day take 1d3 Str and Sta damage as the white haired fungus feeds on the flesh of the victim. Resting does not heal attribute damage. When the target of this fungal attack reaches 0 in any stat, they die and start releasing spores. Only cured with magical healing. 2. Dead soldiers sit and stand in awkward positions with cordyceps stems protruding from their heads and necks. 1d4+2 of them attack. (Use zombie stats. If they take damage, clouds of spores are created. DC 10 Fort save or infected. The cordyceps fungus will sprout from the infected after 1d5+3 days. The last three days victim takes 1d4 damage every morning. Only magical healing will cure.) 3. The trees in this area are actually giant mushrooms that smell like decaying flesh. 50% chance of encountering fungus-feeding ghoul (2d4) packs, and 85% chance of running into random scavengers from pg 5.
4	Thicket of thorny and spiked vines trapping the unwary	1. Corpses impaled on large thorns attracting noisy crows, ravens, and vultures. 2. Corpse impaled on large thorns. Noise of carrion birds has attracted larger scavengers. 3. Zombies (4d6) entangled in vines, pulling themselves apart to get at the fresh meat. (20% chance of each getting free with half of their hp) 4. Skeletons (2d6) begin to stir at the disturbance. (50% chance of them ripping free with half hp, but causing twice the damage from the thorny vines wrapped around them)



6. WEIRD DEATH, UN-DEAD, AND OTHER UNNATURALS

Sometimes that putrescent stench on the wind is something truly bizarre and unexplainable. If these results are too gonzo or weird for your campaign, you might want to roll a d5 on *What's that smell?* and ignore this section entirely. If your players are up for some strange macabre discoveries, roll away!

TABLE 1-13: WEIRD HAPPENINGS

1d6	What?	And?
1	A large, rotting whale is stuck in the upper part of a tree. 75% chance of scavengers there.	1. Ambergris worth 25,000 gp. 2. Blubber to make oil worth 5,000 gp, but a lot of work. 3. Enough edible meat to feed a small village. D100+50 rations of smoked whale jerky.
2	A dead giant in a seated position with a bunch of miniature humanoids mining and living within.	1. They produce a feast and put on a circus show for people who come across their "house." 2. They are looking for a new place to live. (Stats as Rats but use mini weapons and cast spells) 3. An illusion cast by a necromancer. The zombie giant attacks with surprise.
3	Scarecrows made of zombies. 30% chance of 2d6 ghouls there feasting. Who animated them?	1. Farmer who found a device that creates zombies. Nice guy, and it's all a big accident. 2. Witch protecting magical herbs. Neutral lady. 3. Necromancer trying to grow weird necroplants. (See Table 4-5: <i>Where the Dead Lie</i> on pg 56) Bad person.
4	A forest of trees made of tender muscle tissues inside the bark. When one falls, it rots and smells of carrion. 65% chance of scavengers or ghouls arriving.	1. Weird stuff a wizard would pay good coin for. D100 x 10 gp for a sack full of these seeds. 2. Edible and quite delicious. Cut some trees and smoke them up for as many rations of tree jerky as needed. For each hour spent prepping rations roll on d100 to see if scavengers or ghouls have been attracted. 3. Tended by ghoulish tree farmers for food. They will hunt you through the shaded forest but don't like sunlight on their skin. (Stats as ghouls but double to atk bonus, damage, and hp.)
5	Veins are running through everything. When tapped, they release a vapor much like blood.	1. Prehensile veins latch on to anything within reach. Anyone grabbed is now mind-fused with the nervous cluster. DC 13 Will save to escape from the cluster. 2. The veins spell out the true names of wizards and demons if they are fed fresh blood. This takes 1d4+1 hours. Check for scavengers appearing every hour spent feeding the veins (85% chance of scavengers. 01-10 result means un-dead have been attracted. Use pg 6.) 3. The veins disintegrate but fuse onto your body and run black. Armor is too uncomfortable to wear until magical healing is administered.
6	Underground city of the dead. 25% chance of rival grave robbers. 25% of skeletons acting out pantomime of life.	1. Floor, walls, and ceiling completely tiled in bone. Numerous altars, shrines, and thrones built of grave goods and bone, worth d6 x 100 gp each, but take d6 hours to disassemble and sort. 2. Grotesque tableaux of corpses posed in positions of fawning and supplication to deceased king. 3. Ornate gateway provides physical access to spiritual afterworld.



CHAPTER II: ELABORATION ON THE UN-DEAD

There is often overlap in un-dead lore. The difference between zombie and ghoul, or ghoul and vampire can sometimes be a matter of how much intelligence remains in the mind of the foul monstrosity. The one constant is the un-dead always prey upon the living. To increase the sense of mystery and horror with walking dead things, the line between the various types of un-dead should be blurred.

The DCC RPG rulebook does a really great job blurring the lines between the different un-dead with the various options provided under each type of un-dead and with the un-dead critical table. Chapter II of this book adds more tables to further enhance and gross out players, and in some cases provide stat blocks for the un-dead omitted from the official bestiary.

ZOMBIES

Disgusting, rotting, mindless, and hungry. Sometimes animated to be guards, sometimes mindless packs of dead-alive monsters roaming the countryside more like ghouls on the hunt for flesh and ravenously hungry. Standing in the woods waiting for instructions that never come, rotting in the elements, host to flies, their young and corpse beetles, vultures circling above, and ravens and crows looking with one eye from the trees waiting to see what these “men” will do while cawing and craving juicy eyeballs.

TABLE 2-1: VISUAL & STUFFING

1d6	Appearance of un-dead?	What are they filled with?
1	Recently risen: Skin pale white with purple bruises	Clotted blood and yellow fluids
2	Rotting and swollen: Skin green and blue with oozing wounds	Black blood, rotted fluids, and maggots
3	Bloated and waterlogged	Putrid water, crabs, crayfish, and catfish
4	Dry and withered	Clouds of flies and beetles
5	Flesh sloughing off	Noxious clouds of fetid air
6	Long dead and mostly skeletal	Dust



Nearly all the zombies encountered are standard humans, but that doesn't mean humans are the only race to be used in the unholy art of animating the dead. This is also noted in the DCC RPG rulebook and some suggestions are provided. This table can be used to determine what kind of humanoid and how to change the stat blocks for the various humanoid zombies.

TABLE 2-2: BASE HUMANOID TYPE

1d30	Base	Bonus
1-2	Halfling	Residual Luck. Can add 1d4 points to one roll
3-4	Dwarf	Can shield bash as dwarf of level 1d3+2
5-6	Elf	+2 Init and can fire bows and cast a random spell
7-10	Human	See <i>Tables 2-5 and 2-6</i> on page 25
11-14	Orc	Equipped with longswords
15-17	Bugbear	+3 melee, +5 damage, and 1d8 zombie goblins
18-20	Minotaur	Gore attack +5 melee & extra 1d8 damage
21-22	Lizardman	Extra bite attack +1d4, +3 AC
23-24	Serpent-man	Venomous bite: 1d4 + poison DC 14 Fort or +1d8 damage
25-26	Cyclops	See invisible, +4 melee, +2 AC
27-28	Ogre	+2 melee, +1 HD
29-30	Giant	+13 melee, +5 HD, +4 AC



TABLE 2-3:
REANIMATION CAUSES

1d7	Cause
1	Bacterial/viral*
2	Fungal*
3	Dust from comet/asteroid
4	Necromancy
5	Possessed by spirit, herald, demon, or ghost
6	Fouling of nature or location
7	A curse

*See Table 2-4: Spreading the Contagion.

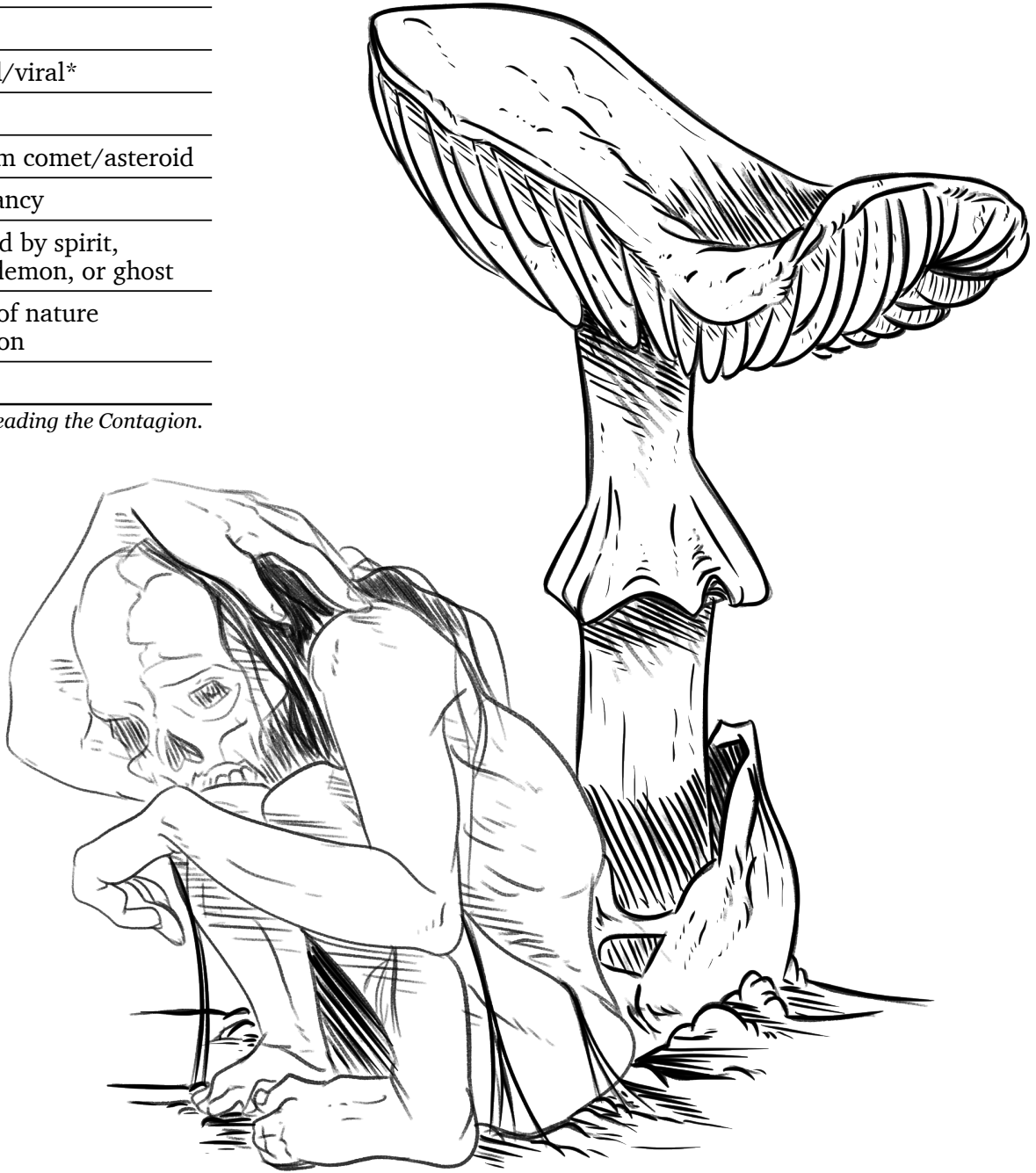


TABLE 2-4: SPREADING THE CONTAGION

1d6	How	DC Save
1	Saliva through bite	Fort 14
2	Through scratch or claw	Fort 12
3	Vapors from body	Fort 9
4	Through infected blood	Ref 12
5	Spores/Touch	Ref 14
6	Intelligent/Magic vector	Will 12

Romero, perhaps one of the greatest of all necromancers, believed the zombies he raised retained sparks of intelligence and interests from their previous lives. It's rumored he even studied obscure, dark magics to help zombies recover skills they may have had while alive. Romero's creations still roam the countryside and are often full of surprises.

TABLE 2-5: ROMERO'S ZOMBIES

1d12	Class or profession	Bonus
1	Fighters	Equipped with weapons and armor. 1d7 (1) leather, (2) hide, (3) scale mail, (4) chainmail, (5) banded mail, (6) half-plate, (7) full plate. Weapons: 1d10 (1-2) short sword, (3-4) hammer, (5-6) spear, (7-8) long sword, (9-10) mace (odd result has shield). Able to use a d3 deed die.
2	Thief	Wearing leather or studded armor and capable of sneaking and backstabbing as a 1d3+3 level thief.
3	Wizard	Carrying wands and/or casting spells.
4	Cleric	Immune to turning and generate an aura of grotesque blessing that bestows the Bless spell upon all zombies within 90'. (And can turn the living as written in the DCC RPG rulebook.)
5	Beekeeper	Can unleash a swarm of angry bees from their body cavity (See Insect Swarm in the DCC RPG rulebook).
6	Gongfarmer	Clouds of flies (See Insect Swarm in the DCC RPG rulebook and consult <i>Table 2-4 Spreading the Contagion</i>).
7	Farmer	Un-dead herd/flock of farm animals.
8	Locksmith	Wearing chains and locks providing armor as chainmail and a chain as flail.
9	Sailor	Soaking wet and leaves trail of damp footprints. Can force one target to make Will save or start drowning. (Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they save or the zombie is defeated).
10	Alchemist	Has oil skins that take half damage received by the zombie. Creates a 50% chance of small fireball (1d8 damage to all within 30 ft.) if torches are nearby.
11	Baker	Covered in baking grease. Creates slippery mess underfoot. DC 14 Ref or fall down during combat.
12	Tracker/Hunter	Covered in traps and furs. AC +1 and causes 1d6 damage even while missing a hit in combat due to traps going off.

Malgore, a necromancer of lesser renown, created his un-dead for unpaid labor and enhanced them with tools to be a little more useful than basic foot soldiers.

TABLE 2-6: MALGORE'S UNWHOLESOME WORKERS

1d6	Modification	Mechanics
1	Shovel and spade hands	2d6 damage
2	Blade hands	1d8 damage
3	Extra arm	Extra attack with d16
4	Spiked chest/back	Deals 1d4 damage while grappling
5	Oil drenched clothing and torches	75% chance of spreading fire with each hit during combat
6	Magically amplified megaphone	Alarm system

MUMMIES

Ancient, dried, dusty, full of loathing for the living. Sometimes kings, born to rule, preserved to travel on through the ages to protect their kingdoms, sleeping in vast, ageless tombs. Sometimes sacrificed as a great honor to bring crops and health to their people. Drugged, fed the finest cuts of meat and fermented drinks, throat cut, head bashed, and stuffed into earthen holes. Noose choking, entrails ripped, chest stabbing, and plunged into the cold, peat bogs in search of revenge. Family members, lovingly deboned, dried, dressed up, and brought out for celebrations; they whisper advice with long dried vocal cords and tongue.

TABLE 2-7: WHICH MUMMY?

1d4	Type
1	Normal Mummy*
2	Bog Mummy**
3	Ice Maidens/The Cold Children**
4	Arid Mummy**

*Mummy in DCC RPG rulebook, pg 422.

**Found on pg 28.

Means of animation can be as varied as the means of preservation. Roll a 1d10 below to see what has animated the mummy.

TABLE 2-8: WHAT ANIMATES THEM?

1d10	What animates them?
1	Pure hatred for the living
2	Mystical lightning
3	Spells and unguents
4	Ancient sense of duty
5	Congruence of planets
6	Sacred smoke from a holy censer
7	Venom from secretive sand worms
8	Activating the curse of the mummy
9	Crossing the threshold of their tomb
10	Their calendar reached the end of its cycle

TABLE 2-9: WITHIN MUMMY

1d8	What's inside?
1	Rags and linens
2	Beetles and moths
3	Sticks and straw
4	Dried organs
5	Coins and gems
6	Mummified animals
7	Clay
8	Dust

TABLE 2-10: ANIMAL COMPANIONS

1d10	Animal
1	Cats
2	Dogs/jackals/hyenas
3	Crocodiles
4	Cockatrices
5	Snakes
6	Lizards
7	Fish
8	Horses
9	Cattle
10	Camels/lamas/alpacas

TABLE 2-11: WRITINGS

1d8	What's written on wraps/clothing?
1	Parts of magical spells*
2	Curses**
3	Recipes for potions
4	Alchemy directions to enhance metals
5	Maps of ancient lands
6	Prayers and blessings (clerical spells)
7	Esoteric knowledge
8	Map of a burial structure nearby

*25% chance of finding multiple parts of same spell

**See *Table 2-12: Mummy's Curse*

TABLE 2-12: MUMMY'S CURSE TRIGGERS, EFFECTS, & CURES

1d6	How is the curse enacted	What is the mummy's curse?*	What breaks the curse?*
1	By reading it out loud	Death By Wasting (victim loses 1 Sta every day)	Grinding insects found in the mummy into a paste and eating them for d10 meals.
2	By touching the cursed object or writing	Death By Accident (victim rolls Luck checks at -5)	Taking heart dust powder, making a mud with wine and wearing it as a mask for d30 hours.
3	By seeing the hieroglyphic/rune/pictograph	Death By Disease (victim rolls Fort saves checks at -5)	Wiping brain dust of mummy into your gums for 1d12 days.
4	By proximity (within d20 feet)	Death By Weakening (victim loses 1 Str every day)	Wearing the rags of the mummy for a month.
5	By taking something cursed out of the tomb	Death By Moral Decay (victim rolls Will checks at -5)	Making a necklace of mummy's teeth and wearing it forever.
6	By disturbing the dead in any way	Death By Poverty (victim loses d100 coins every 3 rd day)	Worshipping the god(s) of the ancient mummy and spreading that worship far and wide.

*A mummy's curse operates a little differently than curses from Appendix C in the DCC RPG rulebook, but you're free to use that instead of what's presented here.

TABLE 2-13: WHERE?

1d10	Where is the curse located?
1	Walls of burial chamber
2	Door of the burial chamber
3	Inside of sarcophagus
4	Tattooed on body
5	On the outside of sarcophagus
6	Written on the floor
7	On treasure
8	Ancient knot symbols on sacrificing noose.
9	Knitting into burial clothing
10	Carved onto grave goods



BOOK OF THE DEAD: MUMMIFICATION

Bog mummy: Init +0; Atk choke with noose +5 melee (1d4/2d4/3d4) or dagger +6 melee (1d4+2) and one target hit with the baleful aura; AC 13; HD 7d12+6; MV 20'; Act 1d20; SP damage reduction 4, baleful aura, un-dead traits; SV Fort +7, Ref +2, Will +5; AL C

Wrinkled and reddish brown and physically distorted and flattened, bog mummies were often ritualistically sacrificed and submerged in peat bog or other acidic waters. They were tortured by multiple stab wounds, sharpened sticks pushed through their muscles, and finally strangled by a rough noose which still rests around the neck. Probably criminals in their previous life and angry with their untimely death, they are filled with hate and direct that at the living with their baleful aura attack.

Baleful aura: Anyone within 15' must make or DC Will 13 save or miss a combat round too scared to attack the mummy.

Ice maidens/cold children: Init +2; Atk breath +4 ranged (2d4+2) or atk cold hands +3 melee (1d8); AC 13; HD 6d12+5; MV 20'; Act 1d20; SP damage reduction 3, mummy rot, cold breath cone, un-dead traits; SV Fort +6, Ref +5, Will +4; AL C

Ice maidens, sometimes known as the cold children, are shriveled and dried with empty staring eye sockets. Before they were sacrificed they were drugged and well-fed, struck in the head, curled into a fetal position, shoved into a hole to be preserved by the elements. The cold children attack with a sharp inhalation which takes the breath out of the living with a sudden, freezing cold absence of air. This attack hits everyone within a 20' cone. They are almost always children or young teens.

Cold breath cone: Anyone within 20' takes 1d4 points of cold damage each round.

Arid mummy: Init +2; Atk choke +4 melee (1d4/2d4/3d4) or club +3 melee (1d6+2); AC 11; HD 5d12+6; MV 20'; Act 1d20; SP damage reduction 3, mummy rot, vulnerable to fire, un-dead traits; SV Fort +4, Ref +2, Will +10; AL C

Arid mummies died naturally in their brutal environment and were then skinned, disarticulated, dried, put back together with reeds and sticks to help support their bones, vegetable fibers, and covered in black clay. Simple masks cover their faces and wigs of human hair cover their heads.

Small mummified animals: Init +0; Atk bite +1 melee (1d4); AC 10; HD 1d12+2; MV 20'; Act 1d20; SP damage reduction 1, mommy rot, un-dead traits; SV Fort +2, Ref +0, Will +0; AL C

Anything from a toad to a fox sized animal can be mummified. Have the attack make sense. The generic animal stat block just states "bite" but it can be a goring attack, wing or claw, or even a tail bash.

Medium mummified animals: Init +0; Atk bite +3 melee (1d8); AC 11; HD 3d12+2; MV 20'; Act 1d20; SP damage reduction 2, mommy rot, un-dead traits; SV Fort +2, Ref +1, Will +0; AL C

Anything from a coyote to cow sized animal can be mummified. Have the attack make sense. The generic animal stat block just states "bite" but it can be a goring attack, wing or claw, or even a tail bash.

Large mummified animals: Init +0; Atk bite +5 melee (1d8+2); AC 12; HD 5d12+4; MV 20'; Act 1d20; SP damage reduction 3, mommy rot, un-dead traits; SV Fort +2, Ref +1, Will +0; AL C

Anything larger than cow sized can be mummified. Have the attack make sense. The generic animal stat block just states "bite" but it can be a goring attack, wing or claw, or even a tail bash.

For extra special attacks of mummies from the core book, any presented here, or a mummified animal roll 1d6 and consult this table.

**TABLE 2-14: EXTRA MUMMY
ATTACKS**

1d4	Type	Mechanics
1	Cloud of insects	Insect Swarm in DCC RPG rulebook
2	Cloud of sand or dust	Blinding or choking
3	Ancient fungal spores or bacteria	<i>Table 2-4: Spreading the Contagion pg. 24</i>
4	Chanting of ancient curses	<i>Table 2-12: Mummy's Curse pg. 27</i>
5	Animated wrappings and stuffing	Entangle limbs, grab and hold, or stuff into mouths to prevent spellcasting
6	Eldritch energies	Extra 1d6 electrical damage

GHOSTS

Screaming spirits, moaning ghosts, persisting long after their bodies have rotted away, trapped, longing for release, and for wrongs to be righted so they may rest. Murder victims; thieves; a soul with one last wish, too stubborn to move on; unresting energy angry at the living; a being connected to an artifact or location and trapped.

The DCC RPG rulebook has already improved ghosts and spirits beyond what was presented in traditional RPG rules by making them a little more complex and way more interesting by giving them rest conditions and special abilities. The following tables can be used instead or in conjunction with the core rulebook to flesh them out.

TABLE 2-15: GHOSTLY DESIRES

1d8	What do the ghosts want?
1	Avenge their murder
2	Find another soul to replace it
3	Avenge the murder of a loved one
4	To haunt and cause torment of the living
5	Recover a treasure they lost
6	For their remains to be recovered and moved to holy ground (see <i>Table 2-16</i>)
7	Deliver a (1) message; (2) letter; (3) family heirloom; (4) treasure to descendants
8	For their remains to be pieced together

TABLE 2-16: HOLY GROUND

1d10	What hallowed ground do they seek?
1	Consecrated church yard/cemetery
2	Sacred grove of trees
3	Underneath a holy site
4	Deep under a mountain
5	A water burial
6	Return to their familial grounds
7	Returned to their people
8	Returned to their ancestral lands
9	At a crossroads
10	In the tombs in the hills

TABLE 2-17: REMAINS

1d16	What state are their remains in?
1	Ashes
2	Complete skeleton
3	Just a skull
4	Organs are dried and in canopic jars
5	Wholly rotten body
6	Just leg(s)
7	A preserved eyeball
8	Dried heart
9	Dried tongue
10	Just arm(s)
11	A hand of glory
12	Stump of hand(s)
13	Finger(s)
14	Toes(s)
15	Necklace of finger bones
16	Necklace of teeth

TABLE 2-18: CAUSING FEAR

1d10	What does the ghost do to cause fear among the living?
1	Screaming and moaning
2	Rattling chains
3	Knocking and tapping
4	Moving items
5	Ghostly whispers
6	Possessing people
7	Ghastly visions of future deaths
8	Shove or push
9	Air is charged with electricity
10	Animals cower and wail

As they are spiritual remains or energy remnants of living creatures, ghosts cannot always be seen, but there is usually a way to tell if they're near.

TABLE 2-19: GHOSTLY TELLS

1d6	Which ghostly tell?
1	Odor of grave rot
2	A heaviness in the air
3	Footprints or hand prints appear
4	A cold touch
5	Rustling or footsteps sound
6	Reflections in mirrored objects

Some ghosts may be visible and choose the appearance of anything they want in order to cause fear. Sometimes they're forced into one of the following visual representation by a successful turning or by the command of a cleric, elf, or wizard.

TABLE 2-20: FORCED APPEARANCES

1d8	Appearance
1	Shadow person
2	Faint aura
3	Orbs or a glow
4	Bloody outline
5	Faded and misty
6	Black blob
7	Translucent body, bearing marks of death
8	Luminous body, idealized version of self



TABLE 2-21: GHOSTLY REWARDS

1d8	What is your reward?
1	Knowledge of past event
2	Knowledge of a future event
3	A spell acquired in life or the afterlife (necromancy spell)
4	Location of treasure
5	Location of an enchanted weapon
6	Location of monster lair
7	Means to transport you to the land of the dead
8	A favor in the future

TABLE 2-22: GHOSTLY ATTACKS

1d10	Other attacks
1	Thrown objects (variable damage depending on size of item)
2	Weapons that appear to be floating in air (damage as weapon)
3	Cold cloud that zaps vitality (1d3 Strength damage)
4	Invisible claws that leave permanent scars no matter what magic is used to heal the wounds
5	Sticky ectoplasm (1d3 Agility damage and -10 movement until washed up)
6	Screaming or other loud sounds that cause disorientation/confusion
7	Possession of arms and legs attacking self (11 Will save)
8	Possession of one of group to attack another member of the group (14 Will save)
9	Shriveling the flesh into a blackened wrinkled state
10	Ghostly light that enchants and distracts



GHOULS

A gnawing hunger for decaying flesh and fresh meat. Bodies honed and powered by unnatural strength; animalistic, bestial, and ravening. Packs running in the dark, slavering, ripping and biting, clawing through dirt. Supernatural powers and the stench of the grave tear through mortal lands.

TABLE 2-23: GHOULISH LOOK

1d24	Appearance
1	Color: 1) green; 2) gray; 3) transparent; 4) blue; 5) purple; 6) very pale
2	Wearing rotten rags
3	Covered in black cloaks
4	Dirty and unwashed
5	Large unblinking eyes 1) white; 2) black; 3) blood red; 4) empty sockets
6	Skin sloughing off, showing muscle underneath
7	Flesh rotting in chunks and showing bones and organs
8	Mouthful of fangs
9	Gaunt with protruding bones
10	Loss of body hair
11	Overgrowth of vertebrae into a back frill
12	Overgrowth of fingers into twice as long claws
13	Overgrowth of ribs and sternum into a bony chest plate
14	Bony spikes and crests on skull and face
15	Dark, black claws dripping with toxins
16	Boils and sores
17	Covered in slippery, black oil
18	Pot bellies
19	Mouth and claws drenched in blood
20	Hunched, crouching posture
21	Sunken features
22	Visible miasma
23	Covered in fleas, surrounded by biting flies
24	Currently cracking bones for marrow

TABLE 2-24: GHOUL CREATION

1d8	What made these ghouls?
1	Feasting on dead flesh
2	Curse for an ancestor's act of cannibalism
3	A distillation of vampire blood
4	A dark contagion
5	Black magics of necromancy
6	Unnatural lights from space
7	The anger of a god or herald
8	Weird concoction of potions

TABLE 2-25: OTHER ATTACKS

1d4	Claws/bite do what?	Claws/bite damage?
1	Cause infection	<i>Contagion table</i> pg 24
2	Drink blood	1. +1d3 Stamina loss 2. +1d4 damage
3	Extra sharp and causing blood loss	1. +1d6 damage 2. Lose 1d4 hp per round until healed
4	Ghastly attack	1. Horrible stench, DC 13 Fort save or lose an attack 2. Numbing cold breath, +1d8 frost damage 3. Vomit of acidic bile, DC 15 Ref save or 1d8 damage in 15 x 15 foot cone 4. Blood vomit, DC 12 Ref save or slip and go prone

Twists on Ghouls

1. There are birthing pools underground where newly born ghouls drop from bio-organic pipes and incubate in fetid waters.
2. The upper crust of society feasts upon the bodies of the poor and homeless during weekend orgies of tasteless debauchery.
3. Decomposing/waste service that picks up dead bodies and takes them to the crypt.
4. Ghouls pretending to be "normal" grave diggers. Eat the bodies, sell the trinkets.
5. Normal but weird village in the mountains where everyone's a ghoul.
6. Ghouls have dogs, wolves, or hyenas infected with their disease to run with in their packs.



GHOULISH BESTIARY

Ghoul King

Init +7; Atk bite +7 melee (2d4 plus paralyzation) or claw +8 melee (1d10); AC 17; HD 8d10+8; MV 30'; Act 2d20; SP un-dead traits, paralyzation, infravision 100'; SF Fort +6, Ref +4, Will +3; AL C

Ghoul kings have above average intelligence and have turned their hungers toward power, scheming, and conquest. They hold court in dark places and send minions forth under the cover of night. Every successful ghoulish king has at least one ghoulish magus at their side, helping them rule and plan.

Ghoul Magus

Init +4; Atk bite +5 melee (2d4 plus paralyzation) or claw +5 melee (1d8) and spell; AC 16; HD 7d10+5; MV 30'; Act 2d20; SP un-dead traits, paralyzation, infravision 100', spellcasting; SF Fort +3, Ref +1, Will +5; AL C

Using strange astrolabes, intricate star charts, telescopes, and complex equations, ghoulish magi measure and track the movement of celestial bodies to divine the hidden workings of the universe. They have successfully turned their cravings toward uncovering esoteric knowledge and forgotten spells. As such, these magi can cast spells as 6th level casters and usually have a mix of cleric and wizard spells in their repertoire.



VAMPIRES

Insatiable thirst for blood, gleaming fangs, impossible strength, and stalkers of darkness. Bloodless corpses left in the wake of feeding, leaving some to rise and serve their new master.

Vampire Basics

The following rules apply to all types of vampires and creatures inflicted with the curse.

Rest: Vampires must rest during the day (roll on *Table 2-30: Daylight Rest* to find out how).

Sunlight: The sun will cause 1d12 damage per round to a vampire. They are weakened so much they cannot transform and will need to make a DC 15 Fort save to act while in daylight. Only the oldest and strongest vampires can move around during the day without taking damage or making the Fort save and they are still rendered powerless, have the strength of a normal human, and only a quarter of their normal hp.

True death: All vampire types are never truly dead until any of the following happens:

- Wooden or silver stake is delivered to the heart
- Decapitation
- Incineration
- They are exposed to sunlight until destroyed
- Interred with an iron stake or rock placed in their mouth
- Prevented from returning to their resting place

When true death is delivered, they are reduced to their destruction remains. (Roll on *Table 2-29 Vampire Remains*.)

Resistances and regeneration: Vampires have unnatural damage resistance and need to be hit with spells, holy water, or a magical, blessed, silvered weapon. If normal weapons are used, damage is reduced on each hit but will always cause 1 point of damage. The amount of damage reduction is different for every type of vampire. They can also regenerate hp during combat if normal weapons are used.

Warding and turning: All vampires can be held at bay for a short time by garlic and mirrors and can be turned by lawful and neutral clerics with holy symbols. If confronted with garlic or a mirror, the vampire will shrink back for one combat round and try to get around the person brandishing those items. It will also act last in Initiative order for the rest of combat.

Running Water: If a vampire is submerged in flowing water, they become powerless and enter into a torpor until released.

Roll on the following tables to change the classic vampire into something a little more mysterious and a lot more DCC RPG.

If something other than the classic evening wear is desired for your vampire, roll 1d12 on this table.

TABLE 2-26: VAMPIRE APPEARANCE

1d12	Appearance
1	Bestial with bat-like features
2	Bestial with wolf-like features
3	Bestial with rat-like features
4	Pale, hairless, large ears and claws
5	Regal and pale
6	Pale, bloated, red lips and eyes
7	Perfectly normal and average
8	Emaciated and greenish tinge
9	Small, childlike, with large black eyes
10	Hard alabaster skin
11	Rotting skin and flesh
12	Skeletal skull and hands

Maybe every vampire comes from a different lineage and would carry on certain attributes as a clue to which line they are descended from. Teeth type and placement would be a great way to show a vampire's progenitor.

TABLE 2-27: VAMPIRE TEETH

1d6	Tooth arrangement
1	Whole mouthful of fangs
2	Normal teeth except for long canines
3	Lips that split apart with toothed flaps
4	Toothless except for long, fanged tongue
5	Round mouth ringed in rows of teeth
6	Normal mouth with retractable fangs

TABLE 2-28: CAUSE

1d6	What is animating?
1	Vampiric curse
2	A demon
3	An alien within the body
4	A genetic disease
5	Parasites in the blood
6	Bacterial infection

TABLE 2-29: VAMPIRE REMAINS

1d20	What's left over?
1	Dust
2	Puddle of coagulated blood
3	Blood-filled maggots
4	Leech-like creatures
5-10	Skeleton
11-17	Dried up corpse
18-19	Black goo
20	Pile of cursed gems

TABLE 2-30: DAYLIGHT REST

1d10	Rest during daylight
1	Coffin with soil they were buried in
2	Coffin with soil from their homeland
3	1d6 feet under any soil
4	In a stone tomb
5	In still, fresh water
6	In stagnant, still swamp water
7	Non-flowing brackish or saltwater
8	In a cave
9	Hanging upside down in any ruin
10	Upside down in a tree wrapped in wings or cloak

Vampires will always cause damage but also cause a secondary effect when attacking. Using this table, follow the example laid out in other RPGs by using level drain or change it up a little.

TABLE 2-31: DRAIN ATTACK

1d8	What do they drain?
1	2 character levels
2	1 character level
3	1d3 Strength
4	1d3 Agility
5	1d3 Stamina
6	1d3 Personality
7	1d3 Intelligence
8	1d3 Luck

TABLE 2-32: TRANSFORM INTO

1d12	Transformations
1	Giant vampire bat
2	Cloud of mist
3	Swarm of small bats
4	A bunch of rats
5	Giant rat
6	Dire wolf
7	Giant worm
8	Giant leech
9	Giant snake
10	Giant spider
11	Black ooze
12	Cloud of blood

TABLE 2-33: SUMMONINGS

1d20	What can they summon?
1	Land leeches 2d5
2	Aquatic leeches 4d20
3	Wolves 2d10
4	Dire wolves 2d6
5	Bat swarm
6	Giant bats 2d10
7	Rats 2d50
8	Giant rats 3d10
9	Cloud of flies and beetles
10	Zombies 2d10
11	Skeletons 2d10
12	Ghouls 2d8
13	Hyrenas 2d6
14	Vultures 2d10
15	Snakes
16	Worms 1 giant mass
17	Spiders 5d100
18	Giant spiders 2d4
19	Vault grubs 2d3
20	Bestial vampires 1d4

TABLE 2-34: VAMPIRE'S OBSESSION

1d8	Vampiric obsession
1	The fleeting beauty of youth
2	Anyone who resembles a past love
3	Seeing the sun again
4	Constructing an army
5	Security of resting place
6	Securing borders of their historic land
7	"Life" beyond death
8	Magical spells and trinkets

BESTIARY OF VAMPIRES

Bestial Vampires

Init +6; Atk bite +5 melee (1d8 + blood disease) or claw +6 (1d8+2); AC 15; HD 6d10+10; MV 40' or Fly 50'; Act 1d20; SP un-dead traits, blood disease (DC 12 Fort save or diseased) damage reduction 4, regenerate 3 hp, infravision 100'; SF Fort +3, Ref +5, Will +0; AL C

The thirst often drives a young vampire to madness, leaving little intelligence beyond animal cunning. Bestial vampires are stuck in one of three basic forms because of this affliction and have lost many higher powers.

The bite of a bestial vampire is filthy and often transfers a bacterial infection. If a DC 12 Fort save is not made, the victim of a bite develops a fever and loses 1d4 hp a day and rolls on a further reduced die on the dice chain every day for combat rolls and saves until dead or magically healed.

Upon reaching 0 hp, bestial vampires collapse and start regenerating 1d4 turns later unless true death is delivered.

Forms of Bestial Vampires:

1. Wolflike: Hulking and furred, they can move on all fours or two and with a wolfish face and claws. Often mistaken for a werewolf.
2. Batlike: Arms are long and winged and can sustain flight (50'), long ears, toothed bat maw, tiny feral eyes, body covered in short fur.
3. Ratlike: Skinny, skulking, and hairy with a long rat tail and beady eyes. Rat muzzle with large rodent teeth and tiny clawed paws. Often mistaken for a wererat.



Betrothed Vampire

Init +6; Atk bite +5 melee (1d8+ drain Per) or Enthralling Gaze; AC 16; HD 5d10 + 8; MV 40'; Act 1d20; SP un-dead traits, drain 1 Per with each hit, Enthralling Gaze (DC Will 14 or become enthralled), damage reduction 3, regenerate 3 hp, infravision 100'; SF Fort +2, Ref +6, Will +2; AL C

Victims of a vampire's bite and cursed to rise as one, these humans were young and beautiful when turned and now follow the direction of the one who made them. They have many of the gifts and resistances of the vampire, but are not nearly as powerful. One such gift, the Enthralling Gaze, can be used instead of an attack.

Upon reaching 0 hp, vampire betrothed collapse and start regenerating 1d12 turns later unless true death is delivered.

Enthralling Gaze

Roll a d6 if the Will check is failed. The victim of the gaze attack does the following for 1d4 rounds.

ENTHRALLING GAZE	
1d6	Effect
1	Stand still
2	Go toward the vampire
3	Drop weapon and go toward the vampire
4	Drop weapon, run toward vampire exposing neck
5	Walk in the opposite direction
6	Attack those who would hurt their new friend

Mutant Vampire

Init +1; Atk bite +6 melee (1d8) and + 6 claw (1d8); AC 13; HD 6d10+8; MV 20'; Act 2d20; SP un-dead traits, damage reduction 4, regenerate 4 hp, infravision 30'; SF Fort +6, Ref +0, Will +3; AL C

Sometimes the vampire's kiss doesn't bind well with the intended host, resulting in this monstrosity. Often a mix of bat limbs, wolf, and human, the grotesque mockery is slow and sometimes mutates while the monster moves or fights. (Roll a couple times on the Transformations table to get some weirdness.)

Upon reaching 0 hp, these mutants fall into twitching pieces and will start regenerating and reforming 1d4 turns later unless true death is delivered.

Vampire

Init +9; Atk bite +8 melee (1d12 + drain) and Enthralling Gaze or transform; AC 18; HD 10d10+12; MV 40'; Act 2d20; SP un-dead traits, drain, Enthralling Gaze (DC Will 16 or become enthralled), transformation, damage reduction 5, regenerate 6 hp, infravision 100'; SF Fort +6, Ref +5, Will +6; AL C

The apex predator of the un-dead, vampires are imbued with special powers and strengths. Many of them rule from hard-to-reach castles or ancient ruins and surround themselves with their betrothed, servants, vassals, other un-dead, and the animals they summon.

Vampires are intelligent and scheming, but sometimes overly concerned with one specific distraction. (Roll on *Table 2-34: Obsession* pg 36.)

Full vampires are able to transform into several other things and can use one of their actions to do so. If the typical film vampire is desired, give them the ability to transform into a bat, mist, and wolf. If something new and weird is desired, roll 1d4+1 times on *Table 2-32: Transformation*.

Summoning animals is another ability enabling them to summon types of bats and wolves. Roll 1d20 twice and consult the *Table 3-33: Summoning* to spice it up and make it a little different.

There's a 75% chance a vampire knows their dwelling has been infiltrated and will start combat with help already summoned. (A Judge can adjust this number by how stealthily or noisily the party was as they roamed the vampire's home base.)

When vampires are reduced to 0 hp, they turn into a cloud of mist in 1d4 rounds and need to reach their resting place to start regenerating. True death can be delivered before this transformation takes place or by preventing them from reaching their resting place by dawn.



LICHES

Not happy with the length of time allotted and not willing to let go of life until they can squeeze all they desire out of it, lichs hang on with a stubborn tenacity, dark magics, and pacts with things better left unspoken.

Lich:

Init +5; Atk claw +8 melee (1d12) and spellcasting; AC 19; HD 10d12+20; MV 30'; Act 2d20; SP un-dead traits; SV Fort +10, Ref +4, Will +10; AL C

Moldering, plotting, power hungry, and obsessed with dark magics, a lich desired immortality so much they transformed themselves into an un-dead thing. Using esoteric knowledge, ancient spells, and pacts they pushed their soul into a phylactery and hid it so they could never die.

When a lich is reduced to 0 hp, it will crumble into dust, but within the next 13 days the lich's mind will be reborn into the body of an un-dead humanoid near the hiding place of the phylactery. A lich will never be truly defeated until the vessel that holds its soul is destroyed.

A lich can cast as a 10th lvl wizard, 10th lvl cleric, or a split of both classes. They will always have *Animate dead* and several other necromancy spells.

Phylacteries

A lich's phylactery can be disguised as a common item or a piece of treasure. It will radiate as magic if a spell has been cast to detect such things. Hidden within the item are the spells cast that created the lich. The script is magically etched inside the material in the case of glass, gems, or stones, or engraved into the inner parts of vases or chalices. Occasionally the item will be filled with rolled scraps of paper covered in magical script. A jeweler's loupe or other magnifying device will quickly reveal the truth of what is hidden within.



TABLE 2-25: WHAT PHYLACTERY?

1d12	Object	Details
1	1d5 large precious stones	1. Emerald 2. Diamond 3. Sapphire 4. Ruby
2	Spear	
3	Pulsing crystal	1. Warm 2. Cold
4	Fancy, leaded glass bottle	
5	Canopic jar	1. Magical runes 2. Ancient petroglyphs 3. Faded pictographs 4. Hieroglyphs
6	Gorgeous antique vase	1. Opal 2. Jade 3. Obsidian 4. Marble 5. Alabaster 6. Granite
7	Geode/nodule	1. Purple 2. White 3. Yellow 4. Red
8	Metallic, ornate chalice	1. Gold 2. Platinum 3. Silver 4. Pewter 5. Bronze
9	Rough, wooden cup	
10	A glass eye	1. Blue 2. Red 3. Black 4. Green
11	Small, locked box	1. Crystalline glass 2. Metal alloys 3. Banded ironwood 4. Cemented bones
12	Jewelry*	1. Ring 2. Bracelet 3. Necklace 4. Armband 5. Crown 6. Multiple pieces (roll again)

*Roll on row 1 for stones and row 8 for metal type of jewelry if needed.

Phylactery's Location

Obviously a phylactery would be hard to find and under heavy guard. For a quick location, consult this table but definitely make the hiding place something elaborate and quite difficult to uncover.

TABLE 2-36: LOCATION

1d6	Where is it hidden?
1	Within corpses in sarcophagi
2	Mixed with other treasure in chests
3	Within a trapped room
4	In a secret room
5	Underneath the tiled floor
6	Behind a fake wall

A lich's background can inform how it is played by the Judge. Was it once a cleric? Then give it mostly cleric spells and have it cast as a 10th level cleric. If it was once a druid, give it un-dead animal guards instead of humanoid. If it's a person who was accidentally turned into a lich, perhaps it can be reasoned with and they're not absolutely evil or chaotic.

TABLE 2-37: LICH'S BACKGROUND

1d6	What was the lich's background?
1	Fallen paladin
2	Chaotic cleric
3	Evil wizard
4	A druid twisted by foul magics
5	Unwitting person trapped in a phylactery
6	A rich person with enough money to make it happen

A lich is made with foul magics powered by souls. Sometimes if the final catalyst used in the process of becoming a lich is discovered, it can aid in the final destruction of the lich's corporeal form and phylactery. Rolling on *Table 2-36: Catalyst/Weapon* can get the creativity flowing and help the Judge come up with something better if needed.

TABLE 2-38: CATALYST/WEAPON

1d8	The catalyst	The weapon
1	Souls of an entire village	Sharpened bones of those villagers
2	Soul & body of a dragon	Weapon made from dragon parts
3	Herald's angelic essence	Holy weapon of same alignment
4	The blood and power of god	Remains of that god
5	The magic of a coven of witches	Some of the magic that remains within them
6	The souls & magic of chained wizards. Find the chamber and burn the remains	Find the chamber and burn the remains
7	13 spellbooks	Fire made from the remaining blank pages
8	The power of an emissary of Death	The emissary must be found and released



Above all other hungers, a lich desires souls to fuel its magics and wretched, unending existence. What remains after consuming the soul is never wasted, which means there will be an ever-growing garrison of the un-dead to guard the lich's compound. Populate guardians of a lich's enclave by rolling on *Table 2-39: Lich's Guards*. Decide (or roll using 7d100) to establish how old a lich is and roll once for each century.

TABLE 2-39: LICH'S GUARDS

D100	What guards?
01-30	4d8 skeletons
31-60	4d8 zombies
61-70	3d6 ghouls
71-80	2d4 mummies
81-85	2d8 bestial vampires
86-90	2d8 vampire mutants
91-95	Vampire with 2d6 betrothed
96-100	Zombie dragon



SKELETONS

Clacking, teeth bared, empty eye sockets staring. Malevolent and silent, tireless guards. Bareboned or dressed in armor, holding weapons at the ready. Always ready.

While it could be said skeletons are just the final stage of a zombie, no one can argue that they make better guards. Zombies are always wandering off or getting lost in their reverie.

TABLE 2-40: APPEARANCE

1d12	Age/condition of bone
1	Newly defleshed and bright white
2	Still bloody with tendons attached
3	Chunks of muscle still rotting off
4	Old, dusty and beginning to yellow
5	Ancient and brittle. Yellow
6	Strange and hard. Blackened
7	Aged and stained reddish brown
8	Seemingly held together with mycelium and mushrooms
9	Crawling with large black worms
10	With dried organs within ribs
11	Made of crystal
12	Made of semi-precious stones: 1) Opal 2) Pearl 3) Jade 4) Turquoise 5) Agate 6) Moonstone

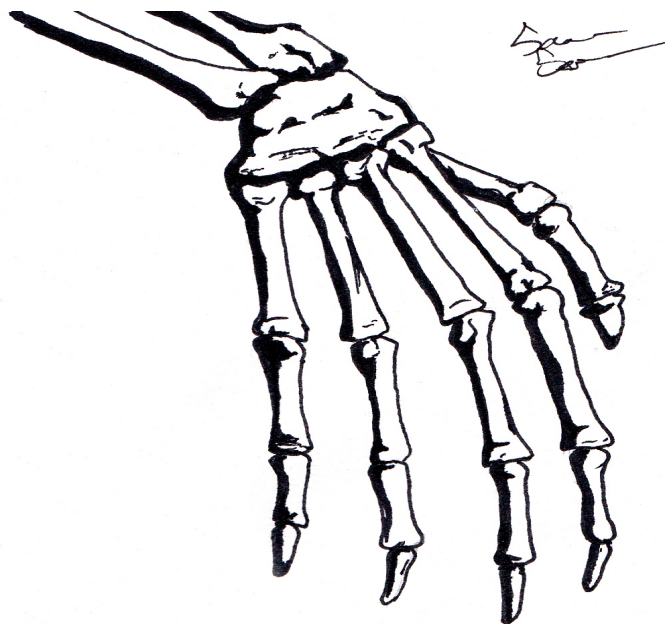


TABLE 2-41: SKELETON OR JUST SKELETAL?

1d7	Is it really a skeleton?
1	Failed lich. Has a spellbook with 1d6+3 spells; caster level 6 and 6-8 HD.
2	Defleshed mummy. HD 5d12 and can inflict mummy rot
3	Reconstructed. Roll on Abnormalities
4	Really old zombie: HD 2d8
5	Really mutated mutant vampire. See stats
6	Ghoul King or Magi: see stats
7	Peaceful villagers under a curse

TABLE 2-42: ARMED HOW?

1d7	Attacking with what weapons?
1	Pole arms
2	Longsword
3	Crossbows
4	Longbows
5	Hammers
6	Two handed sword
7	Short sword and dagger

Twists on Skeletons

Not every skeleton encountered needs to be an evil abomination raised from the dead by foul magics. There are legends of skeletal knights, bound by their oaths and knightly orders, who ride out into their lands to bring order and law even after their deaths.

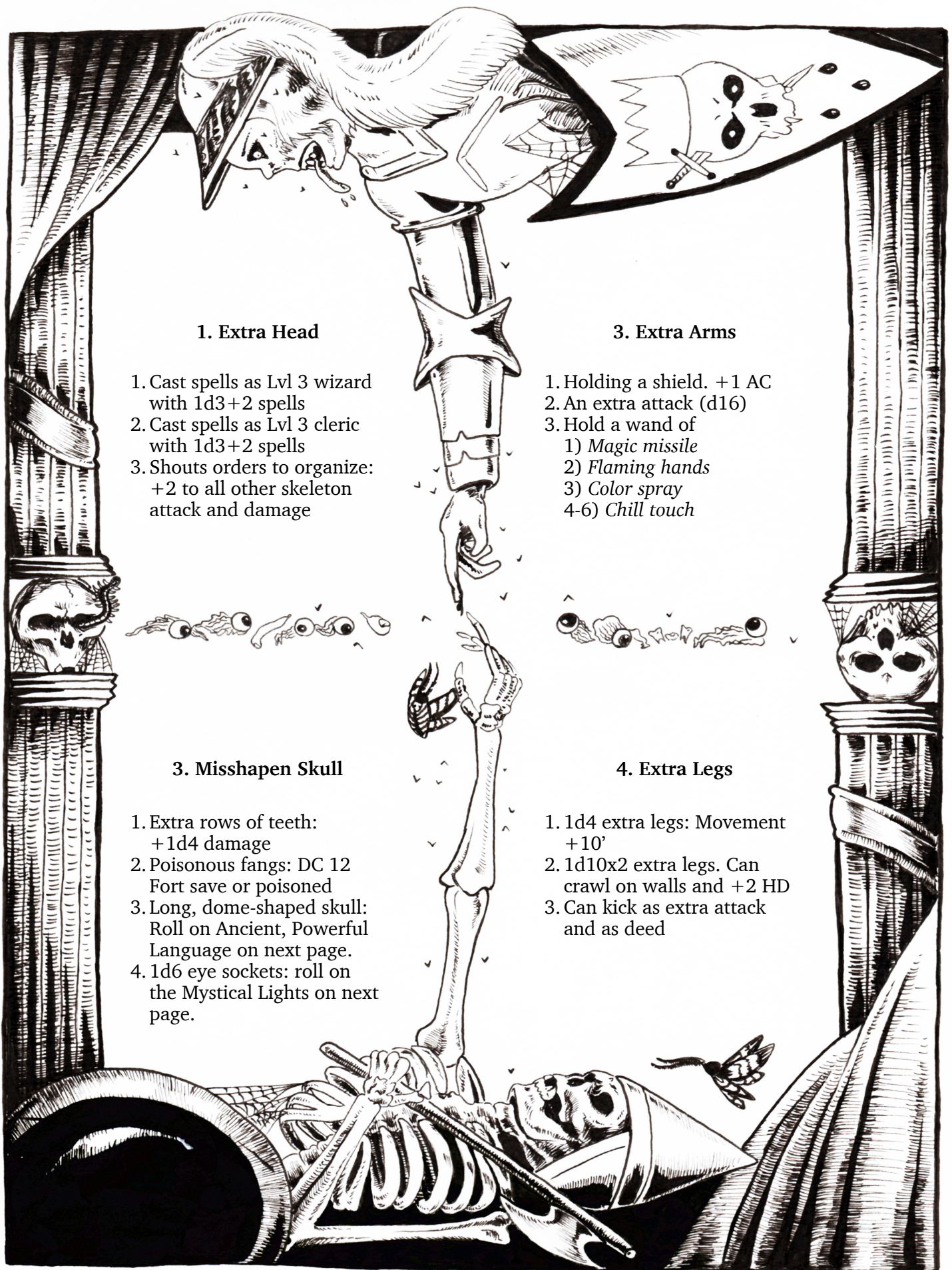
Skeletal Knights: Init +1; Atk sword +3 melee (1d8+2); AC 18; HD 4d6; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +3; AL L

Skeletal Steeds: Init +1; Atk hoof +5 melee (2d4); AC 16; HD 4d6; MV 60'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +3, Ref +1, Will +3; AL N

When making a group of knights add a couple squires and maybe even a cleric or two.

The group should old pennants and flags from ancient orders of knights and barely remembered kingdoms.

TABLE 2-43: ABNORMALITIES IN SKELETONS



1. Extra Head

1. Cast spells as Lvl 3 wizard with 1d3+2 spells
2. Cast spells as Lvl 3 cleric with 1d3+2 spells
3. Shouts orders to organize: +2 to all other skeleton attack and damage

3. Extra Arms

1. Holding a shield. +1 AC
2. An extra attack (d16)
3. Hold a wand of
 - 1) *Magic missile*
 - 2) *Flaming hands*
 - 3) *Color spray*
 - 4-6) *Chill touch*

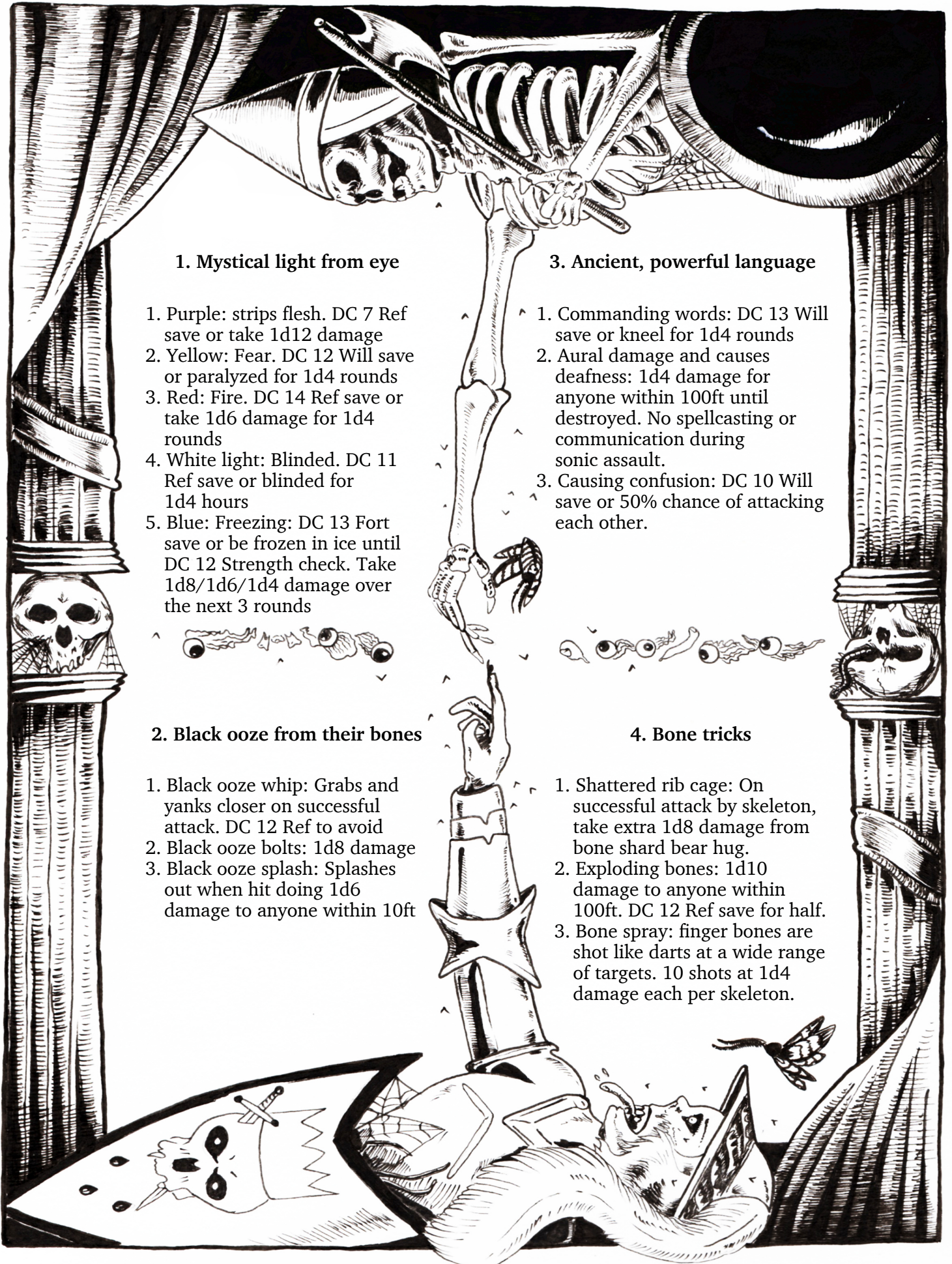
3. Misshapen Skull

1. Extra rows of teeth: +1d4 damage
2. Poisonous fangs: DC 12 Fort save or poisoned
3. Long, dome-shaped skull: Roll on Ancient, Powerful Language on next page.
4. 1d6 eye sockets: roll on the Mystical Lights on next page.

4. Extra Legs

1. 1d4 extra legs: Movement +10'
2. 1d10x2 extra legs. Can crawl on walls and +2 HD
3. Can kick as extra attack and as deed

TABLE 2-44: STRANGE & EXTRA ATTACKS



1. Mystical light from eye

1. Purple: strips flesh. DC 7 Ref save or take 1d12 damage
2. Yellow: Fear. DC 12 Will save or paralyzed for 1d4 rounds
3. Red: Fire. DC 14 Ref save or take 1d6 damage for 1d4 rounds
4. White light: Blinded. DC 11 Ref save or blinded for 1d4 hours
5. Blue: Freezing: DC 13 Fort save or be frozen in ice until DC 12 Strength check. Take 1d8/1d6/1d4 damage over the next 3 rounds



2. Black ooze from their bones

1. Black ooze whip: Grabs and yanks closer on successful attack. DC 12 Ref to avoid
2. Black ooze bolts: 1d8 damage
3. Black ooze splash: Splashes out when hit doing 1d6 damage to anyone within 10ft

3. Ancient, powerful language

1. Commanding words: DC 13 Will save or kneel for 1d4 rounds
2. Aural damage and causes deafness: 1d4 damage for anyone within 100ft until destroyed. No spellcasting or communication during sonic assault.
3. Causing confusion: DC 10 Will save or 50% chance of attacking each other.



4. Bone tricks

1. Shattered rib cage: On successful attack by skeleton, take extra 1d8 damage from bone shard bear hug.
2. Exploding bones: 1d10 damage to anyone within 100ft. DC 12 Ref save for half.
3. Bone spray: finger bones are shot like darts at a wide range of targets. 10 shots at 1d4 damage each per skeleton.

MINI-BESTIARY OF SCAVENGERS

Bear, Medium: Init +2; Atk claw + 3 melee (1d4) or bite +3 melee (1d6); AC 13; HD 4d10; MV 30'; Act 2d20; SP Bear hugs for extra d12 damage if both attacks by claw hit; SV Fort +3, Ref +2, Will +2; AL N

Bear, Large: Init +2; Atk claw + 4 melee (1d5) or bite +4 melee (1d8); AC 13; HD 6d10; MV 30'; Act 2d20; SP Bear hugs for extra d12 damage if both attacks by claw hit; SV Fort +4, Ref +2, Will +3; AL N

Bear, Cave: Init +2; Atk claw + 6 melee (1d6) or bite +4 melee (1d10); AC 13; HD 8d10; MV 30'; Act 2d20; SP Bear hugs for extra d12 damage if both attacks by claw hit; SV Fort +3, Ref +2, Will +2; AL N

Boar: Init +2; Atk gore +2 melee (2d4); AC 12; HD 3d6 +4; MV 40'; Act 1d20; SV Fort +1, Ref +2, Will +5; AL N

Carrion Beetle, Larval Swarm: Init +0; Atk bite +3 melee (2d4); AC 9; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N

Coyote/Wild dog/Dingo: Init +2; Atk bite +1 melee (1d3); AC 11; HD 1d5; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will +1; AL N

Crow/Raven: Init +1; Atk bite with claws +1 melee (1d3); AC 12; HD 1d6; MV 20', Fly 60'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL N

Elk: Init +3; Atk antlers +2 melee (1d8) or hooves +2 (2d3); AC 12; HD 4d8; MV 40'; Act 1d20; SV Fort +2, Ref +3, Will +1; AL N

Fox/Jackal: Init +1; Atk bite +0 melee (1d3); AC 11; HD 1d4; MV 40'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL N

Hyena: Init +5; Atk bite +5 melee (1d8+2); AC 14; HD 3d8; MV 40'; Act 1d20; SV Fort +4, Ref +3, Will +4; AL N

Mountain lion: Init +5; Atk claw +2 melee (1d6) or bit +3 melee (1d8); AC 17; HD 5d8 +4; MV 40'; Act 2d20; SV Fort +1, Ref +5, Will +2; AL N

Vulture: Init +2; Atk bite +2 melee (1d6); AC 13; HD 2d8; MV 10', Fly 60'; Act 1d20; SV Fort +5, Ref +1, Will +0; AL N

Vault Grub: Init +1; Atk paralyzing tentacles; AC 11; HD 3d8; MV 30'; Act 8d20; SP cling, DC 12 Fort save or paralyzed for 1d6 + 2 turns; SV Fort +3, Ref +1, Will +1; AL N

Bulging, 9-12'-long white grub with 2'-long, purple tentacles on head and abdomen. Sticky feet allow the creature to climb walls and ceilings. They relish rotting flesh and will use the corpse for both food and egg incubation, but wait until a body is ripe.

UN-DEADING ANIMALS

In the previous sections of this book, there were several entries that took animals and made them into un-dead things. All the stat blocks may not be included in the various sections of this book, so here are a couple tips to consider. Following that are a couple examples designed for this book.

Mummified: There are generic stat blocks for mummified animals on pg 28 broken down by size. For a more exact method, take monster's stat block and add 2-3 HD levels, damage reduction per HD, mummy rot, -10 to speed, and un-dead traits.

Zombied: There are suggested additions for zombie humanoids in the core rulebook and on pg 23 of this book. For animals and other monsters, add 1-2 HD, un-dead traits, and negative modifiers to Init and Ref, -10 to speed, and +1 or 2 on Fort.

Skeletalized: Add un-dead traits, half damage from piercing and slashing weapons, and knock off a couple points of AC.

Ghouled: The core rulebook offers tips on pg 414 on making kobolds and other humanoids into ghouls. For animals add un-dead traits and the paralyzing attack.

Vampired: Add 3 HD, un-dead traits, vampire basics from pg 34, damage reduction per HD, and +2 to attack and damage. Feel free to roll on any of the vampire tables on pg 35.

Ghoulrats: Init +2; Atk bite +2 melee (1d4 plus paralyzation or disease); AC 13; HD 1d8+2; MV 30'; Act 1d20; SP un-dead traits, paralyzation, disease, infravision 100'; SF Fort +0, Ref +1, Will +0; AL C

A ghoulrat's bite is rife with bacteria, causing disease or paralyzation with each attack. If the attack roll was successful and odd, the victim makes a DC 7 Fort save taking 1d6 extra damage if failed. If the attack roll was successful and even, the victim makes a DC 12 Will save or is paralyzed for 1d4 turns.

Mummified Terror bird: Init +3; Atk bite +5 melee (2d6) or claw +1 melee (1d8 + knockdown); AC 11; HD 4d12; MV 30'; Act 1d20; SP damage reduction 3, mummy rot, vulnerable to fire, un-dead traits, Ref save 13 or target is knocked down; SV Fort +4, Ref +2, Will +10; AL C

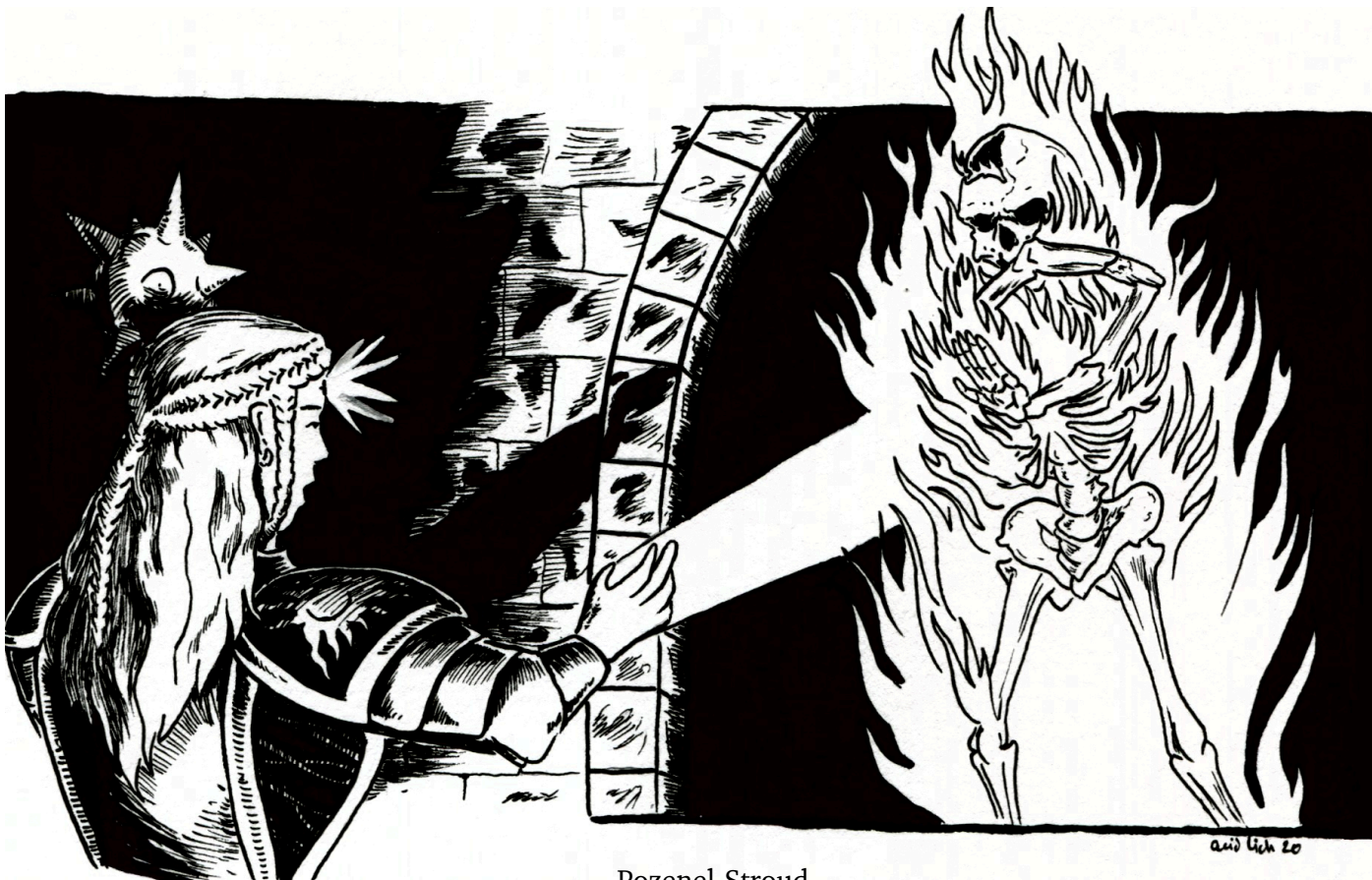
A large, flightless bird with a thick beak and powerful kicking legs preserved by local environmental conditions and turned into a mummified creature.

Turning the Un-Dead

When a member of the un-dead is brought low by divine power, what does that look like? Roll on this table to determine the point of origin for the divine energy, where the effect starts on or near the un-dead, the effect, and what happens afterwards.

TABLE 2-45: TURNING THE UN-DEAD

1d10	Point of origin	Emanation point	Effect	After effect
1	Hands	Forehead	Fire erupts on its body	Tiny quake
2	Eyes	Chest	A beam of light	An explosion of harmless fire
3	Holy symbol	Head	Target slowly crumbles	A single chord of a choir is heard
4	Forehead	Abdomen	Light flashes under the target's skin	The smell of petrichor
5	Chest	Eyes	Target swells and distends	Target(s) explodes in a cloud of ash
6	From above	Ears	Target caves inward	Screaming of the tortured soul
7	Mouth	Feet	Foul gas escapes from their body	Hearts are lightened
8	From the earth	Extremities	Target tremors and shakes	Shock wave
9	From an object associated with the divine power	From a point behind rushing past	Flash of ball lightning erupts. If more than one target, they are linked by a stream of plasma.	Bright motes of light twinkle for a moment
10	Sacred weapon	From above	Target melts into a pool of ichor and oxidized bodily fluids	A fountain of blood and gore



Pozenel-Stroud

CHAPTER III: THE RITES OF THE DEAD

TABLE 3-1: TREATMENT OF THE DEAD

1d7	Type of Burial	Specifics
1	Cremation	1. In their living quarters 2. Crematorium 3. In boat on land 4. In boat on water
2	Sky burial	1. Vultures on a mountain 2. Other beasts 3. Raised wooden platforms 4. Top of towers
3	Elaborate preparation/preservation	1. Gutted and smoked over fires 2. Soaked in acidic waters 3. Bathed in spices and preservatives and wrapped in strips of cloth 4. Packed in salt 5. Entrails removed and replaced with straw, sticks, or rags 6. Skinned and covered in mud 7. Propped up to dry 8. Meditation and self-mummification
4	Buried in the earth	1. In a casket 2. Vertically 3. Horizontally 4. Wrapped in a shroud
5	Butchered and consumed	1. As an honor for family member 2. As a punishment for enemy 3. To gain the dead's strength or other attribute
6	Mausoleum/Ossuary/Tomb	1. With other family members 2. With other members of same order 3. Bones arranged and stacked in columns and decorative structures
7	Sea burial	1. Wrapped in oiled leather 2. Weighted and dumped wearing best clothing

TABLE 3-2: ACCOMPANIED BY

2d7	Who or what?
2-3	Spouse
4	Servant(s)
5	Favorite steed
6	Beloved pet
7	2d10 head of their herds
8	1/10th of their wealth
9	Best armors and weapons
10	Best furs/linens/clothing
11	Most trusted adviser
12	Entire harem
13	Statues
14	Favorite wagon/chariot/barge/ship

TABLE 3-3: WHAT STATUES?

1d8	Subject	Material
1	Demons	Terracotta
2	Dragons	Carved wood
3	Warriors	Wicker/woven
4	Gods	Lead
5	Heralds*	Iron
6	Skeletons	Stone
7	Monsters	Entwined twigs
8	Priests	Straw & mud

*Angels, Messengers, etc.

Do these statues come to life if the tomb is disturbed? Judge's choice or randomize it.

Do the dead wear a mask? Here is a set of tables to generate masks for the resting dead, but who's to say the un-dead don't wear these. Spice up some plain skeletons or zombies with masks. Tie them into a cult. Have witnesses describe them as demonic monsters with horrible heads and faces.

TABLE 3-4: MASK MATERIAL

1d10	Material
1	Clay
2	Stone
3	Bronze
4	Wood
5	Cloth
6	Mud
7	Steel
8	Semi-precious stone
9	Tied sticks
10	Sewn skin or furs

TABLE 3-5: MASK VISAGE

1d6	Visage
1	Image of deceased
2	Animal
3	Skull
4	Exaggerated features
5	Monster
6	Minimal features



TABLE 3-6: DECORATIVE ELEMENTS

1d16	Decorative details
1	Colored dust
2	Light veils
3	Cut flowers
4	Feathers
5	Runes
6	Pictographs
7	Knotted ropes
8	Antlers
9	Horns
10	Fins
11	Spikes
12	Extra eyes
13	Large teeth
14	Large eyes
15	Huge tongue
16	Large nose

Grave Goods

Old graves and burial mounds could contain something from the distant past to give that feeling of age in your campaign. This table can be used for random rolls, but it's heavily flavored in real world (Terra/Earth) history. It would be interesting to make tables of demi-human or monstrous humanoid grave goods.

TABLE 3-7: GRAVE GOODS

1d12	Ancient grave goods
1	Bronze weapons
2	Copper tools
3	String of semi-precious stone beads
4	Hammered copper jewelry
5	Polished abalone shells
6	Bone tools
7	Bone weapons
8	Old coins from a forgotten civilization
9	Ancient pottery
10	Arrowheads: (1) bone; (2) metallic; (3) stone
11	Scrolls of poetry in jars
12	Holy writings from forgotten religion

TABLE 3-8: DEATH PROCESSIONS/FUNERARY MARCHES

1d10	Tone	How they proceed
1	Quiet & somber	Slow dancing & sauntering like the dead would walk
2	Sad but dutiful to the dead	Reading from scrolls of the holy book(s)
3	Occasional laughter and crying	Backwards to keep your eyes on the living side of the veil
4	Lighthearted & happy	Marching in unison
5	Psychotropic drug-induced awe of the rites of death	Clapping and shouting to keep the souls of the dead confused
6	Raucous celebration	Telling stories, singing songs, japing about the dead
7	Beating their breast and tearing their clothes	Singing hymns and other religious songs
8	Loud and constant moaning and crying	Throwing themselves on the ground. Beating the earth.
9	Roll twice on Tone and Procession. Once for each sex.	Holding hands, arms around shoulders
10	Roll 2d3 times on Tone and Procession for many groups divided as you see fit. Could be caste, age, social, or political groups, etc.	Circuitously through the settlement. Visiting 1d3-1 locales before arriving at the place of internment. For locations visited, roll 1d6: (1) a place of worship; (2) governmental or civic center; (3) a park or other green space; (4) the dead's home; (5) the dead's place of work; (6) the dead's favorite place of vice.

1d10	Instrumentation	General dress
1	Giant bell on a wagon pulled by beasts of burden	Red veils for all. Dyed by carmine extracted from beetles found on the corpse
2	Drums made of animal skulls of all sizes	Everyone is wearing their finest clothing
3	Pipes made from hollowed bones	Sackcloth to suffer like only the living can
4	Finger cymbals clanging with each 4th step	No clothing in a celebration of the flesh and life
5	Large gongs that shake the very ground	Wrapped in grave shrouds to not make the dead jealous of the living
6	Bass horns harvested from cloven-hoofed beasts of burden	Religious attire
7	Various noise makers	No special clothing
8	Droning (bagpipes, didgeridoos, mouth harps, etc.)	All normally exposed parts of the body (face, hands, etc.) are completely covered in black cloth
9	Steel drums	Plain robes and masks
10	Mixed, roll 1d8 on this table 3 times	Elaborate and fantastical costumes depicting creatures and beings from their mythologies

1d10	How the deceased is carried	State of the deceased
1	Stilt walkers	Unpreserved and a little ripe
2	Blindfolded executioners	Dried out and desiccated
3	Seated in a chair carried by pallbearers	Flesh cleaned from bones
4	In a simple wooden wagon pulled by all their offspring and relations	Ash and charred bones placed in roll 1d6 (1) an urn; (2) a lacquered box; (3) skin of an animal; (4) a wooden bowl; (5) fired clay statue; (6) ceremonial vessel.
5	In a black coach by black horses	Preserved with perfumed oils and herbs and looking fresh
6	On platform stacked with straw and sticks	Bog preserved and red skinned
7	In an elaborate coffin carried by pallbearers	Smoked with exotic woods
8	From person to person. Everyone dances with or carries the dead for a moment	Covered in clay
9	Laid in a small boat	Bone pile picked clean by sky burial
10	Upright, lashed or mounted on a pole	Cloth-wrapped mummy

1d20	What else is included?		
1	Children running about telling stories of the dead, collecting donations for the burial	11	Riotous celebration is held in the graveyard or necropolis after the body is interred. Drinking, dancing, music, singing, and other vices are performed by the mourners until the sun rises.
2	Mummified family members brought out from crypts, cleaned, and dressed in new clothing	12	The ceremony takes place at night with fire brands held high
3	Faces painted as skulls	13	Flowers placed in and around grave site
4	Skulls and bones of ancestors on poles	14	Reliquary or statute of a holy figure (or a being associated with death) leads the procession
5	The body will be burned on a pyre. Flammable oil and fuel for the fire are placed under and around the body. Roll 1d6 to determine how the funeral pyre is started: (1) a ceremonial torch; (2) a simple torch; (3) a man who spits fire; (4) a flaming arrow; (5) a hurled flask of oil; (6) a trail of oil.	15	Men costumed as underworld beings trail the procession. A brief, religious play precedes the corpse's internment. Roll 1d4 to determine the beings' role in the play: (1) they are driven off by holy spirits; (2) respectfully carry the corpse to the grave; (3) perform a sacred rite of mystery over the body; (4) throw flowers, treats, or small gifts to the mourners
6	People wearing fake wings of eagle feathers to help the deceased fly onward	16	Amphorae wine or other drink is poured into or on top of the grave site
7	Chests and bowls of coins and gems to bury with the deceased	17	Lit candles in enemy's skulls swinging on chains
8	Favorite pets that have been mummified	18	An animal is slain and its entrails read as a final divination of the dead's soul
9	Servants carrying knives to go onward and serve the deceased in the next life	19	Grave goods (clay loaves of bread, painted statues, arrows, clothing, etc.) are interred with the body
10	Flags of tanned human skins	20	Rich smoke of incense burning in censers

TABLE 3-9: DEATH BARGES, CHARIOTS, & WAGONS

1d7	Description
1	Trash barge reconditioned for the dead. There are at least 100 corpses on their way to the burning isle.
2	A barge filled with the herds and flocks of the deceased to be sacrificed in the tomb.
3	A barge piloted by ghoulish bargemen taking the dead to the ziggurat for the Defleshing Rites. The bones will be brought back in 21 days.
4	A barge sitting low in the water carrying the mausoleum of the royal family on a circuit of the lands they control.
5	A train of chariots and wagons stretch back for a mile. Everyone riding in them wears a skull mask and black robes.
6	Carts proceed slowly laying out grains and palm fronds on the road. An impossibly large wagon covered in ornate carvings of strange demons and heralds at war is pulled by a team of 60 oxen.
7	A black funeral wagon follows 1,000 riders dressed in white robes and sitting side saddle on albino donkeys. Every hour a white goat is sacrificed in such a way that the next rider is sprayed with blood.



CHAPTER IV: THE DEAD

The ancestors were not like us.

The ancestors were not like us is a familiar trope in fiction and the real world. Maybe they had technology no longer understood. How did they cut those rocks so perfectly with primitive tools? How did they move those giant statues? Did they make batteries to power death rays or explosives? Did they have computers? What happened to their lands? Where did they go? What did they leave to us?

As the ancient, sealed tombs are opened and explored deeper and deeper what unexplained mysteries are revealed? Are their bodies different from ours? Why did they do that to their heads? Are they even human? What are those obscure rituals depicted on the walls and relics of these charnel houses of a bygone era.

TABLE 4-1: TOMBS

1d12	Tomb
1	Rock lintel overhang. Tomb underground
2	Rocky arch going into old burial mound
3	Pyramid with 1d6+3 chambers
4	Ziggurat with 1d4+2 chambers
5	Partially collapsed ancient temple
6	Ruined castle with royal tombs beneath
7	Elaborate catacombs with bone arrangements
8	Old sewers with the dead stashed in the walls
9	Extensive necropolis
10	Burial grounds from an earlier era
11	Mass grave hidden in the forest
12	Mysterious cemetery in the middle of nowhere



TABLE 4-2: ANCIENT SKELETONS

1d30	Weird skeletons of the ancients
1	Tiny horns
2	Antlers
3	Enlarged canines
4	Conical skulls
5	Extra row of teeth
6	2 feet taller than modern people
7	Twice as tall as modern people
8	Three eye sockets
9	One eye socket
10	Wings
11	Crowns of bone
12	Obsidian veins cementing joints together
13	Light warps and refracts near the bones
14	Only 3 elongated digits per hand
15	Vials of metallic liquid fused to the bones
16	Bones are incredibly dense and hard to move
17	Bone ash orbits the skeletons
18	Gnarled femur
19	4 sets of arms
20	Metal plates over eyes and mouth with etchings of constellation runes
21	Extended tail bone
22	Half the size of modern people
23	Progressively smaller down to 10" tall
24	Six digits on each hand and four eyes
25	Fingers end in long talons
26	Extra wide mouth and disarticulating jaw
27	Seemingly immaculate bodies with unblemished skin
28	The empty eye sockets of the skull glow
29	Skeletons still have hair that seems to writhe
30	Skulls are featureless and fingers are fused together

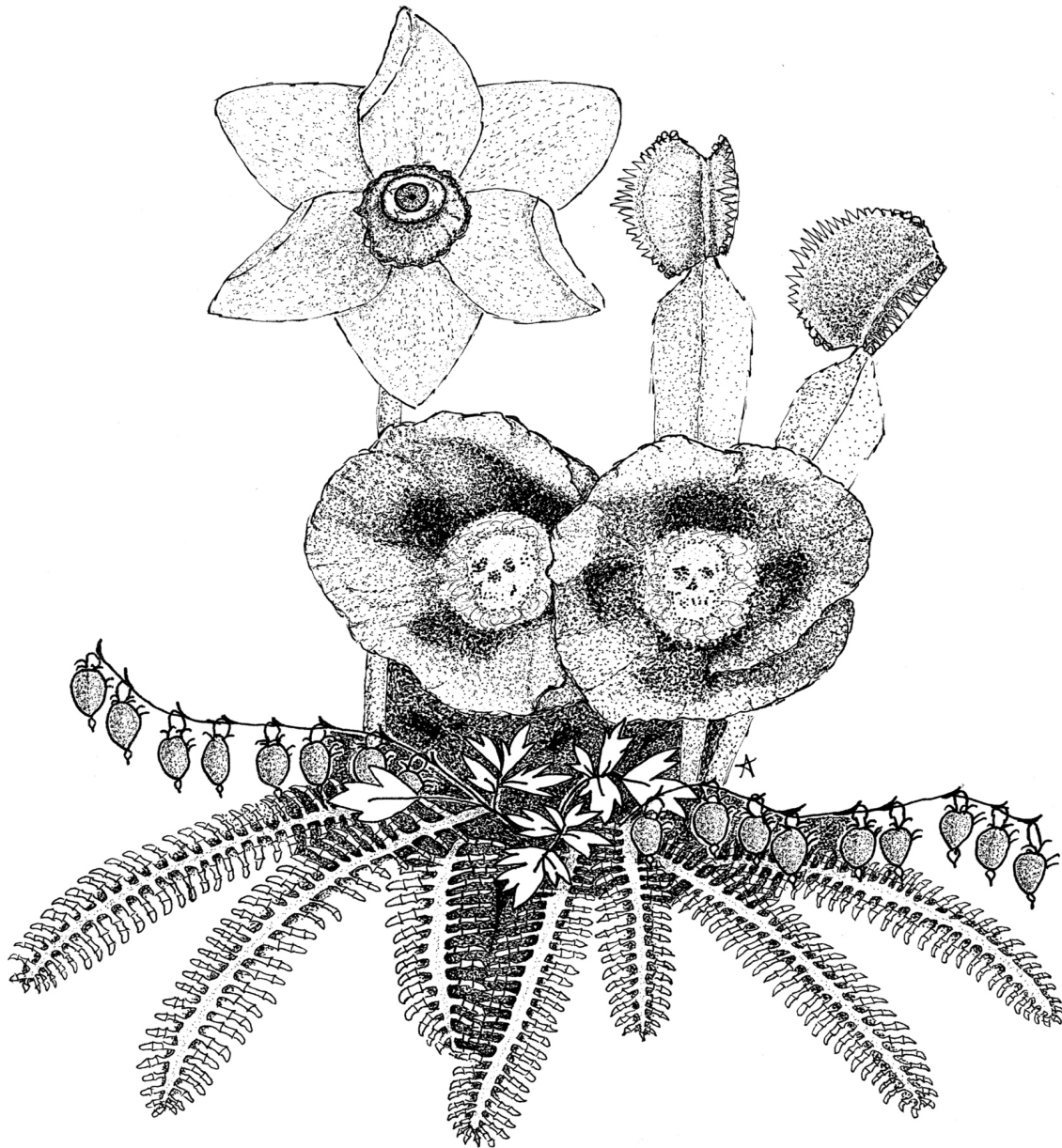


TABLE 4-3: MYSTERIES & FORGOTTEN TECHNOLOGY OF THE ANCIENTS

1d4	Basics and further details	What does it do?
1	Neolithic age henge: Entries 1d3: 1) One entry; 2) 2 entries opposite; 3) 4 entries opposite Type and appearance 1d7: 1) Ancient, rotted timbers; 2) Sturdy, pointed timbers; 3) Just earthen rings; 4) Earthen mounds and rings; 5) Large pillars of stone; 6) Large standing stones; 7) Large standing stones and lintels	1. Under the center of the henge the dead lie, mummified and holding ancient holy symbols made of antler, bone, and hair. Acts of piety may be rewarded with ancient secrets whispered by the dead. 2. A place of power during solstices and equinoxes. Both clerical and wizard spellcasting are improved a step on the dice chain during such events. 3. For many generations, the dead have been buried here, thinning the veil and easing travel between the land of the dead and the living; also return souls to bodies. 4. A portal connecting to other henges around the world. If the secrets can be unlocked, they can be used for travel between each other.
2	Large, stone statues. 1d8: 1) Carved granite; 2) Chiseled limestone; 3) Marble; 4) Alabaster; 5) Crystalline; 6) Sculpted clay/cement; 7) Chipped basalt; 8) Smoothed sandstone	1. A giant skull. No matter what happens, it always reassembles and orients itself to face the sky. 2. Not quite humanoid form with elongated forearms and shins. Staring at it gives a headache and -1d4 Int until recovered. 3. 2d4 humanoids in a riotous wrestling match. Touching grants 1d3 points of strength, but letting go causes petrification unless Bless is cast upon the victim. Str is only granted once a year at the spring equinox. 4. 3d3 hollowed statues stand before you, providing room to climb in. If entered, a DC 16 Will save must be made or the statue closes. The statue can be controlled but will only operate for 4 hours each day during the sun's highest point and devours life force and experience (2d12 each hour it's active). A Will save can be attempted each dawn to escape.
3	Sky lathe. Complex machinery of the ancients. 1d4: 1) Bronze tubes; 2) Brass gears; 3) Bio-organic black alloy; 4) Shining crystalline glasses; 5) Oozing liquid metal; 6) Giant and strange bones	1. Lightning is called down with a 50% chance of hitting the one who touched the machinery. DC 18 Fort Save or take 3d8 damage. If Fort Save is successful, gain 1 HD of permanent hp. 2. An ancient (stat as demon) appears. It will attempt to make eye contact with a random PC. If a DC 15 Will save fails, their souls transfer bodies and the ancient walks away in the PC's body. If the save is made, the ancient's body withers into dust. 3. The metal from the surface surges into your body. DC 19 Fort save or take 2d12 damage. If successful, only critical hits cause damage but cannot heal from resting or magic forever. 4. Nothing happens; but you take an extra 1 damage from all sources as your body begins to glow and heat up. If this extra damage kills you, explode and deal 10d6 damage for 60'.
4	Mysterious jars 1d4: 1-2) Clay and filled with an acidic liquid; 3) Metal and filled with strong smelling dust; 4) Glass filled with glowing putty	1. Ancient batteries. When wired together and placed in the proper artifact, they can generate a current to power an ancient death ray or light up a city. 2. An explosive device that will hurl acid for 100'. This acid will eat away leather armors and clothing and cause 1d12 damage. 3. An explosive device filled with volatile powders. Each canister will cause 10d10 damage but is very sensitive to movement. 4. Strange containment vessels. Maybe they contain demons, creatures from other worlds, ghosts, or even a lich's soul. When placed into the proper artifact, can act as an ancient computer/divination device/navigation & mapping tool.

TABLE 4-4: WEIRD FEELINGS/PRESENCE IN THE GRAVEYARD

1d10	Feeling/Sound
1	The dirt seems soft and wants to swallow the living
2	A quiet like a heavy blanket with no insects or birds making any sound
3	Light, ethereal voices bounce off the gravestones and trees
4	Restlessness and uneasiness like something is about to happen
5	A damp cold that shows the breath and sinks deep into your bones
6	Almost like a dream-like state with mental fog and flitting shadows in the mist
7	Far away bells, deep and sonorous
8	A clacking of bare bones and teeth
9	Distant laughter of children, but more sinister the longer you listen
10	An oppressive foreboding



What grows where the dead rot?

All manner of growing life may be affected by a proximity to decaying bodies, especially if it's a concentration of dead such as in a cemetery, mass grave, or battlefield. Often death corrupts and distorts the natural order. However, many odd things growing on the dead and the places they lie can be used by alchemists, herbalists, and more.

TABLE 4-5: WHERE THE DEAD LIE

1d20	What grows/inhabits?
1	Bubbling black slime
2	Yellow slime mold
3	Coagulated dark red slime
4	Florescent green slime
5	White plants lacking chlorophyll
6	Plants with dark red flowers and oozing blood pollen
7	Plants that hemorrhage blood
8	Plants that whisper secrets of the dead. DC Int check to understand
9	Hyperrealistic mandrake roots
10	Bone-eating, crusty white plants
11	Puffballs resembling cilia-covered eyeballs that seem to watch
12	Purple mold that secretes black fluids
13	Mushrooms that look like human fingers and toes
14	Strange, skull-shaped fungi
15	Thousands of tiny, black spear-shaped mushrooms
16	Sentient plague mold DC 14 Will save or become infected and lose 1d3 Per every day as it grows. Magical healing required.
17	Long, fat grubs that scream when touched
18	Brain maggots. Gain useful memories after a DC 12 Fort Save or get disease (see <i>Contagion table pg24</i>)
19	Lung beetles
20	Blood mites

Why would one need to dig up that grave?

Here are 20 reasons to rob a grave. If a components or ingredients result is rolled use Table 4-5. A tough Judge will make players dig up several graves to find what they need. For bodies one could roll 1d20 on Table 4-7 instead of 1d100, but only if they hate adventure.

TABLE 4-6: GRAVE DIGGING

1d20	Who wants the body/part and why?
1	Physician to improve their skills
2	Necromancer for foul magics
3	Professor to teach anatomy and medicine
4	Macabre, rich collector needs a display
5	Alchemist needing elixir ingredients
6	Witch needing potion ingredients
7	A wizard needing spell components
8	A youth claiming a certain piece of jewelry should have been their birthright
9	A scientist very close to discovering the secrets of life and death; only wants parts untouched by decay.
10	Shifty fellow wanted some "fresher corpse with just a hint of rot" for some reason.
11	Pale weirdo who didn't give a reason.
12	"These bodies befoul the water and poison the land. They must be removed."
13	"Our enemies lie here in consecrated honor. To end their unjust reign and break their grip on our land, their graves must be desecrated and defiled."
14	"This is the site of a long-ago atrocity, a mass grave of innocents. They must be repatriated to a dignified site."
15	"Martyred saint lies here; these remains should be venerated as holy relics."
16	"This is an ideal site for a building/canal/road, but the way must be cleared for progress before construction can begin."
17	Historian curating museum exhibit
18	Librarian needs human skin for vellum
19	Noble ensures his relative is really dead
20	Pure boredom, but you'll keep what you can find if it's valuable

Digging Up the Dead

On this d100 table, there are different clusters of results: 1-20 bodies and parts, 21-70 possible treasures, 71-80 various diseases, 81-90 surprising scavengers or un-dead, 91-100 interruptions and weird stuff. Collector is synonymous with necromancer, scientist, professor, physician, etc., but sometimes parties will pay different amounts, which will be noted in the text.

TABLE 4-7: WHAT'S IN THE GRAVE?

d100	Contents of grave
1	Old but immaculate corpse; church would want to know but might birth some sort of heretical sect. 4,000 gp to collector.
2	Nice, fresh body. 2,000 gp
3	Mostly fresh. 1,000 gp
4	Swollen with gases that could be collected with the right equipment
5	Rotten mush but good skeleton. 750 gp
6	Aged, dried, and preserved well. 1250 gp
7	Nearly all the body is rotten except hands and fingers. 250 gp
8	Body preserved with toxins making it dangerous. DC 13 Fort save or 1d12 damage and -1d3 to Per. Eyes are in great shape to harvest. 300 gp
9	Weird coffin filled with severed hands and fingers in various states of decay. 10-50 gp each
10	Mother and child, twins, or two lovers buried together. 2,500 gp to a collector obscenely interested in the "paired set."
11	Body bears obvious evidence of violent demise; of interest to judge or magistrate, but may attract retaliation from the guilty party. Otherwise, 1,000 gp
12	Failed necromancy experiment. Random parts worth 250 gp to a collector. Entire patchwork creation worth 2,500 gp to a rival necromancer, but earns enmity of the creator.
13	Oddly shriveled body with its decapitated head placed on chest, two silver screws in the temples, and a silver coin placed in the mouth. Weird enough to interest some parties. 1,450 gp
14	Preserved skeleton wearing tattered remnants of fine clothing. Worth 750 gp to a collector, physician, or necromancer.

15	Wrapped in strips of expensive cloth and reeking of exotic oils. Necromancer would pay 2,000 gp for this specimen, which should probably be returned to its native land. The mummy might return to seek revenge upon you if some foreign dignitaries are not informed.
16	Foul, rotting corpse; skeleton damaged by violent death; body abused by lifetime of hard work and hard living. Worth 100 gp to a collector or necromancer. Worth 1,000 gp to a physician as a clinical specimen.
17	Various bones of several different skeletons loosely mixed together. 800 gp
18	A strange creature lies in this grave with large ears, long snout, and light covering of fur. Worth 3,000 gp to a collector.
19	Skin is a mess, but organs are ok. 600 gp
20	Tattooed skin still in great shape. 950 gp
21	A clockwork construction under the skin. Parts still spinning slowly. 2,500 gp
22	A silver tiara with single diamond. 485 gp
23	A ruby ring in white gold setting. 400 gp
24	A simple silver wedding band. 50 gp
25	A holy symbol: iron circle with silver braiding around an onyx eye. 120 gp
26	Colorfully beaded, shell-covered shawl. 10 gp
27	A full set of silver jewelry (necklace, ring, earrings) set with emeralds. 500 gp
28	A painted shield of high quality. 5 gp
29	Onyx cat statue placed at the feet. 25 gp
30	A cloak of exotic bird feathers laid over the corpse's breast. 50 gp
31	A pair of silver bracers embossed with bird wings. 40 gp
32	A semi-precious stone carved to look like an eye placed on the forehead. 5 gp
33	An ivory flute. 30 gp
34	Two silver pieces laid over the eyes.
35	An ebony walking stick with silver handle in the shape of an eagle's head. 20 gp
36	A small, illuminated manuscript (psalter, book of hours, hymnal, or other personal devotional book). 25 gp

d100	Contents (cont.)
37	A small marble statuette of a deity or saint. 15 gp
38	An embroidered pillow depicting familial/religious symbols. 5gp
39	A wooden mask inlaid with gems, metals, and other precious decorations. 300 gp
40	An elaborately sculpted prosthetic hand made of brass. 85 gp
41	A copper torc, green with oxidation, set with two large, red carbuncles. 50 gp
42	A plain opal disk clutched in the left hand. 5 gp
43	A decorative warrior's helmet with twin winged motif. 20 gp
44	A lance still bloodied by the slaying of its final foe. 50 gp
45	The great two-handed sword wielded by berserkers from far off lands. 30 gp
46	A long sword engraved with military insignia. 50 gp
47	Miniature replica of a lordly manor, replete with puppet servants to maintain the estate in afterlife. 500 gp
48	A holy symbol from a near-forgotten faith. 25 gp
49	Very fine set of formal clothes. 50 gp
50	A paper fan, when used, the smell of death escapes. 1 gp
51	A rolled up painting, a masterpiece long thought lost. 5,000 gp
52	A large, uncut chunk of red jasper is held on the chest. 300 gp
53	Silver feather, 4ft long, placed upon the corpse that is wearing holy vestments.
54	Gold teeth in skull. The four canines are long and sharp. 150 gp
55	Maceo's ring: A pale, beige bezoar set in a silver band. Smells of lilac. 90 gp
56	Snake necklace set with tiny green and brown gems and stones. 110 gp
57	White ring with blood drop stone. Gets warm when un-dead are near. 400 gp
58	Dagger with jeweled scabbard. 180 gp

59	Baby's rattle. The noise of a baby cooing can be heard when the toy is used. 320 gp from select clients
60	Mithril chainmail shirt. Fits halfling, dwarf, or small human. 400 gp
61	A green soapstone figure of a repulsive alien entity. Strangely alluring if touched; may give the owner nightmares or worse. 30 gp
62	A large, silver spike engraved with sigils driven into the corpse's sternum. 25 gp
63	A hand mirror filigreed with silver. Always shows the deceased looking over the shoulder of the viewer. 20 gp
64	A porcelain death mask of the deceased's face. The wearer speaks with the deceased's voice. With repeated use, the deceased's words come to the wearer's lips unbidden. 300 gp.
65	An empty coffin
66	An empty coffin but made of rare wood. 150 gp to a woodworker
67	An empty coffin bashed out at one end
68	An empty coffin filled with all manner of weapons and digging tools. The owners may come looking for it.
69	An empty coffin. Smart robbers find the false bottom with 2d20 gems hidden.
70	An empty coffin with a trapped lid. If opened, blades swing out. 2d8 damage if a DC 13 Ref save is failed.
71	DC 17 Fort save or vomit maggots for 1d12 days. Lose 1 attribute point at random each day.*
72	DC 15 Ref save or the Blue Rash spores settle on the skin and cause a horrible fungal rash causing fever. -1d3 hp per day for 2d4 days and -1d8 Per*
73	Corpse had Ghoul Fever: DC 13 Fort save or slowly turn into a ghoul over the next D4+3 days.*
74	A victim of the Black Doom. What have you just unleashed upon these lands!? DC 17 Fort save or painful death of coughing and buboes in 1d6+2 days.*
75	Disfigured bubbling corpse. DC 12 Fort save or start resembling it in d12+10 hours.*

d100	Contents (cont.)
76	DC 11 Will save or catch Vampire's Thirst, a psychological affliction that makes the victim think they're turning into a vampire. They believe it so much they start shunning daylight because it burns, want to drink blood, and sleep in a coffin or a crypt.*
77	DC 12 Fort save or catch Death Boils. They burn, itch, and prevent the victim from wearing armor or heavy clothing and ooze pus and worms causing -4 Per.*
78	DC 14 Will save or develop Dead Madness. In their mind, all look like the walking dead and they can no longer look at the face of anyone causing distrust.*
79	DC 13 Ref save or some blood from the corpse splashed in the eyes or mouth, infecting the victim with uncontrollable rage. Must make a DC 15 Will save every hour or attack anyone within sight.*
80	DC 16 Fort save or become infected with a cordyceps spore that infects humanoids. Lose one HD every day until 0 is reached and the fungus fruits out of chest, neck, and head. 75% chance of turning into a fungal zombie.*
81	A cloud of flies, some as large as crows, pours out of the coffin when opened. Use Insect Swarm stats from the DCC RPG rulebook.
82	The body's eyes pop open and bares gleaming white fangs in dark red mouth. A betrothed vampire has risen and wants to join its master and you're in the way!
83	Two ghouls have dug in from the side of the coffin and immediately attack.
84	This corpse holds a spellbook it doesn't want to let go. DC 16 Strength check. The semi-dead necromancer will come for their book in 1d3+2 days. Stats as skeleton, but 3xHD, and can cast as a 5 th -level caster. Book has 1d3+1 spells in it.
85	Vault grub interrupted in the middle of laying eggs. She's not pleased.
86	The corpse has risen as a zombie and wants to eat.
87	Mutated vampire attacks as soon as the lid of this coffin is opened.

88	A ghoulish magus with metal plate screwed over its mouth and chained limbs. Will reward handsomely if released (6,000 gp worth of gems and coins hidden elsewhere).
89	The lid of this coffin bulges with the pressure of maggots and carrion beetles. 25% chance of bursting open even if left alone after discovered. If opened, those involved are covered in tiny chewing mouths and grave gore.
90	A ghost suddenly phases out through the closed lids and anyone who is digging; causes 1d10 cold damage and -d30 xp.
91	2d4 watchmen come around and would like a bribe before they ring their bells.
92	A necromancer and 1d6+2 zombie minions prowl graveyard for fresh burials.
93	A Vampire Count with 1d4+2 dire wolves has come to dig up their newest betrothed.
94	Red beetles; the hiss of their wings sounds the names of all who have perished here. They won't shut up. And now you hear your names.
95	This coffin opens up into a 20x20 room 10 feet down. There are candles lit and rich incense smoking from platinum censers fills the air. The deceased sits in an ornate chair in the middle of the room.
96	The skull in this grave is semi-sentient and can communicate and bond to a PC with high Per or Int. It can even become a familiar for a wizard or elf and moves by floating. AC is 14 and has 2HD of 1d8.
97	Pink light sears from the skies with a skull-shattering "Crack!" Whoever gets hit by it gains a skill at random, at +2d.
98	Bones shattered but fused back together with gold. If touched, the gold flows into the victim causing 1d12 damage, but provides 2 points of damage resistance and +2 to Fort save.
99	Bones float up, covering the luckiest PC, making armor equal to plate armor but fumble -2d. The bones rest in repose when not needed. Suit lasts until hit by a critical attack, which causes the bones to shatter.
100	Another group of grave robbers would like to discuss treasure splits and territory.

*All disease acquired from digging graves requires magical healing.

TABLE 4-8: RUMORS ABOUT THE DEAD AND UN-DEAD

1d30	Rumors, hooks, lies, and stories
1	Tales tell of a kingdom that wraps their dead in skin instead of gauze
2	Under the 3rd night of the 2nd moon, inscriptions write themselves across the skin of the living; each one the true name of one since passed.
3	Scholars speak of a ruby that grants glimpses of your final resting site when touched.
4	They say that a gauze exists that keeps death out...those who say this are foolish.
5	Apparently the stew made of a mummy's organs will bring the host great fortune.
6	Under the constellation of the entombed, all who sleep become like the dead.
7	Some will pay a king's ransom for the still-beating heart of a mummy.
8	Somewhere beneath the tar-sands lurks a primordial terror, a cursed lizard, wrapped in the ever-replenishing flesh of the living.
9	On an altar deep within the earth lies an obsidian blade. It bears no inscriptions. The altar announces that all who are sacrificed are granted an infernal kingdom.
10	Guarded by a coven of werebeasts is a growing quartz crystal. Shavings from it serve as necromantic focuses, and a lich would grant you the sight of the dead for it.
11	A vampire who recovers their soul can walk under the sun again.
12	If the dead are ritualistically cut, it prevents them from becoming un-dead.
13	A ghost never attacks those who resemble themselves when they were alive.
14	A lich will be paralyzed if you burn the roots of a tree older than it and blow the smoke toward it.
15	To deter the un-dead, plant the bones that were once animated around the property.
16	Skeletons desire the flesh of the living to cover their bones.
17	The sands of this desert can capture sunlight and be used against vampires and other un-dead.
18	If you put something a ghost coveted while living in a blessed container and close it as the ghost tries to grab it, you can capture that spirit.
19	If you have the skull of the corpse that became the ghost you can control it with sheer force of will.
20	During the lunar eclipse, the un-dead are stronger and can resit the true faith of the holy priests!
21	The dwarves were not undone by dragon or demon, but by a ghoul grown wise in his old age. A new king rules under the mountain!
22	The dead grow stronger when the Black Moon rises.
23	Vampires have infiltrated the court and host bloody debaucheries deep within the dungeons underneath the palace.
24	Alchemists will pay handsomely for certain parts dug up from the grave.
25	If you eat the worms from a fresh grave, you'll gain the strength of an ogre.
26	It is said that evil people decompose into black sand.
27	An evil necromancer is said to be interred in the city lychard.
28	Twisted dogs and wolves sometimes run with ghoul packs.
29	A lich can be killed by an element of the ritual that helped create them.
30	If you thought there was one kind of vampire, you're sadly mistaken.

Longer hooks or stories of the un-dead/dead.

1. I went to visit my mother's grave on the anniversary of her death a few nights ago. There were other people in the graveyard doing something. They scared me so I ran away. When I went back during the day my mother's grave had been disturbed, the earth on top was fresh, and it wasn't the only one. Now I feel like someone's been watching me, following me. Don't look, but I'm sure they're in the building right behind me.
2. The chef who owns that restaurant, right there, I've been dying to know how he gets his flavors. All his dishes have spices I can't even name. I followed him. I thought he was meeting a foreign trader, I thought I could buy some, too. He went to the graveyard and took trimmings from some of the plants there. I waited, but it was a whole month before he went again. I think it has to do with the phases of the moon. He'll be going again tonight.
3. Those zombies, the ones who walk during the day? They're not really dead. They're being controlled by a parasite. If you can get it out of them, they turn back to normal, alive and well. I know how to do the surgery, but it's complex to teach because of where the parasite attaches.
4. Don't ever go near that estate. The rich man who lives there, all his workers are slaves. He pays bandits to kidnap people, and the bandit captain pays an oracle to turn them into zombies. If you go near any of them, the bandits will catch you and change you. It happened to my little brother.
5. Ever since the fire at the palace, the queen only comes out in public all wrapped up in bandages. I know they say she was injured, doctors helped her, she's healing. But I know one of her ladies in waiting. She said the queen's dead, it's a corpse inside those wrappings, but somehow, when they put the bandages on her, she came back to life. I don't know what they're planning, I don't know how long they think they can keep this up.
6. There's a potter, lives alone down by the river. If you bring her clay from someone's grave plot, show her a drawing or describe the face, she'll make you a mask of the person who died. Folks are embarrassed to admit it, but a lot of people around these parts have one. They get it made while they're still in mourning, then probably wrap it in a blanket, put it in a trunk. If you wear one of those masks, though, and you say the dead person's name, their ghost will come visit you.
7. Alongside the sewers, there's a second set of tunnels under the old city. It's catacombs, where they buried their dead long ago. We used to explore down there when we were kids. We found an entrance just off the town square. We saw all kinds of skeletons and grave markers. We saw whole rooms where everything, everything was tiled with bones. We got too big to fit through the opening, but I can show you where we used to slip in.
8. I found my dog chewing on an old bone yesterday. When I tried to take it away, he bit me! When I finally got it away, I realized it was a human leg bone. He seemed so sick and listless after that. I locked him in the other room. Today, I heard him destroying everything in there! He doesn't sound like a normal dog anymore. This bite I got keeps looking worse, too, and I'm starting to feel sick myself.
9. Vampires can't cross water, you know? You can't see it from the shore here, but there's an island on this lake. There's an old temple there, they used to use it for celebrations. Years ago, a vampire terrorized this town, everyone suffered. When I was little my parents joined the other townspeople, and they managed to trap the vampire out on that island.
10. My little sister said she made a new friend. She went out every day to play at her friend's house. I finally went with her one day. It was that house that burned down last year, with the family all inside. I forbid her to go there again, and at first she cried all the time. Later, she said her friend had started coming to our house instead. Now when I light a candle or kindle the hearth, sometimes it's normal, but sometimes it's like a ball of flame inside the house. I'm afraid to cook, and it's started getting colder at night. We'll need a fire to stay warm soon.





CHAPTER V: THE NECROMANCER

Necromancy is widely reviled among most civilized people and considered unnatural and particularly evil. Whether it be an innate talent, the strange gift of spirit sight and hearing, a fascination with the macabre, or traditional according to their own culture and practices, some wizards cannot resist the call.

A wizard who wishes to be a necromancer should go through casting Arcane Affinity (from the DCC RPG rulebook) upon hitting level 3 and follow the route to necromancer. Until that time, they should focus on necromancy spells and learn wizard spells with a necromancy twist as suggested below.

Use these manifestations or make up your own:

- *Animal summoning* summons un-dead animals if it fits the result. Mummified, zombie, or skeletal (if it has a skeleton) should be applied to the description.
- *Choking cloud* manifests as corpse gas or clouds of corpse flies.
- *Color spray* manifests as a spray of blood, lymph, and black goo.
- *Ekim's mystical mask* manifests as a skull, rotten, or bestial vampire face.
- *Find familiar* should definitely find an un-dead familiar and that could count towards the time spent with the un-dead requirement with *Arcane Affinity*.
- *Flaming hands* manifests as black flames of rot and decay.
- *Magic missile* manifests as bone shards, sharpened femurs, or hardened drops of blood.

This is a small selection, but I'm sure you get the point. Let your players get creative.

A couple other things to add to flavor up a necromancer:

- *Animate dead* and *Speak with the dead* should be learned as necromancy spells and can even be moved down to the 2nd lvl spot and cast with a -2 penalty to spell checks.
- Extra languages chosen should always be ancient and dead.
- A necromancer's spellbook should always be made out of human remains. Consult *Tables 5-1 through 5-6* to make a disgusting necromancy spellbook.

TABLE 5-1: SPELLBOOK SKIN

1d12	Preserved skin covering
1	Blackened skin
2	Cracked skin
3	Peeling skin
4	Tattooed skin
5	Nicely cured skin
6	Dyed Skin
7	Stitched skin
8	Warty skin
9	Skin with lesions
10	Hairy skin
11	Living skin
12	Patchwork cover (roll 1d10 1d4 times)

TABLE 5-2: OTHER DETAILS

1d20	Other cover details
1	Dried blood vessels
2	Screaming face
3	1d4 faces
4	Edged by sharp teeth
5	Slobbering tongue
6	Fangs on top and bottom
7	1d20 milky, white eyes
8	One large, bloodshot eye
9	A pair of eyes
10	1d5 mouths
11	1d4 ears
12	1d12 fingers and/or toes
13	Aged bandages smelling of spices
14	Pulsating organs
15	Dried organs
16	Interlocking bones
17	Raw, exposed muscle
18	Clotted blood
19	Skull
20	1d4 noses

Spellbooks need a nice, strong latch, but these latches could also be used as locks. Each necromancy spellbook could have a secret method of unlocking and opening and the result can be generated on *Table 5-5: Ways to Open Book* if a random result is desired over creating your own.

TABLE 5-3: LATCHES & LOCKS

1d12	Clasps, latches & locks
1	Bony, interlacing fingers
2	Animated corpse stitching
3	Locking teeth
4	Scarab beetles
5	Entwining blood vessels
6	Grasping ghoulish claws
7	Sharpened, rusty nails
8	Withered mummy hands
9	Bloody chains with hooks
10	Silver spikes
11	Spine with ribs attached
12	Preserved zombie hands

When and why does a spellbook make noise? Maybe when it's opened. The necromancer might need to make a sound to open it. Maybe the book is haunted by the person who supplied the skin of the book and complains about the state they're in. The book could speak the spells inked within.

TABLE 5-4: VOCALIZATIONS

1d12	What does a spellbook sound like?
1	Bestial growling
2	Harsh, grave whispers
3	Haunting, ghostly voice
4	Dying screams
5	Snapping of jaws
6	Ancient, dead languages
7	Seductive and charming voice
8	Clacking of teeth
9	Crows and ravens
10	Flapping of vulture wings
11	Wriggling worms and maggots
12	Crumbling rot

TABLE 5-5: WAYS TO OPEN BOOK

1d6	Key
1	Drops of fresh blood
2	The touch of a dead finger/hand
3	Dried tongue
4	Smear of old blood clots
5	Uttering the secret language of the dead
6	A finger bone in the keyhole

The following tables can be used as a required method for the PC to copy spells or make scrolls, or they can be used as a fetch quest given to PCs by any NPC necromancer.

TABLE 5-6: INKS

1d12	What sort of ink is used?
1	Fresh humanoid blood
2	1d30 day(s) old blood
3	Purified organ juice
4	Rotted corpse fluid
5	Purple Grave Mushroom sap
6	Death Branch sap
7	Green Corpse Mold juice
8	Mummy oil from ancient sarcophagus
9	Saliva from ghoulish warren
10	Zombie drippings squeezed from dirt
11	Marrow from an un-dead skeleton
12	Blackened vampire's blood

TABLE 5-7: WRITING TOOL

1d10	Quills, stylus
1	Quill of vulture, raven, or crow feather
2	Sharpened bone stolen from a grave
3	Tipped with a vampire fang
4	Tipped with a ghoul's poisonous claw
5	Tipped with the point of a spike that brought a vampire final death
6	Feeding tube of a stirge
7	Ovipositor of a grave grub
8	Sliver of wood from a used coffin
9	A chisel used to mark headstones
10	Leg of a giant carrion or scarab beetle

GRAVE SHROUD

Level: 1	Range: Self	Duration: Varies	Casting time: 1 action	Save: N/A
General	Armor made of bone is summoned and covers the caster providing an increased AC. A humanoid finger bone is required to cast this spell and with a 30% chance to be turned to dust requiring a new bone for the next casting. If the caster is using spellburn to cast this spell because it was previously lost for the day, they will need to cut off one of their own knuckles. <i>Lay on Hands</i> should not be used to heal this damage, but if it is, the cleric attempting to heal the wizard loses one of their own finger knuckles, as it replaces that of the original caster.			
Manifestation	Roll 1d6: (1) bones come out of the ground and crawl up the legs to form armor around the caster's body; (2) bones grow out of the caster's skin and form a carapace; (3) a bone eagle lands on caster and covers caster's body; (4) bones rise up out of the ground and orbit caster ; (5) a whole skeleton bursts from the ground and spreads around the caster; (6) ghostly green bones materialize upon the caster's body.			
Corruption	Roll 1d4: (1) bone armor sinks into the caster's body and fuses with their own bones, making them heavier and clumsy (-5 to their movement and -2 to Ref save); (2) calcium is leached from the caster's bones making them frail (-1 Str and -2 to Fort saves); (3) bones glow through the flesh and skin of the caster making them easily seen in the dark, (+2 to hit the caster unless the caster is covered with thick robes); (4) caster develops an unhealthy obsession with bones and needs to gnaw on them daily, resulting in broken teeth, bloodied lips, and a permanent loss of 1 point of Personality.			
Misfire	Roll 1d3: (1) all bones surround caster's head causing them to fall over prone until they can be pried off or in 1d4 + CL rounds; (2) armor forms on random member of the party granting them the extra AC (even if it's over the armor they're wearing) but also stacking their Check, Speed, and Fumble modifiers according to their new AC; (3) all the sharp bits of bone point in as the armor fails causing 1d4 damage.			
1	Lost, failure, and misfire. Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.			
2-11	Lost. Failure.			
12-13	Caster's AC is increased by +2 for 1d4+CL turns. Their Check is -1 and Fumble is d4.			
14-17	Caster's AC is increased by +2 for 1d5+CL turns. Their Check is 0 and there's no Fumble die. There is a 25% chance the un-dead won't attack the caster even if the caster is the closest target.			
18-19	Caster's AC is increased by +4 for 1d6+CL turns. Their Check is -2 and Fumble is d6. There is a 50% chance the un-dead won't attack the caster even if the caster is the closest target.			
20-23	Caster's AC is increased by +4 for 1d7+CL turns. Their Check is -1 and Fumble is d4. There is a 75% chance the un-dead won't attack caster even if caster is the closest target.			
24-27	Caster's AC is increased by +6 for 1d8+CL turns. Their Check is -3 and Fumble is d8. There is a 75% chance the un-dead won't attack the caster even if the caster is the closest target. The caster also receives a +4 to save against ghoul toxins.			
28-29	Caster's AC is increased by +6 for 1d10+CL turns. Their Check is -2 and Fumble is d6. As in above result but also receives a +4 bonus against mummy rot.			
30-31	Caster's AC is increased by +8 for 1d12+CL turns. Their Check is -4 and Fumble is d10. As above but also receives a +4 bonus against a vampires enthralling gaze attack.			
32+	Caster's AC is increased by +8 for 1d16+CL turns. Their Check is -3 and Fumble is d8. As above except caster receives a +6 to their save against all special attacks by un-dead.			

BLOOD-SPHERE SIPHON

Level: 2	Range: 10'/CL	Duration: Varies	Casting time: 1d3 rounds	Save: Spell Check vs Fortitude
General	The caster is able to draw blood out of an opponent, animate it, and use it in various ways, hence the variable casting time. Sometimes it takes an extra round to wrestle with controlling the blood that was drawn forth from a victim. If a 2 or 3 result is rolled, the damage from the blood loss occurs during the first round. The caster may choose to use a lower result than their spell check roll. Caster must spellburn 1d4 of their HP to cast this spell. From blood, all blood flows. Merely casting the spell unleashes a beacon of chaos energy. Anyone who casts this can be turned, as though they were Chaotic, for the duration of the casting. If the caster is turned during casting, they must immediately roll as if a misfire occurred. Anyone killed by the blood-sphere siphon technique is immediately reanimated via a fountain of blood as a Sacred Blood-Golem for 1 turn. They are beings of pure chaos who can't be controlled and prioritize drinking any created blood-spheres over all other targets. Sacred Blood-Golem Init +0; Atk Bloodfist Delight +6 melee (1d8); AC 18; HD 3d8; MV 30'; Act 2d20; SP Blood-Sphere Transmission; SV Fort -2, Ref +2, Will +10; AL C. Blood-Sphere Transmission: Sacred Blood-Golem may spend an action to teleport to any blood-sphere within sight.			
Manifestation	Roll a 1d5: (1) gravity momentarily inverts around the caster; (2) target's flesh begins to ripple as droplets of blood spray from their pores; (3) caster puts a straw in their mouth and begins to suck in the direction of the target; (4) caster scatters ruby beads on the ground; (5) a severe coughing fit racks the target who coughs up a blood sphere			
Corruption	Roll a 1d4: (1) every time the caster takes damage a blood-sphere forms from their blood sprays; (2) caster's vision turns monochromatic red and can't discern colors; (3) blood-spheres created by caster are unstable and have a 50% chance of exploding; (4) caster's blood is sweetened and mosquitoes, vampires, bats, and un-dead always target him first.			
Misfire	Roll a 1d4: (1) acidic blood sprays from the target dealing 1d3 damage to everyone within 10' of caster; (2) a blood-sphere bursts knocking everyone within 30' of the target down; (3) ruby maggots infest the caster dealing 1 damage per round for 1d4 rounds; (4) caster's skin turns to blood for 1d3 days.			
1	Lost, failure, and blood-soaked doom. Roll 1d6 modified by luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.			
2-11	Loss. Failure.			
12-13	Failure but not lost.			
14-15	The caster exsanguinates the target dealing 1d3 damage. One blood-sphere is placed randomly adjacent to the target.			
16-19	The caster exsanguinates the target dealing 2d3 damage and forms 1d3 blood-spheres in a random direction adjacent to the target. The caster can choose to pull a sphere toward them and absorb it to heal 1d3+CL hit points.			
20-21	The caster exsanguinates the target dealing 3d3 damage and forms 1d3+1 blood-spheres in a random direction adjacent to the target. The caster can choose a blood sphere to be hurled at any target causing 1d3 + CL damage.			
22-25	The caster exsanguinates the target dealing 4d3 damage and forms 1d4 +1 blood-spheres in a random direction adjacent to the target. The caster can choose to pull 1d3 spheres toward them to absorb and heal 1d3+CL hit points per sphere.			

- 26-29 The caster exsanguinates the target dealing 5d4 damage and forms 1d6+1 blood spheres 5' in diameter within 10' of the target chosen by the caster. They can pick a sphere that will explode in place causing 3d4 damage to all within 20'.
- 30-31 The caster exsanguinates the target causing 6d4 damage as sphere after sphere extracts itself from the target. 1d7+1 blood-spheres are drawn out by the caster and can be placed in locations chosen by them within 15' of the target. The target must perform actions at -1d for the next round due to blood loss. The caster can choose to pull 2d3 spheres toward themselves or any targets they wish to absorb and heal 1d3+CL hit points per sphere. If the targets are friendly, there is no save required.
- 32-33 The caster exsanguinates the target causing 7d4 damage as the target's limbs begin to fail. 1d8+1 blood-spheres are drawn out and the caster may pick locations for them within 20' of the target. Target is at -2d to actions for the next round due to the torrent of blood being yanked from their bodies. The caster can choose 1d3+1 spheres to explode in place causing 3d4 damage to all within 30'.
- 34+ The caster exsanguinates the target causing 8d4 damage as a cosmic siphon connects to the target and pulls 1d10+1 blood-spheres which may be placed by the caster within 30' of the target. Target is at -3d to actions for the next round due to eventual total and complete desiccation. If wished, the caster may lift all spheres into the air and bring them down as blood rain causing 3d4 damage to everyone within 60' of the target.

SKELETAL EMBRACE

Level: 2	Range: 30' + 10'/Level	Duration: Varies	Casting time: 1 round	Save: Ref vs. spell check
General	Invoking the anger of the dead, the caster calls upon them to grasp their enemies, keeping them entangled and draining their life. This necromancy spell requires at least 1 point of spellburn.			
Manifestation	Roll 1d4: (1) ethereal tendrils of vertebrae appear from a purple mist, grasping targets by their ankle; (2) skeleton hands burst from the ground, their bony fingers clutching the target's legs; (3) snake skeletons begin to form from sand until dozens of them entangle the targets; (4) large skulls connected to spines burst from the ground and try to bite the target's legs.			
Corruption	Roll 1d10: (1) flesh falls off the hands of the caster leaving skeletal remains; (2) the caster's grasp becomes too strong and hard to control (Judge can ask for a DC 10 Will save whenever they feel appropriate); (3) un-dead feel a strong urge to hug the caster requiring a DC 10 + un-dead's HD to escape; (4-7) minor corruption; (8-9) major corruption; (10) greater corruption.			
Misfire	Roll 1d4: (1) the closest ally's leg is entangled by 1d4 skeleton hands (HP 1; AC 10; Strength test to escape is DC 10 + number of hands); (2) a skeletal hand grasps the caster's face and they can't see or speak until it's removed (DC 10 Strength test); (3) 1d3 random nearby allies lose grips as weapons, shield, and other objects fall from their hands (lasts for 1d3 rounds); (4) a pair of skeletal hands bind caster's arms for 1d4 rounds (DC 12 Strength test to escape).			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.			
2-11	Lost. Failure.			
12-13	Failure, but spell is not lost			
14-15	Skeletal hands appear around one target within range, pinning their legs and arms tight, stopping all movement for 1d3+CL rounds. The target also suffers 1 point of damage per round but may attempt a Strength test with DC equal to the spell check result to escape.			
16-19	Skeleton hands appear around two targets within range, pinning their limbs and stopping all movement for 1d4+CL rounds. The targets also suffer 1 point of damage per round but may attempt a Strength test with DC equal to the spell check result to escape.			
20-21	Skeleton hands appear around CL targets within range, surrounding limbs and head and preventing movement and speech for 1d6+CL rounds. The targets also suffer 1d3 points of damage per round but may attempt a Strength test with DC equal to the spell check result to escape			
22-25	Skeleton hands appear around 1d4+CL targets within range, grasping their limbs and neck and stopping them from moving and speaking for 1d6+CL rounds. The targets also suffer 1d3 points of damage per round but may attempt a Strength test with DC equal to the spell check result to escape. The caster may steal up to half of this damage to heal themselves.			
26-29	A great skeleton cage bursts from the ground, imprisoning everyone in a 20' diameter and constricting, making it impossible to move and very difficult to act or attack (save for using small weapons and small movements). Those inside suffer 1d4 points of damage per round. The cage has HP equal to the spell check and AC 15. The caster may steal half the amount of damage inflicted to heal themselves.			

- 30-31 A great skeleton cage bursts from the ground, imprisoning everyone within 30' radius, and immediately starts to crush those inside making movement impossible and very difficult to act or attack (save for using small weapons and small movements). Those inside suffer 1d6 points of damage per round. The cage has HP equal to twice the spell check and AC 17. The caster may also steal half the damage to heal themselves.
- 32-33 Gigantic Skull bursts from the ground, swallowing all in its path. Those swallowed suffer damage from the necrotic fire inside the skull. Gigantic Skull: Init +CL; Atk bite +CL melee (1d10 and swallow); AC 18; HD CLd8; MV 60'; Act 1d20; SP Swallow (those hit are swallowed and suffer 1d10 points of damage per round inside the skull); SV Fort +8, Ref +2, Will +5; AL C.
- 34+ As the 32-33 result above, but the caster summons a number of Gigantic Skulls equal to their CL.

MANTLE OF TENEBROUS FLAMES

Level: 3	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Sometimes (Fort vs. spell check)
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General	The caster creates flames of dark, shifting shadow, offering neither heat nor illumination. These tenebrous flames can be used for a variety of effects, depending upon the spell check result. Unlike many spells, the caster may always choose a lower result than the one rolled.
Manifestation	Roll 1d5: (1) flickering shadows coalesce around the caster as the spell effect manifests; (2) oily flames of shadow seep out of the ground, creating the spell effect; (3) the area around the caster is plunged into momentary darkness, and the spell effect is manifested as the light returns seconds later; (4) the tenebrous flames simply appear out of nothingness; or (5) the tenebrous flames appear from a rent in the fabric of the universe, giving a few second's glimpse into a dimension of negative energy or a shadow-filled hell.
Corruption	Roll 1d7: (1) the caster's eyes become jet black and their skin becomes cold to the touch; (2) the caster's shadow no longer mimics the caster's actions, but performs disturbing actions of its own; (3) no matter how bright the light is, the caster appears to be standing in shadow; (4) minor; (5-6) major; or (7) greater.
Misfire	Roll 1d5: (1) the caster's shadow detaches as a monstrous shadow (see pages 425-6 of the core rulebook) and attacks the nearest creature – the shadow then regrows from the caster over a period of 1d3 weeks; (2) the caster is momentarily wreathed in dark flames causing 1d6 damage from intense cold; (3) every flame within 100' of the caster is instantly snuffed out; (4) caster catches fire, taking 1d6 damage each round until a DC 10 Reflex save is made; or (5) 2d3 dead creatures within 500' are reanimated as skeletons (core rules pages 426-7) or zombies (page 431) that attack the nearest creatures until destroyed.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost
16-17	All flames within 100' of the caster become dark and tenebrous. Although these shadowy flames give off neither heat nor light, but the caster and un-dead creatures can see as though they were normal flames. The caster may designate up to 1 other creature per CL who can also see as though the tenebrous flames gave off light. The tenebrous flames do not consume fuel, cannot burn creatures, and do not affect infravision. This effect lasts 1 turn per caster level, after which tenebrous flames revert to normal fire.
18-21	The caster is wreathed in tenebrous flames which supply a +CL bonus to AC for up to 1 Turn. At any point during the spell's duration, once per round, the caster can lash out at a target up to 100' away with cold black flames, doing 1d6 + CL damage (Fort save for half). Each tenebrous flame lash reduces the AC bonus by 1, and if the AC bonus is reduced to +0 (when CL lashes are used) the spell ends.
22-23	The caster creates a ball of tenebrous fire which surround a chosen target within 100', causing 6d6 damage (Reflex save for half) due to its chilling cold. A creatures destroyed by this flame arises 1d6 rounds later as a shadowy skeleton with the necromantic touch power (core rulebook, pp. 426-7), under the control of the caster. It remains animated for the next 1d7 days, or until destroyed, at which time it crumbles into ash.

- 24-26 The caster, or a selected creature within 50', becomes a Champion of Shadows, wreathed in the mantle of tenebrous flames. The selected Champion gains a +4 bonus to hit and damage, a +6 bonus to AC, and a d6 Deed Die with which they can perform Mighty Deeds (as a Warrior). If the character already has a Deed Die, this stacks for attacks and damage, and if either die comes up 3+, the attempted Deed goes off. The Champion is immune to sleep, charm, and cold-based effects. Any successful attack that kills a living being grants the Champion +1d6 hp, which can exceed normal maximum. These effects last 1d7 + CL Turns, after which any unused bonus hit points are lost (the Champion is reduced to its normal maximum hit points or less).
- 27-31 Tenebrous flames erupt from all un-dead creatures within 500' of the caster before vanishing. Each creature affected gains 1d6 hp per Hit Die, which can exceed their normal maximum. These hit points remain until used. Until destroyed, cold dark fires can be seen flicking in the eyes (or eye sockets) of un-dead affected by the mantle of tenebrous flames.
- 32-33 The mantle of tenebrous flames surrounds the caster, and dark fires leap in his eyes. All un-dead within 50' lose 1 hp each round as their connection to un-life is weakened, and the caster gains hit points equal to their combined loss. These extra hit points remain with the caster until used, or until the next sunrise. The mantle itself dissipates after 1d6 + CL rounds, and the caster's ability to siphon un-life ends at this time.
- 34-35 For CL Turns, the caster can use other creatures to power the caster's spells. Each affected creature, to a maximum of 1 per round, is coiled in shadowy flames that cause 1d10 + CL damage. The caster can target creatures within 50' with line of sight as part of casting any spell. The damage done becomes a bonus to the Spell Check. Unwilling creatures are allowed a Fort save vs. the Spell Check for half damage (this also reduces the bonus to Spell Check).
- 36+ The caster is shrouded in the mantle of tenebrous flames, which remains for 1 full hour. During this time, the caster gains a +8 bonus to AC and all saves. In addition, the caster is immune to sleep, charm, and cold-based effects. The caster takes only half damage from any successful spell or attack. Finally, if the caster should be reduced to 0 hp while under the mantle and fail a Recover the Body check, the caster arises as a free-willed un-dead creature controlled by the player.
- The un-dead PC need not eat, drink, or breathe, and is immune to poisons, cold, charm effects, and magical sleep. The un-dead PC cannot be healed through normal or magical means, except those which explicitly heal the un-dead, but can regain 1d6 hp by spending 1 Turn consuming the flesh, blood, and souls of the recently slain. The un-dead PC can do this once per CL during each 24-hour period.
- The un-dead PC gains a bane. Minor exposure to the bane causes 1d6 damage; greater exposure causes 1d12 damage, and overwhelming exposure causes 1d6 damage per Hit Die. An un-dead reduced to 0 hp through exposure to its bane is forever destroyed. Roll 1d7 to determine what the un-dead PC's bane is: (1) silver; (2) rowan wood; (3) ash wood; (4) salt; (5) Lawful holy symbols or places; (6) roses; or (7) sunlight.
- The un-dead PC's hideous aspect causes a 1d4 reduction in Personality score.
- In all other respects than these, the un-dead PC remains as it was in life.

CORPOREAL AGGLUTINATION (A HIDEOUS RESURRECTION)

Level: 4 Range: touch Duration: N/A Casting time: 3 days Save: N/A

General An experienced necromancer has a vast knowledge of death and un-death and has spent a great deal of time experimenting with the boundaries of life and death. A small number become arrogant enough to tamper with the godlike powers of resurrection. This spell is capable of capturing and binding the disembodied soul to the person's body, granting a sort of extension of life at the cost of the vitality of said body and probably any chance at redemption of the caster or subject of the spell.

Components: 1,000 gp of perfumed oils such as myrrh, spikenard, or valerian; 1,000 gp worth of fine linens and other funerary wraps; 1,000 gp of incense to be burned in a silver censer; and a large brass gong.

Regaining Hit Points/Healing: The resurrected can no longer be healed via *lay on hands* or resting overnight and can only recover hp by consuming an item on the Sustenance section below. Roll a 1d7 to establish said item. Each round of feeding can heal 1d8+level hp. They may feed whenever they want to, but if they're trying to resist the urge, they must make a Will check based upon the spell check result. This behavior is usually met with horror or at least disgust by those who witness it and may result in a mob of pitchfork-and torch-wielding villagers.

Sustenance

1. Eating fresh, raw flesh
2. Drinking blood
3. Eating brains
4. Consuming the life force*
5. Eating maggots and grubs from decaying flesh
6. Eating the marrow from bones
7. Eating carrion or flesh from the un-dead

Death and Dying: The recipient of this spell can no longer die in a traditional sense, but will fall unconscious for 1d4 rounds when their hit points reach 0. When this happens they lose a point of Personality as their body and soul lose cohesion. After the allotted time has passed, they regain consciousness with 1 hp per level and must feed to regain the rest. Upon reaching a Personality of 1, they are completely skeletal and can only be knocked unconscious one more time: when they reach 0 Personality, they crumble into dust.

Turning and being turned: The recipient of the spell can be turned as un-dead.

*To drain life force a victim must be held. The attacker opens their mouth and inhales. The victim may prevent this attack by making a DC 12 Fort save and must pass a DC 13 Strength check to break free.

Manifestation Roll 1d6: (1) white light coalesces from the air and enters the corpse's nose and mouth; (2) black tendrils seep up from the ground and slowly writhe into the body of the corpse; (3) a shining copy of the corpse floats toward the body and sinks into it; (4) an insubstantial black coach appears out of a cloud of fog and stops. A cloaked figure opens the door and waits a moment, then cracks a whip and the coach picks up speed and disappears; (5) a black, oily puddle forms on the floor/ground and bubbles swell and rise from it and cover the body, soaking into its skin. (6) skeletal fists push up through the floor/ground and release iridescent flies from their hands. They fly into the mouth, nose, eyes of the body.

Corruption Roll 1d4: (1) caster develops a craving for an item from the Sustenance section and must make a DC 14 Will save or feast for 1d6 rounds when encountering said item; (2) caster's soul is loosened from their body, requiring a DC Will save each morning or spells are cast at -1d for the day (lasts for 1d5+CL days); (3) major; or (4) greater.

Misfire Roll 1d4: (1) souls randomly switch bodies among those present at the casting; (2) soul leaves body and must make a DC 14 Will save to make it back in. If failed three times in a row, the body dies; (3) a demon enters the body instead of the targeted soul; (4) the caster is now known to the nearest lich, who is interested in stealing all knowledge and spells from the caster. It will send minions every 1d7+3 until either the caster or the lich is dead.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-19	Recipient recovers their normal HD type as soul and body are very loosely joined. When the burial linens are removed, the flesh appears swollen and blotched with purple and has a rotten odor. 100 gp of perfumed oils must be applied each morning and appearance should be hidden or all Personality tests are performed at -2d. When encountering Sustenance item, make a DC 16 Will save or ignore everything else and feed for 1d16 rounds.
20-23	Recipient recovers their normal HD type +2 hp as soul and body are loosely joined. When the burial linens are removed, the flesh appears slightly swollen and blotched with blue and has a slight rotten odor. 75 gp of perfumed oils must be applied each morning and appearance should be hidden or all Personality tests are performed at -2d. When encountering Sustenance item make a DC 14 Will save or ignore everything else and feed for 1d14 rounds.
24-25	Recipient recovers their normal HD type +3 hp as soul and body are loosely joined. When the burial linens are removed, the flesh appears a greenish hue and is dried and wrinkled, with fingernails grown long, and the moldering smell of the grave hangs in the air. 50 gp of perfumed oils must be applied each morning and appearance should be hidden or all Personality tests are performed at -2d. When encountering Sustenance item, make a DC 12 Will save or ignore everything else and feed for 1d12 rounds.
26-28	Recipient recovers their normal HD type +4 hp as soul and body are joined. When the burial linens are removed, the flesh appears a greenish hue and is gaunt and tight on the bones, with fingernails and teeth grown long; the smell of meat hangs in the air. 25 gp worth of exotic incense must be burned each morning and appearance should be hidden or all Personality tests are performed at -1d. When encountering Sustenance item, make a DC 10 Will save or ignore everything else and feed for 1d10 rounds.
29-33	Recipient recovers their normal HD type +5 hp as soul and body are better joined. The burial linens cannot be removed because they are fused to the emaciated flesh and the barely noticeable smell of ancient tombs hangs in the air. 20 gp worth of exotic incense must be burned each morning and appearance should be hidden or all Personality tests are performed at -1d. When encountering Sustenance item, make a DC 9 Will save or ignore everything else and feed for 1d8 rounds.
34-35	Recipient recovers their normal HD type +6 hp as soul and body are better joined. The burial linens cannot be removed because they are fused to the emaciated flesh, the barely noticeable smell of ancient tombs hangs in the air, and the eyes burn with an otherworldly blue light causing nervousness. Appearance should be hidden or all Personality test are performed at a -2 modifier. When encountering Sustenance item, make a DC 8 Will save or ignore everything else and feed for 1d7 turns.
36-37	Recipient recovers their normal HD type +8 hp as soul and body are well joined. When burial linens are removed, flesh appears pale and cold, with fingernails and teeth grown long. The sun is uncomfortable now and people shy away from the resurrected. When encountering Sustenance item, make a DC 6 Will save or ignore everything else and feed for 1d6 turns.
38+	Recipient recovers their normal HD type +10 hp. The soul and body are very well joined. When the burial linens are removed, the flesh appears pale and cold, with fingernails and teeth grown long. The eyes burn with an intensity and the resurrected can use Enthralling Gaze once per day. The sunlight burns and causes 1d3 damage per hour exposed to it. When encountering Sustenance item, make a DC 5 Will save or ignore everything else and feed for 1d5 turns.

CHAPTER VI: THE UN-DEAD HUNTER

You are a curious student of nature, a talented physician interested in life after death, an odd witch doctor possessing hidden knowledge of the spirit world, a weird collector of the macabre, a secret knight sworn into an ancient order, or the last bastion between mankind and the slaving horde that would drain all the blood, tear all the flesh, and subjugate the masses and twist them to their every last bidding.

Un-dead hunters are capable fighters who focus on defeating the un-dead monsters of underworld. When the evil wave of foul, rotting dead pushes into this world, these hunters are there to stop them.

Hit points: An un-dead hunter gains 1d10 hit points at each level.

Weapon training: Un-dead hunters can use any weapon and wear any armor.

Alignment: A hunter can be of any alignment. Chaotic hunters are witch doctors or mad scientists. Neutral hunters are physicians, scientists, or collectors, and Lawful un-dead hunters are members of ancient knightly orders following the their code and bringing merciful sleep to the restless dead.

Turning the un-dead: Because of their studies, they are able to turn un-dead as a cleric of Law no matter what alignment they are. (They are only able to turn un-dead creatures.) Un-dead hunters don't necessarily use a holy symbol when turning the un-dead, but draw upon their research and lore to find what the creature hates the most: salt, hawthorn, wolfs bane, an ancient phrase, etc.

Reading language and scrolls: As they plunder unholy tombs, ancient crypts, and moldering ruins rife with the walking dead, hunters learn to decipher ancient languages and cast spells from scrolls.

Un-dead lore: Hunters keep a journal of knowledge taken from old wives' tales, campfire whispers, legend, and crumbling scrolls. This allows them a DC 10 Intellect check when encountering the un-dead. The result is also modified by subtracting the level of the hunter and adding the HD of the un-dead. If passed, hunters ignore damage resistances of the un-dead and add their level to attacks and damage during combat. Passing also provides information on delivering the final death blow to a vampire and other esoteric bits of knowledge gleaned from un-dead bestiaries.

The BIG fight: Before an epic battle against a truly legendary un-dead foe, hunters can spend a couple hours in research and accumulating the necessary supplies to outfit the party for the final showdown. Make a Luck check and if failed, the preparations are ruined by a brooding melancholy, terrifying nightmares, or an attack by minions sent to disrupt these preparations. If the Luck check passes consider the proper herbs were gathered and silver was melted and applied to all weapons. The whole party may also use the Tried-and-tested and the Un-dead lore bonuses as if they were un-dead hunters.

Tried-and-tested: Un-dead hunters may add half of their level to saves against attacks or effects from the un-dead because of their training.

Luck: Un-dead hunters use their luck modifier when turning un-dead and making their un-dead lore check.

Action dice: The hunter uses action dice for attacks and skill checks.

TABLE 6-1: UN-DEAD HUNTER

Level	Attack	Crit Die/Table	Action Dice	Read Lang/Scroll	Ref	Fort	Will
1	+1	1d10/III	1d20	+1/d12	+0	+1	+1
2	+2	1d10/III	1d20	+2/d14	+0	+1	+1
3	+3	1d12/III	1d20	+3/d14	+1	+1	+2
4	+4	1d12/IV	1d20	+4/d16	+2	+1	+2
5	+4	1d14/IV	1d20+1d14	+5/d20	+2	+1	+3
6	+5	1d16/IV	1d20+1d16	+6/d20	+3	+2	+3
7	+6	1d20/V	1d20+1d20	+7/d20	+3	+2	+4
8	+7	1d24/V	1d20+1d20	+8/d20	+3	+3	+4
9	+8	1d24/V	1d20+1d20	+9/d20	+3	+3	+5
10	+8	1d30/V	1d20+1d20	+10/d20	+3	+4	+6

CHAPTER VII: EARLY DEMI PATRON/GOD OF DEATH



NARGOG, THE HUNTER

Now nameless and unknown to most people, Nargog is an ancient being. In the times before civilization, he was known by all who strove to survive by hunting animals. Called the Hunter, the Stalker of the Wastes, the Releaser of Souls, the Shepherd of the Dead, Nargog was considered the deity of the hunt and life and death. His favor was sought whenever a tribe needed sustenance or a guide for the netherworld.

Invoke Patron check results:

- | | |
|-------|---|
| 12-13 | The pallor of unclean death covers the caster's visage for the next turn. Wild animals will not approach the caster. Sentient creatures may mistake the caster for the walking dead and in any case find the caster so disturbing that they suffer -2 to attack rolls targeting the caster. |
| 14-17 | If the caster dedicates the kill and its soul to Nargog, the caster's next blow will deal an additional 2d6 damage. |
| 18-19 | Nargog gives the caster a bouquet of grave flowers. For the next hour and as long as the caster holds the flowers, the un-dead are repelled by the flowers' scent. As long as an un-dead attacker can reasonably attack some other target instead of the caster, it must choose to do so. In order to resist this compulsion and attack the caster, it must make a Will save vs. spell check DC. This Will save is required even if the caster is the only reasonable target. |
| 20-23 | Nargog causes a recently slain target to rise in a death throw and strike whomever the caster targets. The animated corpse is not un-dead; it attempts one standard attack using its standard action die and then collapses. The corpse makes gasping and groaning noises, which cause the DC for morale checks made during the battle increase by 2. |
| 24+ | Nargog places a bloody, beating heart in the hands of the caster. After one round of concentration, the heart may be attuned to any one mundane creature. The caster must stab, crush, or destroy the heart next round or the heart withers to dust. The targeted creature dies unless it makes a DC 18 Fort save to resist. |

PATRON TAINT: NARGOG, THE HUNTER

When patron taint is indicated for Nargog, the Hunter, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling.

Roll	Result
1	The caster becomes skilled at drying and preserving decapitated heads. He is compelled to preserve the heads of those he has personally vanquished. The second time this result is rolled, the caster must brandish the head of one of his foes before battle. Failing to do so imposes a -1 penalty on all rolls until combat is concluded. The third time this result is rolled, the caster receives a +1 bonus to attack rolls for 1 turn if the head is brandished. If not, the penalty is doubled to -2.
2	The caster must fashion himself a hunter's horn from mammoth ivory. When a hunt or chase of any kind is about to begin, the caster must blow the horn and mutter prayers for success. The second time this result is rolled, the horn must be embellished with art and natural materials at a great cost to the caster. The third time this result is rolled, the caster must bind themselves to the horn with a hunting ritual. A dangerous beast must be tracked and killed; its blood drank from the horn. The caster permanently receives +1d4 hit points. If the horn is ever broken, lost, or destroyed, the caster permanently loses double the hit points gained.

- 3 The caster becomes skilled in hunting wild animals, but must make offerings for their death. Using these skills to track quarry other than for sustenance could affect the caster's relationship with Nargog. To determine the form of the offering, roll 1d6: (1) caster must break a twig from a tree and place it in the animal's mouth, (2) caster must crumble an herb associated with the spirit realm to shepherd the animal on their next journey, (3) prayers of thanks must be intoned over the carcass, (4) blood must be smeared on the hunter's face, (5) the tenderloin must immediately be cut out, roasted, and eaten to show respect for the sacrifice, (6) the heart must be ripped out and left on a rock as a gift for the next animal to eat. The second time this result is rolled, the caster must strive to use as much of the animal as possible or find a recipient who will swear to do so. The third time this result is rolled, once per day the caster may attempt a heart shot with a conventional, ranged weapon. If the caster hits, the target dies in 1d3 rounds from the fatal injury unless it makes a DC 15 Fort save.
- 4 Nargog requires the head of a being, entity, or foe from the before times. It has been forgotten over the eons just as Nargog. The entity is of equal strength to caster and is only a short distance away. The second time this result is rolled, Nargog requires the head of an entity, being, or foe from the before times. The entity is still worshipped by a small cult. The entity is one level higher than the caster and the journey to find it will take a month or longer. The third time this result is rolled, the entity is still widely worshipped and powerful. An organized religion has sprung up in its service and the journey is long and difficult.

PATRON SPELLS: NARGOG, THE HUNTER

Nargog, the Hunter grants access to the following spell, as follows:

Level 1: *Bestial metamorphosis*

SPELLBURN: NARGOG, THE HUNTER

When a caster utilizes spellburn, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	Nargog requires the head of one of your foes at the soonest possible moment. Herbs associated with the spirit realm must be crumbled upon the offering. Failing to do so endangers the caster's relationship with Nargog.
2	The caster is ensorcelled into a spiritual hunt that spans only a moment of real time. The object of the hunt is: roll 1d6: (1) a white hart, (2) a black snake, (3) an enraged mammoth, (4) a bestial half-human, (5) a rainbow plumed bird, (6) a red antelope. The hunt is long and he is beset by other predators after the same quarry. The experience exhausts the caster (expressed as ability score loss).
3	Feelings of death and dread portent over the caster. The caster suffers a -2 penalty on all rolls involving social interaction until the ability score loss is recovered.
4	Nargog requires more sacrifice than offered by the caster. An additional 1d4 ability score points are requested. If the caster refuses, the spellburn fails and still suffers the ability score loss.

BESTIAL METAMORPHOSIS

Level: 1	Range: Self	Duration: Varies	Casting time: 1 round	Save: N/A
General	For a brief period, the caster transforms into a predatory beast. The caster gains the instincts, senses, and abilities of a beast. Each time this spell is used, there is a 1% chance the caster never transforms back to his human form.			
Manifestation	Roll 1d4: (1) the caster's bones, hair, and flesh grow and reshape themselves into a beast; (2) the shadow of the beast superimposes upon the caster and they become one; (3) the caster disintegrates into dust that swirls around and forms a new body of the beast; (4) the beast appears behind the caster, leaps over them, and their bodies twist into one another.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	For the next turn, the caster transforms into a predatory animal of no greater size than a wolf. While in this form, the caster's intelligence is no more than that of an extremely smart animal of its type. He is predisposed to caring for his allies and views them as safe or friendly, but nothing more. Communication with the caster is possible in the beast's tongue.			
14-17	For the next 2d6 turns, the caster transforms into a predatory animal of no greater size than a wolf. While in this form, the caster's intelligence is no more than that of an extremely smart animal of its type. He is predisposed to caring for his allies and views them as safe or friendly, but nothing more. Communication with the caster is possible in the beast's tongue.*			
18-19	For the next 2d6 turns, the caster transforms into a predatory animal of no greater size than a wolf. While in this form, the caster retains their full intelligence, but may communicate only in the beast's tongue.*			
20-23	For the next 2d6 turns the caster transforms into a predatory animal of no greater size than a mountain lion. While in this form, the caster retains their full intelligence, but may communicate only in the beast's tongue.**			
24-27	For the next 2d6 hours, the caster transforms into a predatory animal of no greater size than a dire wolf. While in this form, the caster retains their full intelligence, but may communicate in the beast's tongue and may impart a word or two in the common tongue with great difficulty.*			
25-29	For the next 2d6 hours, the caster transforms into a predatory animal of any size from any known biome in the world. While in this form, the caster retains their full intelligence, but may communicate in the beast's tongue and may impart a word or two in the common tongue with great difficulty.**			
30-31	For the next 3d6 hours, the caster may transform into a predatory animal of any size from any known biome in the world or may become a half-man/half-beast hybrid. While in this form, the caster retains their full intelligence, may communicate in the beast's tongue and fully in the common tongue.**			
32+	For the next 24 hours, the caster may transform into a predatory animal of any size from any known biome in the world or may become a half-man/half-beast hybrid. While in this form, the caster retains their full intelligence, may communicate in the beast's tongue and fully in the common tongue.**			

*Wolves and dire wolves are on pg 431 of the core rulebook. Several predators smaller than a wolf or dire wolf are on pg 45 of this book.

**Stat blocks for several predators larger than a wolf are located within this book on pg 45.

CHAPTER VIII: ADVENTURES

THE ADJURATION OUT OF ANTIQUITY

A Level 0 Adventure

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Playtesters: Grady Catterall, JJ Lopez, Paul Schipitsch, Jason Hobbs, Paul Linkowski, Mark Donkers, James Pozenel, Dave Serra

ADVENTURE BACKGROUND

One of the godlike beings from the dawn of humankind has stirred and seeks followers so that it may increase in power. It has been using what remains of its strength to call beyond the pocket plane where the godling exists with its surviving heralds. Some have heard and heeded this calling from beyond time and space.

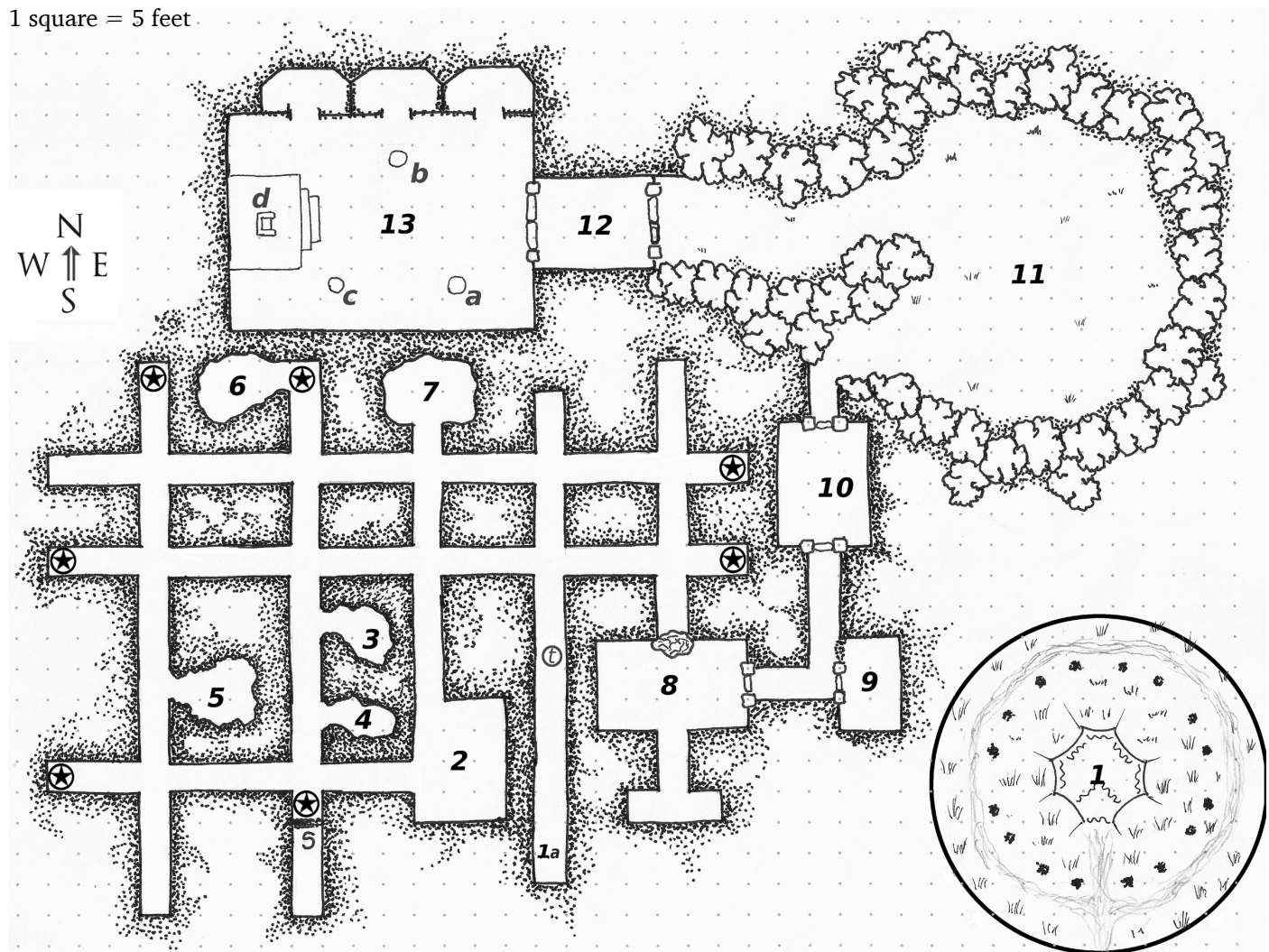
1 square = 5 feet

THE PLAINS

You entered the edge of known lands last night. The strange noises of these unexplored grasslands kept most of you awake well into the night. The light of day illuminates large herds of shaggy beasts larger than any you've ever seen.

You move into this strange place toward the call. You're not sure why you were chosen and some of you may never find out; something out there in the tall grasses has spooked the large heard of strange beasts with long noses and tusks. Their eyes roll in panic as they pick up speed and stampede right at your group. Luckily you see a domed structure made out of the the bones, furs, and tusks of these animals sitting up on an earthen mound. You might just be able to make it...

Every player should make a DC 11 Ref save with their unluckiest character. Anyone failing this save takes 1d10 stampede damage.



Grasslands Mammoth: Init +2; Atk tusk +10 melee (3d6 + toss) or trample +4 (5d6) or trunk squeeze +6 melee (1d8 per turn); AC 16; HD 12d10 + 15; MV 60'; Act 2d20; SP trample on a charge, trunk squeeze DC 13 Str check to break; SF Fort +8, Ref +2, Will +2; AL N

This large, hairy elephant roams the grasslands in large herds. They're covered in long, reddish brown hair; have two tusks that can be 20 feet long; and can be as tall as 15 feet. Mammoths are prone to stampeding when startled. They're not exceptionally violent except when attacked. When attacking, they're known to charge if there's room, swipe with their tusks, and grab with their trunks.

The Mound: *Raised above the general landscape and surrounded by mammoth tusks and wooden poles, the mound is secure enough that the stampeding herd will go around it. In the middle of the mound sits a dome tent made of mammoth tusks, bones, and skins. The opening flaps move in the breeze and the dome appears dark inside.*

Area 1-The Tent: *Once your eyes adjust to the gloom of the tent, you can see an old fire pit long cold. Tufts of fur and bone shards litter the floor. Skulls of many different creatures seem to leer at you from the poles they rest upon. On the back wall of the dome opposite the entry is a skull archway. Wispy tendrils emanating from where the tent wall should be seem to suggest this entry may lead someplace else, though you're sure the dome was all that stood upon this mound.*

The doorway is a portal to a pocket dimension where the ancient demigod, Nargog the Hunter, currently resides. If a hand is put through the portal, it doesn't encounter tent wall, but does seem to enter emptiness that feels cool but not cold. If a head is poked through, a hallway can be seen extending off into mist.

Area 1a-Hallway to the North: *The walls of the hallway seem to phase from tight old growth forest, to tall bamboo thicket, to packed earthen wall. Soft light filters down from the canopy above you, which is sometimes a cloudy sky, and then cross beams and stones of a low ceiling. The floor is hard-packed dirt and looks like a game trail. Everything is covered in a mist that reduces visibility to 10ft.*

The phasing walls and ceiling are secondary effects of the pocket plane. They are both quite solid, even if they look like a forest. The hallway is about 5ft wide. 40 ft down the hallway a trap is sprung!

Spiked Log Trap: A log covered in sharpened stakes swings down from the ceiling. 1st character

will need to make a DC 15 Ref save or take 1d6 damage. The 2nd will need to make a DC 8 Ref save or take 1d4 damage.

Area 1b-Crossroads of the Tusk: Stationed at each star on the map is a boarman who charges out of the mists to take a swing at the player characters and runs off into the mists. Make these attacks shocking and fast, but don't overdo them. Either wait until the moment feels right or when they're within 15ft of a boarman hiding spot.

Boarman: Init +2; Atk gore +3 melee (1d6 + gore) or fist (1d4 +1); AC 13; HD 1d8; MV 40'; Act 1d20; SP gore (50% of carrying the body off stuck on tusks); SF Fort +0, Ref +1, Will +2; AL N

Heaving chest and neck thick with muscle, these humanoid beast men have a boar's head and a human's body. They're covered in bristly black hairs and their long snout contains 2 pairs of sharp boar tusks.

A boarman will always attack with a charge where they run with their head down and attempt to gore their opponent, who can only attack if they have rolled higher than a 16 initiative; otherwise, the boarman gores and runs away. Anyone who can attack a boarman spoils the charge and the monster is locked in combat in a rage and won't disengage.

Each boarman has a small satchel tied to their loin cloth containing 1d3 of the following:

Roll 1d8 once

1. A small bird skull
2. 1d12 copper coins
3. A gold coin
4. 1d4 silver coins
5. A strange feather & bone fetish
6. A small garnet (5gp)
7. A stone arrowhead
8. 1 Small piece of amber (3gp)

Area 2-The Trophy Room of Skulls: *That familiar smell of decomposition assails your noses as the hallway opens up to a room with roughly hewn planks covering the walls. Upon the wall are the uncured heads of many creatures in various states of decomposition.*

There are 50+ heads on this wall, from humans to wolves to giant birds and mammoths. If the players say "Is ____ head on the wall?," it probably is. If they ask if any head stands out, the following do:

- unicorn skull with a horn nearly 4ft long. It can be broken off and used as a sword with a +1 to attack and causing 1d8 damage.
- giant's skull that can be worn as a helmet and seems to grant 1d3 to the wearer's Initiative, but once put on, it won't come off until the wearer is dead or the curse is lifted.

- elongated humanoid skull with 4 narrow eye sockets.
- bull's head covered in soft golden feathers. Its eyes seem fresh and follow movement around the room. If reached for, it bites with sharp teeth. DC 12 Ref save or take 1d6 damage.
- a tumorous skull that seems to have grown and fused into the wall, coyote, and fox skulls surrounding it.

Area 3-Cave Paintings of The Hunt: *Torches sputter in sunken holes of the rock walls of this cave. Primitive cave paintings cover the walls in reds, blacks, and yellows. These illustrations seem to be rough depictions of groups of early man and their hunting techniques.*

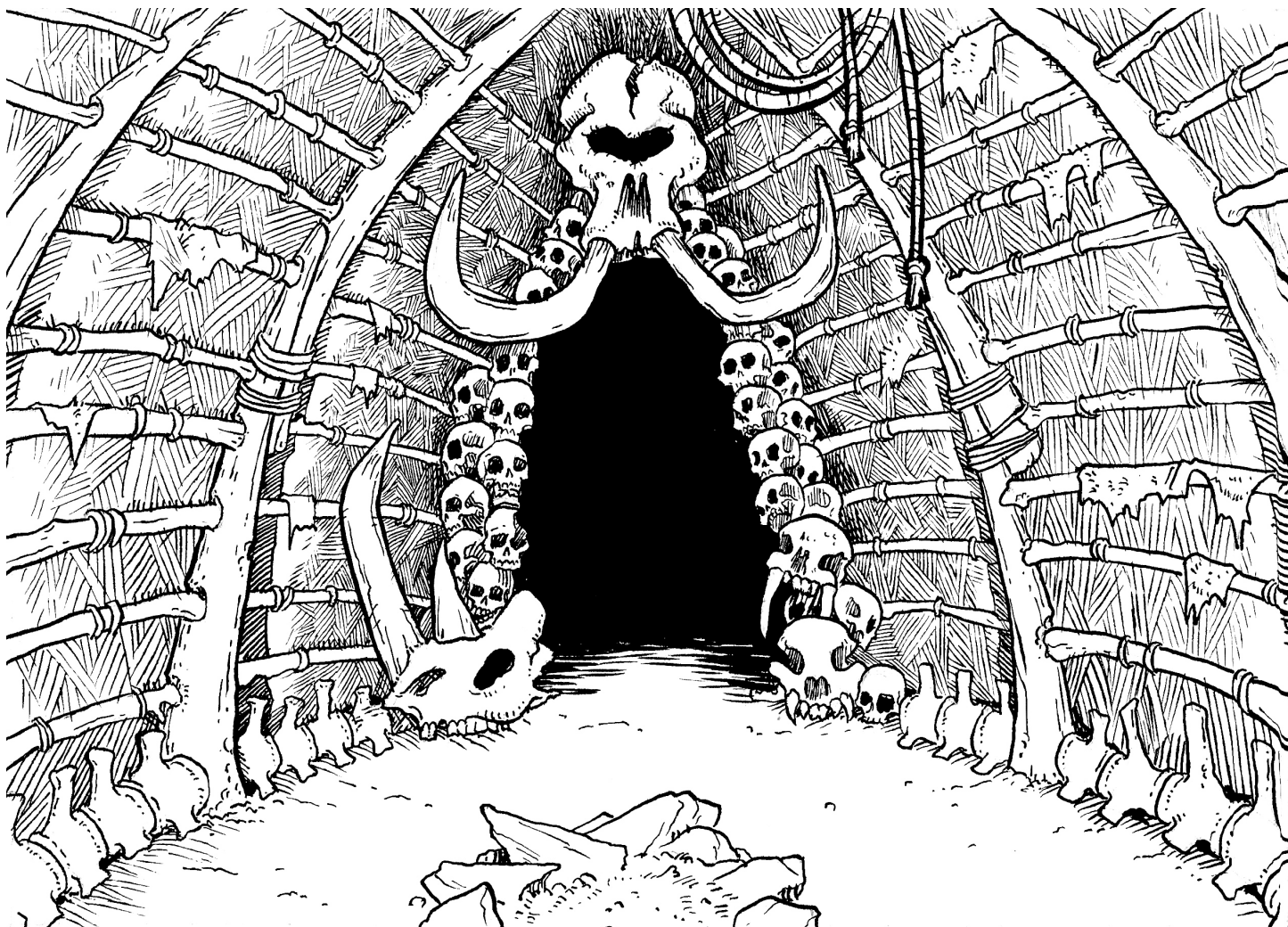
The first person to closely study these cave paintings should make a DC 15 Int check. Even if the test is failed, they will find their mind suddenly filled with hunting knowledge. They may now act as if they had "hunter" as a starting profession. If they passed the check, they can take a +2 to hiding and camouflaging skill tests. There is no benefit to anyone studying these paintings once the skill has been granted.

Area 4-Cave Paintings of the Butchering: *This cave is lit by crackling torches stuck in the rocky walls. Simple, yet beautiful paintings cover the wall and depict the butchering and curing of meats and skins. In some places the red pigment even runs down the walls looking like real blood.*

The first person to study the cave paintings should make a DC 15 Int check. Even if failed, they find they suddenly know a lot about butchering, skinning, and tanning hides as if they had a starting profession related to those skills. If they pass the test, their skill in taking bodies apart grants them a +1 to all damage rolls against living creatures of flesh and blood.

Area 5-Cave Paintings of the Cursed Diet: *Colorful paintings of a multitude of meals cover this cave from top to bottom. The hues of purple, green, orange, blue, and red are more vibrant than you've ever before seen.*

The first person to closely study these paintings should make a DC 17 Will save. Upon failure they are cursed to only eat food that has been foraged, hunted, or trapped from the wild for the rest of their days. Any other food does no good to their body and leaves them still hungry.



Area 6-Cave Paintings of the Curse of Pre-Written Language: *The drawings in this room are more like scratch marks almost like early runic languages. Black and green slash marks are layered over each other and they slowly draw you in.*

The first person to look deeply at these paintings becomes entranced and will need to be physically broken out and then make a DC 15 Will save or lose the ability to write/read any language they might already know.

Area 7-Cave Paintings of the Esoteric: *Complicated symbols and drawings of the cosmos cover the walls of this cave. There are constellations you've never seen before and beautifully depicted clouds of riotous colors. Symbols almost seem to float from the walls and steadily drift toward your eyes.*

The first person studying these paintings is required to make a DC 14 Intellect check. If the test is passed, that character learns a randomly determined spell. They can attempt to cast the spell as a 0 level PC, but they must use a d14 for their spell check (they may spellburn). On failing the Int check, only pieces of the spell are learned. They may attempt to research it if the character decides to level up as a wizard.

Area 8-Trap of Maggots and Flies: *There is a large boulder rolled in the doorway to this area.*

The boulder can be rolled to the side by a successful DC 17 Strength check. Two-three characters can help and add 1 for each plus their Strength bonuses to the roll.

As the boulder rolls to the side, a cloud of flies pours out and buzzes at your eyes and nose, landing on every part of exposed skin. The room before you has brick walls and reeds cover the floor. Large, iridescent flies the size of fists bounce against the ceiling, disturbed by the commotion.

The first couple characters who enter the center of the room need to pass a DC 13 Ref save or fall through the reed floor and into a pit of fat maggots. Those who have fallen in need to make a DC 10 Fort save or receive a -2 to their Stamina as they are covered in maggots, their food, and waste. The attribute damage will heal normally. The pit is 8 ft deep and easy to escape with help.

Area 8a-Racks of Chipped Weapons: *Several racks of old, obsidian weapons are attached to the walls. There are enough swords and axes to equip everyone.*

These old weapons do 2 less damage than their modern metal counterparts.

Area 9-Refuse Room: *A pit in this room is filled with pottery shards, old leather, bones, and ill-formed arrow/spearheads.*

Characters who wish to inspect the pit closely may make a Luck check and discover small gems if successful. On failure, they discover nothing. If a 20 is rolled, they're cut for 1d3 damage on a large spearhead.

Area 10-The Campfire in the Night: *There's a blazing fire in this room, bathing the rock walls in a bright, dancing light. The walls and ceiling seem to recede and fill in with the dark of night as you look around. Unfamiliar animals utter their night song, somehow making the fire friendlier than before as shadows flow toward you.*

This campfire represents all the fires mankind has made and sat around in the dark of night while waiting for dawn. Those who face the fire will be filled with warmth and receive a +2 to Will saves for 1d7 days. Those who are worried about what could be out in the dark waiting to attack should take a DC 10 Will save. The number of failed saves establishes how strong the Man-hunter is who is summoned out of the shadows.

Once it's defeated, another will form the next turn.

Shadowed Man-hunter: Init +2; Atk slashing claw +1 melee (1d4); AC 11; HD 2d8 (hit points 14; MV 30'; Act 1d20; SP increasing abilities); SF Fort +1, Ref +1, Will +0; AL N

Failed by	Applied Bonus (Cumulative)
1-3	+1d4 to hp and AC
4-5	+1 to Init, Atk, and damage
6-8	+1 to Init, AC, and Atk
9+	+1d4 to hp, +1 Init, Atk, and AC

A shadowed man-hunter is summoned out of fear of the unknown and what could be lurking in the night. It usually takes the appearance of a saber-toothed cat made of insubstantial shadow, but may take the form of any creature that has ever killed and devoured man from the countless eons of history.

Area 11-The Elk in the Clearing: *Upon opening this door, a frigid blast of wintry air takes your breath away for a moment. A light dusting of snow covers the ground and the evergreens surrounding this clearing. The tree trunks are indistinct and this place could be bigger or smaller than it appears. A trail of blood droplets leads to the middle of the clearing, where an elk thrashes on the ground braying loudly in pain. The beast is near death; its eyes rotate and focus on you.*

This elk is a physical manifestation of the hunt. Momentarily, wolves will start howling in the distance. If the elk is put out of its misery, characters will feel its spirit fill them up granting +1 Luck to everyone left.

Mournful howling grows closer and the wind whips up a little harder. As you quickly survey your surroundings, double doors made of rough wood appear under the vast boughs of a giant pine.

The wolves will sound closer and their shadows can be seen moving through the trees. They never actually attack, but it should seem like they're really close to the players.

Area 12-A Bountiful Spread: *Light appears, bright and warm, as the double doors open at your touch. A large table with benches of thick oaken planks lie before you, spilling over with steaming meats, trays of fruit, and mead-filled mugs.*

This feast of wild game was foraged from nature. It's hot and fresh. If eaten, it will replenish any reduced ability scores and hit points. Platters and cups are replenished as they are emptied.

Area 13-The Forgotten Throne Room: *Before you is a large room filled with three pedestals and a throne upon a dais at the far end. The floor is littered with skulls of all sizes and the walls are made of tightly stacked bones and skulls. Movement can be seen in the shadows of three alcoves built into the wall on the right. The call you've been following rings out in your heads one final time as a dusty voice says, "Come forward." You see a shape move on the throne at the end of the room. Cloaked in wisps of shadowed darkness, it rises, large and misshapen but somewhat humanoid.*

A cloud of flies in man-shape fly from the first alcove and land on a pedestal. From the second alcove, a creature shifting shape from human to hyena and sometimes a thing between slinks to the second pedestal. Finally, from the last alcove flaps a large vulture through the air to alight on the last pedestal.

Play notes

This encounter is a chance for characters to engage with a small god and possibly sign up to be followers or even clerics.* If they decide to fight, stat blocks have been provided. A lucky group may be able to fight them and win. They will be transported to the hut (Area 1) either way.

*Included in this book is a demi patron write up for Nargog the Hunter for whom the adventure is written, but if you would rather substitute another early death god, feel free.

Herald of Flies: Init +3; Atk +3 melee (1d6+3); AC 18; HD3d8 + 10 (hit points 30; MV flying 60'; Act 1d20; SF Fort +4, Ref +3, Will +0; AL N

Vulture Herald: Init +2; Atk beating wings +3 melee (1d8+2); AC 13; HD4d8 (hit points 28; MV 15, flying 30'; Act 1d20; SF Fort +5, Ref +1, Will +2; AL N

Hyena Herald: Init +2; Atk bite +3 melee (2d4+2); AC 15; HD4d8 +6 (hit points 35; MV 30'; Act 1d20; SF Fort +3, Ref +2, Will +3; AL N

Nargog the Hunter (small god stats with very few followers): Init +5; Atk +4 melee (2d6 +3); AC 18; HD7d8 (hit points 50); MV 30'; Act 1d20; SF Fort +5, Ref +1, Will +2; AL N

If characters are willing to heed the summons and listen to what this creature has to say, read or paraphrase the following:

The voice seems to come from every being in the throne room, sometimes simultaneously and sometimes switching back and forth.

"We remember the scream in the dark and the thrill of the hunt. We were powerful, swift, and everywhere. Then, walls were built, fences placed, keeping us in and out. Slowly, we faded and retreated. Here for so long.

We wish to run again, hunt again, tear the flesh, live again. Will you join us? Together we can grow in power. Our name can be called out in the dark again. Blessings can be granted and gifts bestowed, have no fear in asking."

The being on the throne lifts its arms and a table appears with hunting weapons, rolled skins, and leather sacks that bulge with coin.

"Let us know when you are ready to depart."

Upon the rolled skins is an old language somewhere between runes and pictographs. These skins can be used as holy books for potential clerics, spells for budding mages, maps of the far off lands with possible treasures, or just a nice find for a scholar to purchase depending on the direction the 0 level characters wish to go.

The weapons and tools are not magical in any way, but are well made and sturdy. There are more than enough for any of the group.

The coin sacks are filled with coins of varying eras, but all from previous empires and ages depending on the world history being used in the campaign.

The party will be transported to the hut in Area 1 when ready to leave.

THE MYSTERIES OF THE ENCROACHING, RESTLESS DEAD

Writing: Donn Stroud

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Cartography: Pat Eyler @mountain_foot

Art: Charles Ferguson-Avery

ADVENTURE BACKGROUND

Tornestil the Ruined, a necromancer, has discovered a strange configuration of ley lines infected with necro-energies lying below the Freedlands. In ancient times, a ritual was performed in the Harvest Ring that has caused a powerful pulse of energies from that site every 169 years. Each cycle, it grows stronger and has started to reach the old burial mounds in the east. Another pulse, expected in the next few weeks, is going to produce an event never before seen. Tornestil plans to be in position to enhance and harness this power to animate all the dead resting in the Tomb of the Old War.

If Tornestil is not stopped within the time frame, the Freedlands will be overrun with un-dead rising from the Tombs of the Old Wars. If he is stopped, the pulse from the stone monument will not be focused and merely cause a small disruption in the sleep of the dead, causing smaller numbers of un-dead to rise. If the stone henge is toppled or otherwise rearranged, the pulse doesn't spread and rises into the sky instead (this could be used as a gateway to strange lands or the next plot hook).

JUDGE'S NOTES

The Mysteries of the Encroaching, Restless Dead is a hexcrawl, time-based adventure. Record keeping is encouraged for it to make sense. If this sounds like a pain, it can be ignored and events could happen when the PCs roll into each location. Keeping an accurate measure of time and events is made much easier when using the Chronological Guide and Checklist available as a free download. Below are 4 different ways to start this adventure.

1. Mission from patron/god to prevent (or help) the necromancer from completing his goals. (advance warning and get on the scene early)
2. Arrive in Meryyards right after the cult to discover the damage. Some children survive and are able to share details of what happened.
3. Living in Herdshald or other city when it's poisoned (less time to investigate but possible firsthand knowledge of the cult via questioning)
4. Wake up mysteriously in the Circle of Harvest Burning (could be anytime within or before the adventure timeline).

CULTISTS' MOVEMENT WHEN & WHERE

Movement of Death's Head Cultists go from VIII (Meryyards Farms) to II (Herdshald), II (Herdshald) to VII (Mossyhald), VII (Mossyhald) to III (Riverhald), III Riverhald to V Stonehald, and V back to VIII Meryyards Farms (this makes an upside down pentagram meant to represent a sign of one of the chaos gods. If it makes more sense in a different campaign world to rearrange the sign into something else, it won't be too hard to do. Print a copy of the map and doodle away.) The Chronological Guide and Checklist is a free pdf that should simplify time tracking in this adventure.

Meryyards Farms 1st day

Herdshald 4th day

Mossyhald 7th day

Riverhald 10th day

Stonehald 13th day

Meryyards Farms 16th

Circle of the Harvest Burning sends pulse 18th

ENCOUNTERS AND MOVING ON HEXES

Each hex is identified by a numeral/letter combination and a land type. If the hex just has the land type, roll on the Encounter table provided for that land type following instructions under each.

Some types of land hexes have different chances of encounters based on daylight due to increased danger. For example, the forest is much more dangerous at night and the die type rolled for an encounter is different due to the presence of nocturnal hunters who avoid the sun.

If a hex entry has text provided past the hex type, read the hex description and relay the information to the players. If it's an encounter, it should only happen once. Put a check by the hex and roll for a generic encounter the next time the hex is moved through.

A hex is 6 miles across so 4 can be crossed per day on foot, by wagon, or caravan, and 5 hexes can be traveled through on horseback.

If a bad weather result is rolled on the encounter table, movement is cut in half unless it becomes too harsh to travel.

A mountain hex takes a full day of travel to move through.

A forest hex takes a half day to move through.

MOUNTAIN ENCOUNTERS

1 in 6 chance per day and night

1d10	Encounter
1	A numbing wind starts blowing from the north. Frozen rain and sleet will start in 2d4 turns. Shelter is plentiful in the mountains. Failed Luck check means something (roll 1d8+1 below) is already here. Failure to seek shelter will cause 1d6 points of damage every hour.
2	Un-dead Giant, two headed (1)
3	Cold children mummies (1d4+1)
4	Wolves (1d6+2)
5	Ghoul pack (3d4)
6	Bear, Large (1)
7-8	Elk herd (5d6) Non-aggressive, but doesn't really like to be messed with
9	Mountain lion (1)
10	NPCs climbing the mountain trails. See Road Encounters

FOREST MONSTER ENCOUNTERS

1 in 6 per day (roll 1d8) and night (roll 1d12)

1	A soft, cold rain filters down through the branches and leaves with an occasional crack of thunder sounding from far off.
2	Elk herd (5d6) Non-aggressive, but doesn't really like to be messed with.
3	Wolves (3d6) (pg 431 in core rulebook)
4	Dire wolves (2d4) (pg 431 in core rulebook)
5	Root zombies (1d4+3 zombies filled with tree roots and mushrooms). (pg 431 in core rulebook, but with +1 to Atk and +6 hp)
6	Owlbear (pg 423 of core rulebook)
7-8	NPCs lost in the forest. See Road Encounters
9	Bestial vampires (stat block on pg 36)
10	Ghoul packs (2d6) (use stat blocks from core rulebook and see pg 32 of this book to elaborate if wished)
11	Man-bat (2d3) (pg 421 of core rulebook)
12	Mossy skeletons (Skeletons covered in bioluminescent mosses and lichen; use stats from core rulebook)

RIVER ENCOUNTERS

1 in 8 chance per day and night

1d8	Encounter
1	The river suddenly rises. It will flood up to 100 yards out. DC 10 Ref to escape the pull of the current.
2	Soaked dead (2d6) (zombies +1 HD because of waterlogged state. Some will explode with stinky water when hit.)
3	Giant fish (1)
4	Giant frog (1)
5	Lizardmen (pg 420 of the core rulebook)
6	Drowning ghost
7-8	NPCs on the river. See Road Encounters

Giant Fish: Init +3; Atk mouth +3 melee (2d4+drag to bottom); AC 15; HD 6d8; MV swim 40'; Act 1d20; SP drag to the bottom (DC 13 STR check or take 1d6 damage per round due to lack of air); SF Fort +2, Ref +3, Will +1; AL N

Giant Frog: Init +1; Atk bite +2 melee (1d8) or Atk jumping bite +4 (1d10 + swallow; AC 11; HD 5d8; MV Jump 50', Swim 30'; Act 1d20; SP prey is swallowed on a critical hit on attack (DC 16 STR check to escape the stomach of the frog); SF Fort +2, Ref +3, Will +0; AL N

HILLS MONSTER ENCOUNTERS

1 in 8 per day and 1 in 6 per night

1d8	Encounter
1	There's a storm coming. The wind gets stronger every 10 minutes until it starts blowing dirt and hail in 1d5+2 turns. Shelter must be found. (Overhangs, tiny caves, rock slabs, and even old tombs can be found with a Luck check in the hills.) Failure to take shelter results in 1d4 points of damage every hour.
2	Skorranji Tribesmen (2d6) (use berserker stat blocks from the core rulebook)
3	Hill Giant (1d4) (pg 414 of the core book)
4	Skeletons (2d4) from the tombs
5	Hill cat (1d3)
6	Solitary, mournful ghost
7	NPCs lost in the hills. See Road Encounters
8	Group of ghosts fighting each other in a bloody re-creation of a battle long ago.

ROAD ENCOUNTERS

1 in 6 (-1 to roll for every hour on the road)

1d12	Encounter
1	Bandits (from core rulebook)
2	Hermit begging for a bite to eat
3	Group of pilgrims traveling to a holy site
4	Traveling minstrels
5	Journeyman tradesmen (will sell weapons, armor, and other metal equipment)
6	Herdsmen
7	Arrogant prince and his entourage
8	Princess betrothed to a lord in the east
9	Bishop traveling with his entourage
10	Group of traders (sell supplies)
11	Hunters with game meat
12	Farmers with cart of veggies

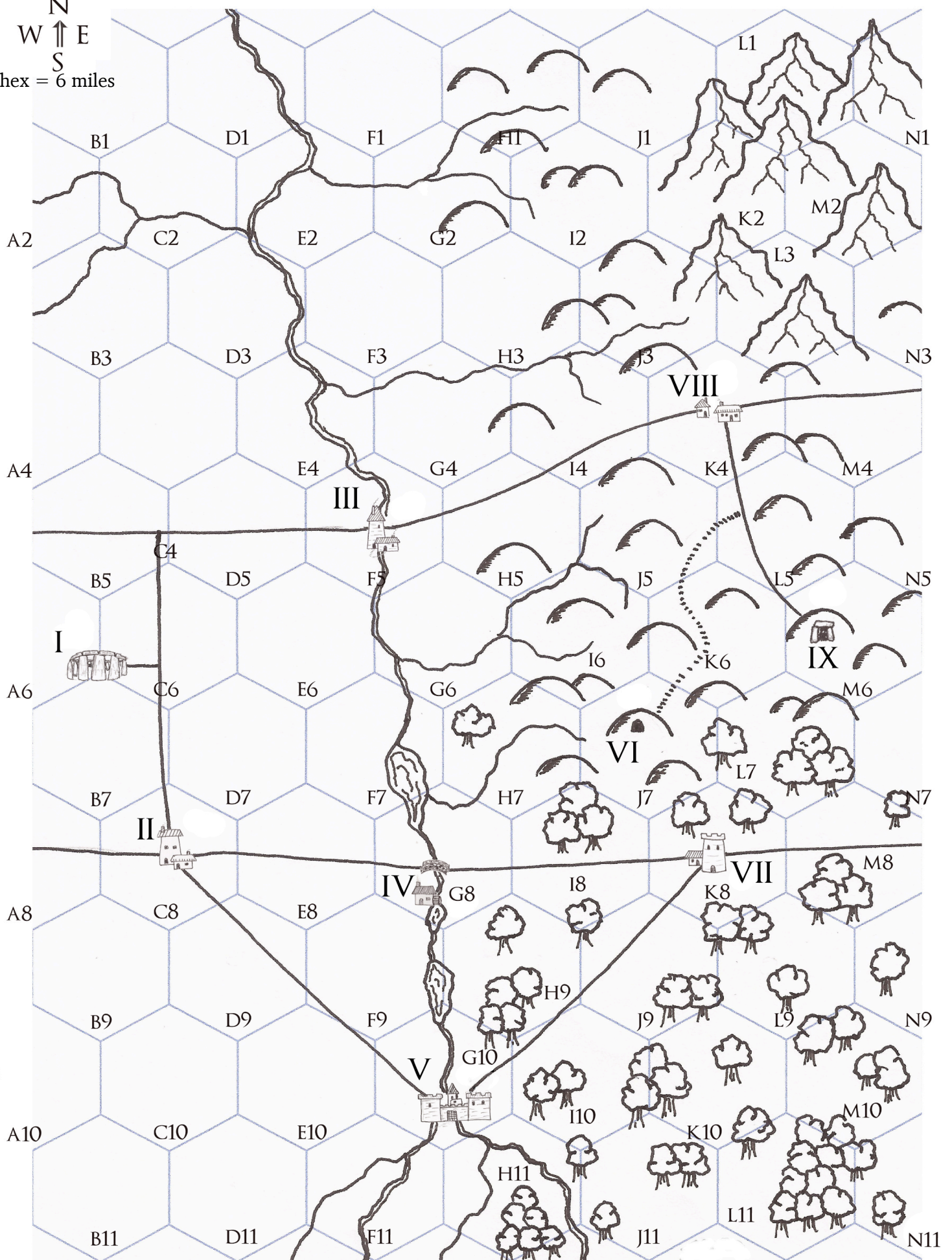
PLAINS ENCOUNTERS

1 in 8 per day (roll a 1d7) and 1 in 6 per night (roll a 1d10)

1	Storm clouds gather and bolts of lightning blast the ground. Shelter will be hard to find in the plains. Deep cut riverbanks or a dug out stone slab would work. Luck check -3 to find shelter. Failure to take shelter results in a 20% chance (4 x if wearing metal armor) of being struck by lightning 1d12 damage.
2	Herdsmen with herds
3	Coyotes (2d6)
4	Wolves (3d4)
5	Fox (1d5)
6	Grassland tortoises (1d50)
7-8	NPCs roaming the grasslands. See Road Encounters
9	Mummified Terror bird (1d3) (pg 45)
10	Ghost



N
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 1 hex = 6 miles



Hex A2: Plains/River: There are several large logs spanning the narrowest part of the river. There's a 50% chance of 3 giant frogs jumping from their hiding spots under the water.

Hex A4: Plains

Hex A6: Plains

Hex A8: Plains/Road: A group of soldiers (5) wearing worn out clothing and worn out gear are riding from the west. There's a 50% chance they would like a donation of gear and supplies. They might be convinced to back down with a DC 13 Personality check, but failure means they attack immediately.

Hex A10: Plains: A band of scrawny coyotes (7) are following the PCs. Their hungry may drive them to attack, but will readily stand down to feast if rations are dropped.

Hex B1: Plains

Hex B3: Plains/River: A raiding party of Gnolls (8) are moving through this area. They are planning a raid on Rivershald in the near future. If not stopped, they'll be in hex D3 the day after first encountered, then E4 the next day, and finally raid Rivershald in F5 on the 4th day.

Hex B5: Plains/Road

Hex B7: Plains: A small herd of deer move through this area. They don't yet realize they're stealthily being hunted by a band of coyotes (6).

Hex B9: Plains

Hex B11: Plains

Hex C2: Plains/River: In the river a raft is sinking slowly. The family of five on it are already knee deep in the water.

Hex C4: Plains

Hex C6: Plains/Road

I. CIRCLE OF HARVEST BURNING

Tall, stone plinths are erected in concentric rings. Inside the inner ring the flat stone set into the ground is scorched a dark black. All around are old ashes in drifts mingling with the standing stones of various rings. Runes (if PCs can read them) on the stones tell harvest stories, tallies of bushels produced of all the different crops, and mythologies focused on gods and goddesses of agricultural origins. On top of the lintels, resting on 25' high posts, are other runes of magical knowledge. A successful Read Magic must be cast to understand that these writings facing the sky tell of complicated magics for using the stone rings for travel to other places, to aid in casting other spells, and to focus ley lines.

Various groups are being sent at intervals to hold this position and will arrive as follows:

On the 4th day from the start of the adventure, a small group of Death's Head Cultists arrive here. There are 4 cultists and their lieutenant.

On the 8th day 4 more cultists and a cleric of Chaos arrive.

On the 11th day 3 more cultists and a wizard arrive.

On the 14th day 6 zombies arrive with a necromancer.

There would be signs of campfire smoke or some noise that PCs would notice to caution them. If PCs walk straight into the circle without scouting around first or employing some sort of caution, there's a 90% chance they're going to be ambushed by whatever-sized group is camping out. If they scout, wait and watch, etc. they'll see that the circle is occupied and notice the enemy scouts. A kind Judge will have the cultists capture the group in hopes they'd find a way to escape.

Hex C8:

II HERDSHALD

Nineteen houses with 6 stables on the outskirts. Some are empty since grazing season has started, and the herds of cattle, horse, sheep, and goats are out on the plains.

Notable people and places:

- Blacksmith, Harmon, who has quality iron and steel tools but no blades or armor. He does make very nice hammers that can be used as warhammers and smaller ones that make good missile weapons.
- Nora and Blagen have a well-stocked general store.
- Old Kreugir will sell horses, ponies, and donkeys for 5 more gp than market value.
- Kal and Misslyn run a small inn and tavern.
- A shrine to The Watchers of the Flock and Herds. The tall, wooden statues stand back to back with one of their hands on staves, and the other above their eyes as in the act of looking far off.

Starting adventure in Herdshald: Some of the townspeople come down with quick fevers, die, are buried, and then bust out of the ground that same night. There will be a total of 20 zombies in small groups banging on doors, looking in windows, and working up a hunger for the uninfected.

For a quick map: roll 6d4, 4d8 and at least 10d6 (but if you have 15d6 roll them!) to place the houses. Any 1s have zombies attacking them if Herdshald is the starting of the adventure. Divide the 20 zombies among these houses. The 4d8 are the shops listed under notable people. The stables/barns are d4s.

Clues to discover: (After the 4th day) A rotten horse head polluting the well making the water rancid, horrible smelling and tasting, and causing the fever. Any who drink it must make a DC 12 Fort save or come down with a fever. A second 12 DC Fort save is required to prevent death. Anyone who dies returns as a zombie. The horse skull has chaos symbols carved into it.

If townspeople are asked about seeing anything or anyone suspicious, someone saw a couple strangers slinking around the well a couple hours before dawn that same morning. Another towns person saw a black robe outside of a house.

In that house there are 5 zombies, more rotten and not from this town. The owners are found dead behind the house, and in the fireplace are a partially burned map of the Freedlands and a mostly burned note with only the words “on to Mossyhald” legible.

Hex C10: Plains: A large herd of antelope crop grass in this area. A humanoid figure watches over them. It would almost resemble a man except for the horns, fur, and height double that of most humans. If the herd is approached or fired upon, the creature blows on a pipe and the antelope take off in long, zig-zagging bounces. They figure takes a long look at the PCs and then lopes off after the antelopes.

Hex D1: Plains/River: Use Mammoth entry 1 in row 6 of the *Table of Un-dead Beasts* found on pg 14.

Hex D3: Plains/River: Large bubbles float up from the river bottom and dark shapes can be seen swimming through the water. Giant fish are in the middle of spawning and are not interested in feeding.

Hex D5: Plains/Road: The long burned-out frames of a farmhouse and barns can be seen from the road. The garden still contains some vegetables that have grown wild.



Hex D7: Plains

Hex D9: Plains/Road: There's a donkey, a cart with a broken wheel, and a woman cradling the head of a dead man while she weeps on the road. If questioned, she feels that her husband didn't just die of natural causes and points to puncture marks on his neck. She was taking him to the crossroads in the north (B5) "just in case." She won't say what that means. She will offer her dowry (10 pearls, 50 gp, a gold ring, and 27 sp) if you complete this task for her.

Will he turn into a betrothed vampire if the pcs don't do this? Maybe. Will burying him at the crossroads prevent it? Maybe. Does Stonehald have a vampire problem? Possibly. Will the PCs meet these people again? Will they be haunted by dreams of a pale, fanged woman dressed in a red gown? How many distractions can the players handle?

Hex D11: Plains

Hex E2: Plains River

Hex E4: Plains/River

Hex E6: Plains: The small ruins of a family house and farm rise above the horizon. It looks like no one has lived here in a couple decades. There is a family cemetery plot behind the old structures. Use row 6 of *Table 1-8: Fields of Death* on pg 11 and roll or select a result on the What's Going On? column.

Hex E8: Plains/Road

Hex E10: Plains: A grass fire rages in the south, causing all the animals to move northward. Roll 3 times on Plains encounters to see what is coming this way.

Hex F1: Plains

Hex F3: Plains: The toppled ruins of an ancient henge made of stone and wood. The very earth seems to have heaved this structure into the scattered ruins that remain.

Hex F5: III RIVERHALD

Ten tall buildings sit atop a small rocky island surrounded by the quick flowing Cracking River. Flimsy drawbridges span the river and allow entrance to the east/west gates. Many small fishing boats are docked on the south end of Riverhald. Buildings have multiple floors and are adorned with stairs, ladders, pulleys, and ropes.

Notable people and places:

- Samkwn, a boat maker, will sell rowboats for 65 gp each. They can hold three people and supplies.
- Drae runs a general store that doubles as an inn.
- Bellwir is a cranky wizard who lives on the top floor of the tallest building in Riverhald. He's always looking for herbs from the forest and old bones from the hills and will pay.
- Reneks runs a tavern on the bottom floor of a building.
- Shrine to The Shining Light, goddess of direction, maps, and sailors. Usually worshiped on coastlines, her followers must have brought her word here and the riverboatmen were happy to adopt worship. Depicted as a shining lantern.

Clues to discover: (On the 8th day) five strangers arrive and ask for lodging at the inn. They drink at the tavern at night. Locals find them a little strange because they're secretive, but they like to gamble and are really good at losing money. If their room is checked, 5 black robes, a spellbook containing *graveshroud* and *skeletal embrace*, 4 wicked curved daggers, and a map of the area smudged with dried blood will be found. (The map blood smear starts at the Merryyards, goes to Herdshald, then to Mossyhald, and up to Riverhald. A handout of the map can be printed out.)

Very early in the morning on the 10th day, the cultists in town will drop weighted and rotting horse heads, carved with dark symbols, into the river on the north side of Riverhald. They sneak out of town and travel out of the west gate as soon as the drawbridges are lowered. The heads, of course, pollute the water and any who drink it must make a DC 8 Fort save or come down with a fever. A second 8 DC Fort save is required to prevent death. (The curse isn't as effective here due to the vast amount of water running through.) Anyone who dies returns as a zombie. In Riverhald they bury their dead north of the North Road and West of the Cracking River so any risen zombies will come from that cemetery.

(Well after the 10th day) There will also be an attack from one of the buildings where a whole family was infected and no one discovered them until the door is opened. The stench will just keep getting worse and the townspeople just assume it's rotten fish.

The fisherman will start pulling up weird, un-dead fish.

Quick map: Roll 10d6 for the buildings. Any that have even results house the shops/people mentioned above. Any result of 1 will be the un-dead house mentioned above under (well after the 10th day).

Hex F7: Plains/Lake

Hex F9: Plains/Lake: Fisherman's Lake, a body of water known for a bountiful crop of fish, is covered in dark, oily patches resembling fresh blood. Bloated, rotting fish float on the surface. The cause is hundreds of rotting antelope heads weighed down with rocks at the bottom of this lake, which is 100' at its deepest.

Hex F11: Plains/River

Hex G2: Plains/River/Hills

Hex G4: Plains/River: A small shack stands where the hills turn into flatter land. Constructed out of pine branches and sod, it looks like it's been standing for years. Within sits a shriveled corpse, wearing a simple smock with bowls of grains at her feet. The body radiates tranquility to those who are Lawful, a mild unease to those who are Neutral, and a nauseating feeling to those who are Chaotic. A small book identifies this person as a holy woman of Choranus, the Seer Father. If the body of this saint is violated (such as carrying off a piece of the body) 3 warhorses (red, black, and white) will seek out the violators each morning and attack them until the piece is returned. If the body is burned, warhorses will attack each morning for d7+3 days.

Any sort of magic cast by a Neutral or Chaotic cleric may reduce the saint to a mere body without holy radiance. (Examples: high-level results of *blessing* or *holy sanctuary*, *exorcise*, *sanctify/desecrate*)

Hex G6: Plains/River: A blood-drenched soldier walks toward those who enter this area. He asks of the battle. Who is winning, if you've seen any other soldiers, who you fight for, etc. Along with the strange line of questioning, alert PCs notice this person casts no shadow. They might be able to convince the soldier he's a ghost DC 14 Personality check (Judge can add any bonuses for a solid argument). If the check is passed, he would like his remains moved from where the river splits in the far east of this hex to M6, the Tombs of the Old War. Successfully doing this will grant 1 point of Luck to each PC helping.

Hex G8:

IV GENTLEFALLS MILL

Gantry and Lana live and operate the mill. Their primary duties are running a lumber saw, but there's a wing opposite the sawmill that functions as a gristmill.

Clues to discover: (On day 12), cultists attack Gentlefalls Mill and spike their cursed horse heads to the paddles of the waterwheel. Gantry, Lana, and their three children escape to a cabin and supply shack for woodcutters tucked away in the forest in I8.

Hex G10:

V STONEHALD

A larger town holding around 3,000 people. It is surrounded by stone walls with northeast and northwest gates that the South Road goes through and north and south river gates for barges and boats.

Notable people and places: Being a larger city, nearly all the things needed by the population and PCs are available here. There's a market in the square, shrines to multiple deities, several inns, taverns, food stands, blacksmiths, jewelers, and more. In a quiet park there's a statue of a king with a key hidden in the base of the monument. The key opens his tomb in M6. The largest inns with loud, crowded tavern rooms are The Cleft Helm, The Old King, and The Dancing Trout.

Clues to discover: Stonehald is almost too large for any quick information gathering. If the PCs happen to make it to The Cleft Helm, they may hear about a quiet stranger with a twisted body who rents one of the finer rooms with his entourage. If the PCs manage to be in the right place at the right time and offend him with questions, they'll have to overcome Tornestil (lvl 5 necromancer) and his group of 2 men-at-arms, one 3rd lvl Chaos cleric, and 6 cultists. If they do, they will have access to Tornestil's journal, which outlines the whole plan, multiple sacks of coin and gems, and a necromancy spellbook (see chapter V to create one).

On the 13th day of the adventure, guards at the gate will mention an outbreak of fever (the cause is the horseheads nailed to the waterwheel up stream). That night those who died of the sudden fever will rise from the dead and attack the city in large numbers.

Stopping Tornestil here early doesn't necessarily prevent other towns from being attacked, but the big bad will not be able to focus the energies to raise all the dead in the old tombs. The smaller cells of cultists will still be going around causing problems.

Quick map: You can use a handful of random dice to map out districts of Stonehald. Results of 1 will be used when (and if) the zombies attack the town. Evens indicate areas of business and trade, while odds are houses lived in by the people of the Freedlands.

Hex H1: Hills/River

Hex H3: Plains

Hex H5: Hills and Road: Ruins of a tower can be seen from the road. A Luck check (or thorough search) indicates a trapdoor to the basement. There are 22 ghoulrats (pg 45) in the basement room with tunnels opening up the walls in the south and west. Within the nesting material are 35 gold coins, 1 amethyst, 3 garnets, and a key. On the north wall is a secret door that is locked. The key will open the door and reveal a small alcove with a charred black wand and spellbook containing *chill touch* and *forget*. Every time the wand is grasped, it will burst into flames causing 1d6 damage unless a DC 13 Will save is passed. It can cast *light* and *darkness* each once per day.

Hex H7: Forest/River/Hills: Ahead the river looks like it's boiling. Upon nearing, it becomes clear it's actually hundreds of fish in a frenzy feeding upon several (7) zombies standing neck deep in the water. Their bodies are now mostly skeletal, but their rotten heads remain untouched. Roll a die. They swarm out of the water and attack if the result is even. They stand there, stationary and unaware, with an odd result.

Hex H9: Forest: There's a vibrant purple flower that smells of carrion rising 20' into the air. Use row 1 on *Table 1-12: Flora and Fungi* on pg 18. Roll for (or select) a result under the *More Details* column.

Hex H11: Forest/River

Hex I2: Hills

Hex I4: Hills/River/Road: On the side of the road is a rotting horse head picked clean by scavengers.

Hex I6: Hills/River: Ancient battlefield. On a successful Luck check, an old skeletal foot is found sticking out of the ground. Roll up 1d5 coin bags using the table found on pg 13. If a 1 or 2 is rolled on the Luck check, roll on the *Ancient Battlefields* column of *Table 1-9*.

Hex I8: Forest and Road: A path leads north from the road. About 2 miles in is a woodcutter's supply cabin. (If after day 12, the millers Gantry, Lana, and their three children are hiding out here. They can tell you that men in black cloaks carrying rotting horse heads attacked the mill and took it over.)

Hex I10: Forest: The smell of rot is on the air and in the clearing ahead you see a strange site. A plant grows in a clearing surrounded by the desiccated bodies of human and woodland creatures. Use row 2 on *Table 1-12: Flora and Fungi* on pg 18. Roll for (or select) a result under the *More Details* column.

Hex J1: Hills

Hex J3: Hills: Use the dire wolf encounter (row 2 on *Table of Un-dead Beasts* found on pg 14) here.

Hex J5: Hill: Ancient battlefield. On a successful Luck check, an old skull in a rusty helmet is found protruding from the ground. Roll up 1d5 coin bags using the table found on pg 13. If a 1 or 2 is rolled on the Luck check, roll on the *Ancient Battlefields* column of *Table 1-9*.

Hex J7: VI DEEP CLEFT

A deep cave that widens farther in. The cult make their home here and numbers around 45, but some are out fulfilling their duties and moving to the Harvest Burning as noted in *The Circle of Harvest Burning* entry.

Cultist (Generic): Init: -1; Atk curved dagger +1 melee (1d4+1) or nightmare touch; AC 9; HD 1d8; MV 30'; Act 1d20; SP nightmare touch vs DC 12 Will or 2 damage and see below; SV Fort +1, Ref +0, Will +2

Nightmare touch is an attack that will curse the victim with nightmares for the next 1d3 nights. This causes all rolls the next day to be one lower on the dice chain. A successful Luck check means the person having the dream has caught a glimpse of the evil plan and will see the next town to be hit, what the rotting horse heads do, the pulse from the Harvest Burning, or the tombs opening up and spilling un-dead across the lands.

Other notable people here:

- 3 Lieutenants using Man-at-arms stats from the core rule book
- 2 Chaos clerics lvl 3
- 3 wizards lvl 2 as necromancers utilizing mostly necromancy spells

Many of these higher level cultists will be moving to the stone circle according to schedule.

(Tornestil, lvl 5 necromancer, and entourage stay at The Cleft Helm in Stonehald until the 16th day, then stay in Herdshald on the night of the 17th and arrive in The Circle of Harvest Burning on the night of the 18 for The Final Ritual.)

Hex J9: Forest and Road

Hex J11: Forest

Hex K2: Mountains: Use the saber-toothed cat entry (row 4 on *Table Un-dead Beasts* found on pg 14) here.

Hex K4:**VIII MERYYARDS FARMS**

Three homes and three large barns. A large family lived here with their children, grandchildren, and great grandchildren. The North Road runs through the holding and an older road, The Old War Road, shows little sign of modern use and runs south. There's a shrine to the Pulling Ox, small god of farms and stables, erected in the middle of the structures near the well. The farm animals, draft horses, cows, goats, and ducks run loose on the property.

Adventure Start (Possible) or just the lay of the land: There are 6 zombies standing behind the eastern most barn. Hidden under the floor of the remaining house is a small cache of 145 gold coins and an alabaster cameo of a young woman on a gold chain. In the remaining barn hide two Mery grandchildren: a 12-year-old boy named Haskerd and a 10-year-old girl named Finaria. They only know that someone attacked in the middle of the night and their parents, aunts, and uncles got sick and are now dead but still standing. Sometimes they will chase them. And the well water is bad.

Clues to be discovered: The well has been cursed with an ensorcelled, dead horse head with Chaos symbols carved into the flesh and bone. It was dropped in by the Death's Head Cult. Ten decapitated and blackened horse skeletons can be found in the burned barn.

For a quick map of Meryyards: Roll 3d6 (houses), 3d4 (barns), and place the shrine and well in the middle. The northernmost house and barn have been burned down.

Hex K6: Hills and Old Path: Ancient battlefield. On a successful Luck check, an old skeletal hand is found sticking out of the ground. Roll up 1d5 coin bags using the table found on pg 13. If a 1 or 2 is rolled on the Luck check, roll on the *Ancient Battlefields* column of *Table 1-9*.

Hex K8:**VII MOSSYHALD**

25 houses within a stockade in a cleared part of the forest. It is not as tamed as other areas.

Notable people and places:

- Hanni, a bowyer, who makes nice bows out of choice woods from the Eastern Forest. They're priced 10 gp more than normal, but they're so well made there's a 15% chance of any bow purchased to give a +1 to attack rolls (non-magical).
- Channer, a fletcher, makes arrows.
- Yonsin, leather worker, makes leather armor out of the various animals. Prefers boar and bear skins and will ask PCs to bring them in for him. Will pay 5 gp for each.
- Rak and his wife Linel run an inn and tavern.
- Marakiz runs a general store. Her prices are a little less than market value.
- Tanelin, a woodworker, carves staves and makes furniture.
- Myrggat, a kindly old ale wife, who collects herbs and brews medicinal teas.
- A shrine to The Owl, a Neutral goddess of knowledge and woodcraft, appears as a woman wrapped in a cloak of feathers with an owl head. The Owl holds a book and spear.
- A shrine to The Cutter of Trees, a god of Law, holding a large ax and a stout branch.

Clues to discover: (After the 7th day) A rotten horse head polluting the well making the water rancid, horrible smelling and tasting, and causing fever. Any who drink it must make a DC 12 Fort save or come down with a fever. A second 12 DC Fort save is required to prevent death. Anyone who dies returns as a zombie. The horse skull has Chaos symbols carved into it.

Someone saw people climbing over the stockade in the middle of the night yesterday. They had ropes and seemed to be carrying some bundles. Hard to tell how many because they were wearing black. Some went to the well, but others disappeared between houses.

No one has seen Myrggat, and she's usually on her porch rocking in a chair. If investigated, the smell of rot emanates from her cellar, which has a Chaos symbol drawn upon the trap door. She, and 6 other villagers, risen from the dead as zombies, are locked in and will rush out when the door is opened.

Ripped piece of paper – yellow with age and in an old language, details a ceremony of human sacrifice that can be performed amongst stone monuments leading to periodic pulses of necromantic energies that can be harnessed – is in the pocket of one of the zombies who is wearing a black robe.

People are taking ill, complaining of fevers and rising from the dead.

(Days well after the 7th) People hide in their houses, suspicious of strangers, and organize at night to fight off any zombies that might rise. They have started burning the dead.

Quick map: Roll a handful of d6s for the houses (18 if you have them), 2d10 for the shrines, 7d8 for the shops. If close to the 7th day, any 1s rolled can be used to divide up 30 freshly risen zombies. If well after the 7th day, those will be empty houses.

Hex K10: Forest: A giant spider lies on the forest floor with a cracked exoskeleton and life fluids leaking out. In the trees above wiggle several silk-wrapped victims. (They're actually zombies who attack if cut free.)

Hex L1: Mountains: A mummified giant with two heads roams this area.

Init: -3; Atk club +13 melee (2d8+3); AC 17; HD 9d12; MV 20' Act 1d24; SP infravision, un-dead traits, crit on 20-24; SV Fort +10, Ref +1, Will +8; AL C.

Hex L3: Mountains: Use the cave bear entry (row 1 on *Table of Un-dead Beasts* of pg 14) here.

Hex L5: Hills: Ancient battlefield. On a successful Luck check, an old skeletal leg in rusty armor is found sticking out of the ground. Roll up 1d5 coin bags using the table found on pg 13. If a 1 or 2 is rolled on the Luck check, roll on the *Ancient Battlefields* column of *Table 1-9*.

Hex L7: Forested Hills: There's a large, dead tree standing alone on a hilltop. It seems to have large, leathery fruit hanging from the topmost branches. They're actually giant vampire bats (pg 396 of the core rulebook). There's only a 35% chance of them attacking during the daylight.

Hex L9: Forest: A cabin, hidden deep in the forest. Empty until the night when a small child crawls from a hidden trap door in the floor. It is pale, dressed in dirty rags, with pure black eyes and sharp teeth, happens to be newly infected with vampirism, and is starving. (Use mutant vampire stats)

Hex L11: Forest: This area of the forest is very quiet and much of the foliage has turned to black mush and dropped from vine and bough. Unknown magic cracked open an ancient tree and summoned forth a small army of shroomen (pg 426 of core rulebook). The same magic twisted their minds and they destroyed everything that made noise. They will be attracted to a party of PCs making excessive noise. No matter how many are defeated, more will come through their summoning tree until it is destroyed. The tree, a fat oak split in half and covered with bracket fungus and other mushrooms, sits in the center of the damaged forest.

Hex M2: Mountains: There's a periodic, bestial scream echoing on the wind. It will prevent PCs from getting a good night's rest if they're trying to sleep here (spells and hp will not be restored).

Hex M4: Hills and Road: Three ladies in dirty dresses sit by the road near a broken down wagon. It's a trap and they're actually bandits. 5 more will come out from behind the hill near the road and want valuables.

Hex M6: Hills

IX TOMBS OF THE OLD WARS

Four centuries ago there waged a long and horrible war in these lands. Most of the dead were buried in mass graves here. Some say the hills of this region are just burial mounds of this ancient war. Who is to say if that's true? The largest tomb in this area is of the victorious king and his personal guard. A large stone door must be unlocked DC 18 check. There's a key in a statue of the king in Stonehald. Inside, rows and tunnels of the dead rest in rusted armor. Deep within lies the monarch in a stone sarcophagus with his image carved upon it. His advisers rest around this room in their own sarcophagi. Random encounters here include vault grubs, ghouls, and ghosts.

Hex M8: Forest and Road

Hex M10: Forest: Vultures can be seen wheeling in distant skies and the smell of death hangs on the air. A large dragon has been slain and crashed into the ground. Use the tables on pg 8 to generate what this dragon fall contains. (Feel free to ignore any result of un-dead dragon unless the notion of another big player in the area appeals to your style of play. The PCs could align with the dragon to play against Tornestil or vice versa.)

Hex N1: Mountains: Around the remains of an old campfire 4 woodsmen are slumped over. Their corpses are dried out have not been disturbed by scavengers. They have bags full of general supplies.

Hex N3: Hills

Hex N5: Hills: A ruined wagon sits behind a hill. There are a couple boxes with general supplies in them. A hundred yards from the wagon are 5 old, dug up graves. It looks like the work of scavengers. There's still one grave intact.

Hex N7: Forest: Coyotes and wolves can be heard in the distance howling and yipping through day and night.

Hex N9: Forest

Hex N11: Forest: The crashing of a panicked herd of elk can be heard through the trees (chased by 10 dire wolves).



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