

MAZES & PERILS

GARRET'S GUIDE TO THE UNDEAD





GARRET'S GUIDE TO THE UNDEAD

WRITER: BRIAN FITZPATRICK

EDITORS: GENE FITZPATRICK AND GEORGE FIELDS

LAYOUT: BRIAN FITZPATRICK

ART: RUNO BALIXA, NICHOLE CARDIFF, STORN COOK, WILLIAM MCAUSLAND, MALCOLM MCCLINTON,
ERIC QUIGLEY, RYAN SUMO

SOME ARTWORK COPYRIGHT WILLIAM MCAUSLAND, USED WITH PERMISSION

SOME ARTWORK ©2006 BRADLEY K McDEVITT

SOME ARTWORK COPYRIGHT BRUNO BALIXA, NICHOLE CARDIFF, STORN COOK, MALCOLM MCCLINTON,
ERIC QUIGLEY, RYAN SUMO,
USED WITH PERMISSION (THANK YOU, INKWELL IDEAS!)

SOME ARTWORK FROM ADOBE STOCK, USED WITH PERMISSION

1ST PRINTING OCTOBER 2016
LAST UPDATE: 22-OCT-2016

© MOEBIUS ADVENTURES, 2016

Well met, heroes!

In all the worlds, there are figures who define generations of knowledge as heroes of the realms. Some walk righteous paths of weapons. Some learn impossible things on impossible journeys. But most choose to share their hard-earned knowledge with future generations.

One such figure was Sir Garret Thom, a Holy Knight of distinction. Over his nearly twenty-year career, he stopped evil wherever he went. His battles were well known, and a small group of followers began writing down his wisdom and passing it along in guides so that they wouldn't lose it to the ages.

This is the first of "Garret's Guides" pulled together by the more scholarly along his flock.

Who was Garret Thom?

In the great city-states to the west, there was a plague of self-declared vampire "lords" who ruled with an iron fist from the darkness. Hero after hero went after these villains, seeking to root them out and release the victims under their sway. And hero after hero fell to their wiles.

When Sir Garret Thom headed west, he took with him his greater understanding of the dark world these creatures inhabited. One by one, he eliminated conclave after conclave, releasing their slaves back into the light.

Eventually, the lords themselves found themselves in a position where they had to fight back to preserve their way of unlife. And a great party of heroes gathered to Garret's side to join the battle.

It took years, and eventually the great knight lost his life as a result. The good people of the west were free from their blood-sucking masters for a time. And Garret's friends and students have spread his words ever since in the hopes that such a darkness wouldn't once again take hold over the free peoples.

What is this book?

There are many forms of undead filth which plague the lands of men. It is up to the Holy Knights and other heroes to fight back such monsters and ensure the safety and survival of good people everywhere.

As a hero, you must be prepared.

In this guide, we cover each one of the main types of undead in detail: Ghosts, Ghouls, Mummies, Skeletons, Spectres, Vampires, Wights, Wraiths, and Zombies.

We'll discuss the nature of these creatures, what they're after, and tactics you can use if you ever run into them in the wild.

Good luck, my friends. May the divine luck of your gods be with you.

New Options for Holy Knights

This book presents a few new options for Holy Knights to take as Favored Enemy (Undead) than are listed in *Mazes & Perils: Holy Knights*. They include:

- Ghosts
- Wights
- and Wraiths



Ghosts

Though ghosts are on the lowest end of the threat spectrum of undead creatures and not on the list of choices for favored undead enemies, you may encounter them in your journeys. Ghosts are the spirits of the wrongfully murdered. They assume physical form to gain aid from the living and prolong their time in the mortal realm.

Here are a few things to know about these haunting creatures:

1. Ghosts are incorporeal and unaffected by normal weapons, fire, acid, or poison. Magical weapons can affect them.
2. Ghosts are fast on the ground and in the air.
3. Ghosts can do physical damage with merely a touch.

They resemble spectres in capabilities but without the ability to drain experience. If aggravated in some way, they do a similar type of physical damage to a living being, appearing as a burn upon the skin. And, like spectres, they can move quickly without the burden of a physical aspect, both in the air and on the ground.

Ghosts will often be found in places where horrible violence has been done. Battlefields. Murder scenes. Prisons. Slave markets. Anywhere mortals have done horrible things to other mortals and lives have been lost, there's a chance you will find one or more of these creatures.

They do not communicate well but are turned as easily as skeletons or zombies by our clerical brethren. Sending them along to the afterlife is what is considered best for all of these creatures.

But don't get caught unaware. Some will seek vengeance upon the living, driven mad by their incorporeal state. Some may haunt the places of their deaths and cause you grief as a result.

Send them on their way as quickly as you can so you may deal with the more challenging creatures on our watch.



Are these creatures to be pitied? Or should we destroy them all despite any kindness we may wish upon their tortured souls?

—G

Ghouls

First up is the Ghoul. Ghouls are broadly considered undead by scholars, but there are those among us who debate whether that's true or not. That said, here's what we know.

1. They feast on the dead.
2. They tend to gather on the fringes of civilization anywhere they can find a steady supply of fresh corpses.
3. They tend to claw and bite their enemies, generally paralyzing them in the process.

Let's talk about that paralysis for a minute. There is only one race among us unaffected by whatever agent they secrete and infect their victims with: elves. So if you're an elf, bully for you. Elves are not particularly religious, so we have only seen a few of their number among our ranks as Holy Knights.

If you are paralyzed, you can do a Save vs. Paralysis roll each round until you are released from its effects or die in the process. There are some reports of ghouls torturing their paralyzed victims in an attempt to scare them to death, but only in a few isolated cases. Usually, they will simply paralyze their victims and slash them to death shortly thereafter so they can enjoy a fresh kill.

Ghouls don't usually travel alone. If you find one, you're likely to find a few more lurking in the dark. The availability of food is a limiting factor usually, but tread carefully if you should find yourself at the edge of a war zone or an area affected by disease. Mass graves attract ghouls like an all-they-can-eat buffet, and they can sometimes be caught in a feeding frenzy. When the food is gone however, they usually disperse to find more.

Now let's cover how to kill these things. Ghouls are essentially humanoids feeding on dead humanoids and only truly pseudo-undead. Holy water only affects the oldest ones to a significant degree and usually just serves to annoy the younger ones. Fire affects them normally. They are not affected by poison, considering the number of toxins that already exist in their bodies. So you are left with normal physical damage and some magical damage if you have arcane or divine reinforcement. We definitely recommend you stay away from close combat if you can avoid those claws. Attacking from a distance is the way to go. Bow and

arrow, thrown knives or axes, magic, fire, acid... all are good choices.

Lastly we'll talk about known associates. Honestly we don't know of any. Even among the monstrous races, ghouls are considered uncouth and uncivilized. Consuming humanoid flesh is forbidden by most if not all major religions we know about, so ghouls are left without friends in the wild. That's good for us and bad for them.



I have heard rumors of ghouls employed to handle the dead in disease-ridden parts of the world... could a truce be made with these creatures?

—G

Mummies

As we go through the potential list of favored undead enemies, we'll start categorizing them as minor, major, and critical threats. We started with ghouls. They're manageable except in large groups, so we'll classify them as major threats. Next up, we'll cover the mummy. And it's definitely a critical threat. If you come across one without a bit of preparation, you're not likely to survive the encounter.

Why is the mummy classified as a critical threat? Let's just say that the magical powers used to create them, whether arcane or divine, are more than a drop in the bucket. We're talking impressive rituals, components, and will as the major ingredients for creating them. The good thing is that they are not usually meant to awaken, so there's a chance if undisturbed they will continue their eternal slumber. It's when they awaken that you will run into trouble.

At a high level, here's what we know about mummies:

1. Mummies are unnaturally powerful creatures who can strike with enormous strength.
2. Mummies are immune to nearly all sorts of physical damage but are vulnerable to fire.
3. Mummies are carriers of the dreaded Mummy Rot, a disease that will ravage you quickly unless you get divine assistance.
4. Mummies can paralyze victims with a glance.

Let's start with the mummy's strength and invulnerability. When mummies are created, they essentially are turned into immortal guardians for protecting a tomb or other holy place. You may encounter them elsewhere, but usually they are found at specific holy sites and guarding against tomb robbers and other invaders. The secrets to creating mummies were lost long ago, but there are some scholars who believe that some of the newer mummies are actually victims of the Mummy Rot.

With their mortality stripped away, they lose the ability to feel pain, get scared, or feel tired, and gain the ability to fight off any invaders for all eternity. This results in an incredible strength. A few mummies have been seen to retain their weapon skills after death, but most seem to be even more effective with their powerful fists.

That same inhumanity that grants them significant strength also grants them an amazing resistance to physical damage. Normal weapons will not penetrate



their toughened wrappings or skin and even magical weapons only do half damage. Though vulnerable to fire, it also only does half damage against their toughened exterior.

If you encounter a mummy, be prepared for a tough fight. These creatures do not back down once engaged and will continue to fight until you take them out or they take you out. Bring friends with many weapons.

Your biggest ally is the mummy's lack of speed. Use that to your advantage with simple hit and run tactics. Stay out of its reach, and you have a better chance of surviving.

The best part about these creatures is their relatively solitary nature, though you may occasionally encounter as many as four of them in a single location. If you find such a group, they are likely protecting something of high value, and we recommend extreme caution.

Unfortunately, that does not make the issue of Mummy Rot any easier.

Mummy Rot does not follow any laws of nature. Its origin is a mystery. And it affects its victims differently. Some will be infected with barely a scratch. Others will be beaten severely by a mummy and walk away without contracting the disease.

Those who are affected will slowly waste away in mysterious ways. Muscle mass will slowly dissolve until a limb at a time is rendered useless. Others will find the rot beginning within, finding their internal organs slowly turning to sludge and causing great

pain.

The only known cure comes from a divine source, through Cure Disease cast by a friendly Cleric. This can stop the disease in its tracks and begin the healing process, but it's not an instant cure. It may take more than one casting and additional time to reverse the effects fully, making even survival a long and painful process.

If you start exhibiting symptoms, make sure you seek help immediately.

Lastly, the rumored paralyzing stare is definitely a danger. If you encounter a mummy, try to avoid looking directly at its eyes. As with the paralyzing effects of a ghoul's attack, there is only one race among us unaffected by this paralysis: elves. If you are paralyzed, you can do a Save vs. Paralysis roll each round until you are released from its effects or the mummy manages to kill you.

The best defense against this paralytic gaze is the traditional "safety in numbers". Parties of five or more will gain a +2 to their Save vs. Paralysis rolls to more easily shake off its effects.

Addendum:

There are scholars among us who believe that mummies should be left alone whenever possible. Though these creatures are undead, they are usually not as public a menace as some other undead varieties. It is a matter of some debate.

There is also some debate about the idea of victims of Mummy Rot turning into mummies themselves. We have reports of emaciated bodies attacking at known mummy locations but without the traditional trappings of such creatures. Such a transformation is possible, but not confirmed at this time.



Each of the major mummies I have faced has shown the barest traces of the personalities they had while they were alive. Is it possible that powerful creatures such as these could exist with their full mental faculties intact? Immortal and with the capability to learn, they would be impossible to stop.

—G

Skeletons

Next on the undead hit parade is the lowly skeleton. As far as enemies go, skeletons definitely fall into the minor category. They can get nasty if you encounter a large number of them, but you'll probably survive.

Why is the skeleton only considered a minor threat? Most of them are mere shadows of their former selves; and if you have a solid bashing weapon, take a swing and knock them out.

We know the following about skeletons:

1. Skeletons are mindless.
2. Skeletons will attack with claws or pick up whatever weapons happen to be at hand.
3. Skeletons are slow in combat.

You will typically find skeletons guarding treasures or near grave sites, dungeons, or other abandoned places where dead bodies can be found. They are commonly the pawns of necromancers in the field, appearing as bone piles until they are needed to defend their area. If there is a weapon handy, they will pick it up, otherwise they will simply attack with the bones of their hands like claws. But they are not the most stable of creatures. Without muscles to help control their movements, their movements become awkward and jerky. This has the added benefit of keeping them fairly slow.

With no minds left to affect, they are untouched by Sleep, Charm, Fear, or any other mental-based attack. However, they do take full damage from fire and physical attacks. As mentioned earlier, blunt weapons are best and usually do the most damage, dismantling joints and knocking their magically-held forms back to pieces. Other weapons have the potential to be less effective. Slashing weapons like swords do less damage (1/2 damage) due to the lack of muscle and tissue to tear through. Piercing weapons are even less effective, falling prey to the gaps between bones and doing no damage at all.

Skeletons rarely appear more than 6 at a time but can pose a more serious threat if more are present. Regardless of their lack of intelligence, a group of skeletons can and will kill you with a thousand cuts.

If you have magic items or magical reinforcements who can do explosive damage to multiple opponents. Such capabilities can be very helpful in those cases.

A skilled Holy Knight can make quick work of skeleton enemies in battle with the right tools. Be prepared!



We have seen talented mages and priests create skeletons from the smallest piles of bones... is it possible that such magicks could be used to create larger and larger creatures sent to roam the earth? I hesitate to think what kind of damage such creatures might do...

—G

Spectres

Other undead creatures have their place in the cycle of life, death, and decay. Some are there to clear the battlefields like crows and vultures. Some are there at the behest of their masters to guard sacred places like mummies and skeletons. Some have their own reasons in undeath, like the vampires. And some are even hunger personified, like the zombies.

Spectres don't fit this mold.

Each of these creatures is a tortured spirit seeking nothing more than to torture the living and spread their madness. They are not to be trifled with. And where others can be contained, these incorporeal beings are difficult to pin down under the best of circumstances.

Here are a few high-level things we know about spectres at a high level:

1. Spectres are incorporeal beings and unaffected by normal weapons, fire, acid, or poison.
2. Spectres are fast and very aggressive.
3. Spectres do both physical damage and drain life experience from their victims. If killed, these victims will become spectres themselves.

Let's get the ugly part out of the way. Why are these creatures so very dangerous? They can steal your life essence. Entire years of experience, gone without a trace. And if they take enough, to the point where you forget yourself entirely, you become one of them, a minion of the spectre who killed you.

It is thought that this "draining of life essence" is how spectres feed, living off the lives they steal. It is rumored that a mad spellcaster found a way to trap one of these evil beings and starved it to death, but that may be a work of fiction.

Each spectre is fundamentally a ghost with no corporeal body. They are able to pass through solid objects and walls with ease. As such, normal weapons

pass right through them including weapons coated in silver. Fire, acid, and poison do no good either.

When a spectre touches you, you take physical damage in addition to the loss of life experience. It's been theorized that each damned touch burns away a part of your spiritual self, and that damage expresses itself as a burn to the skin. Some of our number wear those burns proudly as scars earned in the fight in this eternal battle with evil. So long as you keep breathing, your spirit will heal.

And they are fast. With no physical resistance, these creatures fly across the ground and in the air, potentially coming at you from multiple directions. If there is one, there may be more. Keep a wary eye on your surroundings.

If you have clerical help, use it. Your divine spellcasting allies may be able to raise barriers these creatures cannot cross. They may even be able to turn them. But they are not easily dispelled.



Vampires

Though solitary creatures, Vampires should never be underestimated. Even a lesser vampire is a nearly impossible battle with its myriad dark gifts. Should you run across a powerful, older vampire, they are never truly alone and usually have a court or conclave of lessers at their command.

Each of these evil creatures is descended from Cain, cursed to forever walk the world thirsting for the blood of innocents. Though they can be killed, they are slippery and will often disappear just as you think the battle is yours.

There is a small brotherhood of vampire hunters among us, and this is what they have revealed:

- Vampires can become bats and fly away.
- Vampires can turn to a cloud of gas and drift away.
- Vampires can put you under a spell if you look into their eyes.
- Vampires are immune to normal weapons. Only magical weapons can harm them.
- Vampires dislike garlic, mirrors, holy symbols, and cannot cross running water.
- Vampires can use any weapons they used in their lives before. But if they bite you, they drain you of your life experience. Should you perish after such a bite, you will become a vampire yourself under their control.

So how can they be killed? Our hunters say simply: "with difficulty."

If you are able to pierce a vampire through the heart with a wooden stake, expose them to direct sunlight, or immerse them in running water, you have a chance.

The best approach is one using equal parts preparation and extreme caution. Some of these creatures can be hunted to their resting places during the day. But not all seem to fall into the torpor you might expect during the daytime hours. Often the best you can hope for is a stalemate or some sort of divine intervention...



Lesser Vampires vs. Greater

When a vampire creates another vampire, they begin to develop their own domains in the world. One soul at a time, they increase their ranks and spread the vampire curse across the land.

There are theories about these so-called "child" or "lesser" vampires among our scholars. Some believe that should you kill the greater vampire or controller, the children under its command will be released. Thus far, we have yet proved this to be true.

If true, this would make the hunt for Cain that much more important. At this time, the location of Cain is unknown.

Wights

Wights are cruel, evil creatures who must drain life from their victims to survive. Not quite spectres, yet not quite ghost-like either, these undead beings are driven mad with hunger and often hide in crypts and dungeons as they find their way. They may not be as deadly as their more powerful cousins, but they should not be taken lightly.

They are nearly insubstantial, existing somewhere between the worlds of the dead and the living but not part of either. Trapped in this state, they thrive on the spirits of the living while not doing much physical damage to the host. Like with spectres, these creatures drain life experience from their victims with each ghastly touch. It is this taste of the living that sustains them in their madness.

Though not as strong or fast as their more powerful cohorts, they can be just as deadly. Any victims drained to the point where they forget themselves entirely become wights themselves and under the control of their new master.

Wights, not quite ghosts and not quite alive, still hold tightly to some part of their old physical selves. They are still constrained by walls, doors, and ceilings. Use this to your advantage.

Normal weapons have no effect, but they are vulnerable to silvered and magical projectiles. Silver bolts and arrows will do normal damage. Magically enhanced projectiles do double. Any other magical weapons affect them normally.



Wights... could it be that they are in fact ghouls who have starved too long without flesh? What could this possibly mean for these types of undead... is there an evolution over time? As they gain life force from their victims, do they also gain in strength and become... wraiths? spectres? Worse?

—G

Wraiths

Wraiths are creatures of darkness and hunger who have forgotten all of what they might have once been. These monstrous beings are formless, shapeless embodiments of hunger. They live in dark places waiting for a taste of life to come along. They can sense them and long for them.

Unlike wights, these beings are completely spiritual entities like their cousins the spectres. But they are more powerful than wights. Impervious to all normal weapons, they take half damage from silvered arrows and normal damage from magical arrows. Magic weapons of other types do normal damage as well.

With a touch, they will drain your life experience. If they drain enough, you will become a wraith under their command for all eternity.

Like a ghost, they can do some physical damage as well. That same touch that makes you forget will also do damage to your body.

And they are much faster than their lesser cousins. It's almost as though they are growing into their spiritual existence, losing touch with the material world in all but the slightest sense.

These creatures fear daylight and keep to the shadows. Normal light does no damage, but should even a sliver of sunlight get near them, they will flee.



Rumors of wraiths of unusual size exist in the deep places. Do they grow them bigger in the impenetrable dark, or is this a different creature entirely?

—G

Zombies

Zombies, like skeletons, are at the low end of the threat scale. On one hand, they're pretty easy to hack at. There's generally more to hit, even if it is rotting on the bones. On the other hand, they absorb a fair amount of damage before they're done. So if you get surrounded by a horde of undead, you could be in trouble.

Here's a few high-level things we know about zombies:

1. Zombies are nearly mindless and only follow simple commands.
2. Zombies attack with claws and fists but are very slow. They only get one attack every other round.
3. Zombies can absorb a lot of damage.

In general, the same rules apply as with skeletons. They are most likely animated pawns of evil Clerics or Magic-Users typically set to guard a location. So if you see a zombie, likely there is a spellcaster somewhere nearby that created it. Unlike skeletons, they have a bit more mental capacity than their bony companions, but their instructions must be dead simple-- even if their creator is present.

Keep in mind that zombies, in and of themselves, are mindless victims simply carrying out the orders of their creators. Even so, they will hurt you if that is what they have been instructed to do.

Zombies can be turned or dismissed by even a relatively low-level Cleric if you have one in your party. And they are not immune to physical attacks. Slashing, piercing, and bashing will all damage the mass of rotting flesh they call bodies. As such, sometimes dismemberment is a good option. They're already slow, and they would be slower still without all their limbs.



A Few Words about Clerics

Turning the Undead

In your battles with the undead, I hope you have a Cleric among your party. Clerics serve many purposes, from conversing with their deities for insights to healing potentially deadly wounds. But among their talents is the ability to "turn" many of the undead.

Even from a low-level Cleric, successfully turning the undead causes them to flee your immediate vicinity. This offers a unique opportunity for attacking their unprotected flank as they retreat from the battlefield. It may also offer a chance to track them to their lair so you can destroy them while they are licking their wounds.

As Clerics gain in experience, they may not only "turn" the undead away - but may destroy them outright. Skeletons, zombies, and ghosts are among the easiest to destroy in this fashion. Unfortunately, the more challenging undead creatures, such as mummies and spectres, are nearly immune to being turned. And vampires will ignore all but the most powerful priests.

Make friends with our brothers of the cloth. They may seem weak and unprepared for the rigors of combat but will be fantastic allies when you need them.



Clerical Rituals

As you do your divine work as a Holy Knight, you will find allies among the divine spellcasting community. Some of these clerics may have rituals that can help you in a particular time of need.

In addition to Raise Dead and Reincarnation, this one may come in particularly useful.

Restore Levels

Some of these undead monstrosities feed off the life energies of their victims, draining levels of experience for our heroes. Clerics of 5th level or higher can perform this ritual.

Clerics do not perform this ritual frivolously. It is a very special power granted to them by their deity for their unwavering and unquestionable loyalty. The GM must carefully monitor a Cleric's alignment once he is able to use this ritual. If he does not adhere strictly to the path, he will not be granted the power.

The ritual will replace one 3rd level spell slot, and no other spell can be cast during the ritual itself. The Cleric cannot do anything except stay with the victim until it is finished. Leaving the 10' limit would break off the ritual. Upon completing the ritual, all of the spell power the Cleric exhausted during that time is returned to him, but he must rest 6 hours for each day the ritual took.

Each ritual attempt will restore a single level at a time. The Cleric can rest afterwards and perform the ritual further times at a rate of one per day. If the victim lost 4 levels, it will take at least 4 days to restore them.

When a character has a level restored, he must rest for a day or two to recover from the trauma. If the victim fails to rest for at least 24 hours, there is a 10% chance they will suffer a temporary madness (1d8 hours) where the former and current selves collide.

A Undead Bestiary



Ghost

Move: 120'
Alignment: LE
Hit Dice: 4
Attacks: 1
Armor Class: 4 (can only be hit by weapons +1 or better)
Damage: 1d8
Treasure Type: N/A

Ghosts are spirits that have been wrongfully murdered. They assume physical form to gain aid from the living. They do not have physical bodies, and weapons pass through them.

Ghoul

Move: 90'/turn
Alignment: Chaotic evil
Hit Dice: 2
Attacks: 2 claws + 1 bite
Armor Class: 6
Damage: 1-3 each
Treasure Type: B

These humanoid creatures feast on the dead. Ghouls paralyze when they score a hit against a character unless the victim Saves vs. Paralysis. Elves are immune to this effect. Ghouls inhabit the fringes of settlements and underground catacombs where they can get easy access to a steady supply of freshly interred corpses.



Mummy

Move: 60'/turn
Alignment: Lawful evil
Hit Dice: 5+1
Attacks: 1 claw
Armor Class: 5
Damage: 1-12 + mummy rot
Treasure Type: D

Mummies are obviously undead creatures. They attack by striking victims with unnatural strength and may pass on the dreaded mummy rot in the process. This awful contagion is far stronger than common diseases, and even for survivors recovery is a long and painful process. A Cleric can cast Cure Disease on the disease,

which causes it to heal faster but even such powerful magic does not instantly remove it.

Mummies are not affected by normal weapons and even magical weapons do only half damage on each hit. Although they are vulnerable to all forms of fire, it still only does half damage. Upon first gazing at a mummy, the character must Save vs. Spells or become paralyzed with fear until the mummy strikes him, or another party member shakes him out of it. Large parties of 5 or more get +2 to their saving throw, because the presence of their many comrades inspires some measure of confidence.

Skeleton

Move: 60'/turn
Alignment: Neutral
Hit Dice: 1/2
Attacks: 1 weapon
Armor Class: 8
Damage: 1-6
Treasure Type: Nil

Commonly found at grave sites, in dungeons, or other deserted places, skeletons are normally left to guard a treasure of some sort. These animated armatures obey only the orders of

their creator. Skeletons appear as piles of bones until they form up to attack anyone that comes near (other than their master). They are considered a weak type of undead and can easily be turned or destroyed by a Cleric. They are unaffected by Sleep, Charm, and mind-reading spells.

Optionally, the GM can decree that only blunt weapons do full damage to skeletons, while slashing weapons (e.g. swords, axes) do ½ damage, and piercing (e.g. spears, arrows) weapons do no damage at all.



Spectre

Move: 150'/turn (300'/turn flying)
Alignment: Lawful evil
Hit Dice: 6
Attacks: 1 touch
Armor Class: 2
Damage: 1-8
Treasure Type: E

These undead creatures have no corporeal body to hit, thus normal weapons, including silver, have no effect on them. Magical weapons score full damage. Every hit by a spectre causes a drain of 2 levels in addition to normal damage. When the victim is reduced to less than 1st level, he becomes a spectre under the control of the one that killed him. At the GM's discretion, a spectre drains constitution instead of levels.





Vampire

Move: 180'/turn (fly 180'/turn in bat form)

Alignment: Lawful evil

Hit Dice: 7-9

Attacks: 1 touch

Armor Class: 2

Damage: 1-10

Treasure Type: Special

Vampires are powerful undead creatures of the night. Legends whisper of the original vampire of sin, Cain, the first vampire cursed to walk the lands as undead. All bitten by Cain inherited some of his power, but the blood thinned out over the eons.

A vampire attack also drains 2 levels from the victim, but a Save vs. Death reduces it to 1 level. The vampire can charm his target by looking into their eyes (Save vs. Spells at -2).

Vampires may only be hit by magical weapons. They also regenerate hit points immediately upon being hit at a rate of 3 per turn. They can assume bat form or assume a gaseous shape at will, taking 1 round to make the change. They can also summon 10d10 rats or 3d6 wolves to their aid, taking 2d10 rounds to arrive.

If a vampire's hit points are reduced to zero, it merely assumes its gaseous form and escapes the scene. It will withdraw immediately if confronted with garlic, a mirror, or a holy symbol, presented firmly and with conviction. Vampires can only be permanently killed if pierced through the heart with a sharp wooden object, exposed to direct sunlight, or immersed in running water.

Anyone killed by a vampire becomes a lesser vampire under the control of their slayer. Thus, it is possible for vampires to be former Fighting Men, Magic-Users or Thieves; only rarely will an ex-Cleric vampire be encountered.

Wight

Move: 90'/turn

Alignment: Lawful evil

Hit Dice: 3

Attacks: 1 touch

Armor Class: 5

Damage: 0

Treasure Type: B

Crypt creatures of little substance, wights drain 1 level from any victim struck. If a character is reduced to zero levels, he dies and becomes a wight under the control of his killer. Normal weapons have no effect upon wights, but they are vulnerable to arrows; silver arrows will do normal damage, while magical arrows will do double. Magical weapons of any other kind affect them normally.





Wraith

Move: 120'/turn(240' flying)
Alignment: Lawful evil
Hit Dice: 4
Attacks: 1
Armor Class: 3
Damage: 1-6
Treasure Type: E

Wraiths are like wights but much stronger. Silver-tipped arrows deal half damage upon them and magic arrows score normal damage. They are impervious to normal weapons.

Zombie

Move: 120'/turn
Alignment: Neutral
Hit Dice: 2
Attacks: 1
Armor Class: 8
Damage: 1-6

Animated corpses created by an evil Cleric or Magic-User, zombies can be turned or dismissed by a Cleric, and are subject to dismemberment with normal weapons. Zombies move very slowly and will only get 1 attack every other round.



THE MAZES & PERILS COMPATIBILITY-STATEMENT LICENSE (CSL)

1. You must state on the first page where you mention M&P that “Mazes & Perils, M&P, and Wild Games Productions, LLC are the trademarks of Vincent Florio,” and that you are not affiliated with Vincent Florio or Wild Games Productions”.
2. You must comply with the terms of the OGL if the terms apply.
3. Your cover must include the words “House Rules” or “Variant Rules” near the title if the document is a full, free-standing game that includes modifications. Feel free to contact the author if you wish to use a different form of disclaimer.
4. Selling a full version of this game with your house rules incorporated into it is perfectly permissible, but you may not sell an effectively unchanged copy of the rules for money.
5. Your rights under this CSL cannot be revoked, and are perpetual, unless you breach the terms of the license, in which case your rights terminate.

OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks “Mazes & Perils,” “Mazes & Perils,” “M & P,” “Wild Games Productions, LLC,” and “Moebius Adventures” and with the exception of all artwork. These trademarks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and

graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

6. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Mazes & Perils Core Rules, Copyright 2011 & 2016, Vincent Florio.

Mazes & Perils Deluxe Rules, Copyright 2016, Moebius Adventures

END OF LICENSE

**EXPLORE THESE GAMES, ADVENTURES,
SYSTEM-NEUTRAL SUPPLEMENTS AND MORE
AT WWW.MOEBIUSADVENTURES.COM**



Death lurks around every turn! Not everyone will survive – but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

Mazes & Perils is a fantasy game that takes you back to the days when it was simple: no powers, no special abilities, just swords and magic. All you need to play are a few friends, some dice, and your imagination. And if it's not in this book – make it up! Remember, you rule the game, not the other way around!

Find us on [Facebook](https://www.facebook.com/moebiusadventures) and [Google+](https://plus.google.com/moebiusadventures)! Or reach out to info@moebiusadventures.com!
We'd love to hear from you!