

WHITE BOX GOTHIC

Adventures in Shadow & Horror
for
Swords & Wizardry White Box

Spahn



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Adventures in Horror & Shadow for use with *Swords & Wizardry WhiteBox*

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Introduction

"No man knows till he has suffered from the night how sweet and dear to his heart and eye the morning can be."

-Bram Stoker, *Dracula*

A low fog hangs, clinging to countless stone graves which rise like broken teeth from the rolling fields at the edge of a long forgotten village. The light of the full moon only serves to stretch and distort the shadows into wicked silhouettes which are cast in all directions. At the center of this meadow of lamentation rises the towering edifice of a faith long abandoned. Once a place of worship and hope, time and decay have broken its steeple, shattered its once beautiful stained glass windows, and left its warped wooden door hanging lifelessly from bent hinges. Now it is the home to an evil which has risen again to threaten the peasants who still live in its shadow.

Gothic horror has long been a staple of both fantasy literature and fantasy gaming. *White Box Gothic* is a supplement for use with *Swords & Wizardry WhiteBox* (and other OSR games) which helps bring some of those classic tropes to your gaming table. Whether it's hordes of the shambling dead, a suave vampire lord, or a player character who has looked too long into the darkness only to find that they themselves have become a monster, it's all here - and more! Included in the pages of this supplement are new classes, new rules, new monsters, new magic items, new spells, and several new optional rules to infuse your game with a gothic flair.

All of the information presented in *White Box Gothic* is optional and can only be used by players with the permission of the referee. Players should not assume that all the material presented here is available automatically. Please consult with your referee before using the material in *White Box Gothic*.

Chapter One

Heroes Against the Darkness



Monster Hunter

There are some warriors who dedicate their lives to hunting down and exterminating the children of the night. Whether their farmstead was destroyed by a raging werewolf or their lover was the victim of a vampire, they have taken up arms against the evil things that lurk in the darkness and dedicated themselves to the utter destruction of these creatures. Honing their skills and mastering the necessary talents to defeat a specific servant of evil, they are known as Monster Hunters.

Though not as extensively trained as fighters, Monster Hunters nevertheless possess a specialized skill set that is invaluable when hunting their chosen prey. Their tracking abilities are also useful when exploring wilderness areas and their broad range of martial training makes them valued allies in any adventuring party.

Monster Hunters may advance to 10th level.

Monster Hunter Class Advancement

Level	XP	HD	BHB	ST	Tracking
1	0	1+1	+0	15	2
2	2,500	2	+1	14	2
3	5,000	3	+2	13	2
4	10,000	4	+2	12	3
5	20,000	5	+3	11	3
6	40,000	6	+4	10	3
7	80,000	7	+4	9	4
8	160,000	8	+5	8	4
9	320,000	9	+6	7	4
10	640,000	10	+6	6	5

Weapon and Armor Restrictions: Monster Slayers are nearly as skillful as fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize leather or chain armor and shields to protect themselves.

Alertness: A party containing a Monster Hunter is unlikely to be surprised, with only a 1 in 6 chance.

Chosen Prey: Each Monster Hunter selects a specific creature which they specialize in destroying and are typically known for their expertise when dealing with terrors of that ilk. At 1st level the Monster Hunter selects either Incorporeal Terror, Infernal Creature, Lycanthrope, Restless Dead, or Vampire as their chosen prey. When fighting creatures associated with their chosen prey, a Monster Hunter may add his Base Hit Bonus to his weapon damage.

Monster Hunter Chosen Prey

Incorporeal Terror (Ghost Hunter): Banshee, Ghost, Shadow, Spectre, Will-o-the-Wisp, Wraith.

Infernal Creature (Demon Hunter): Demons (All), Hell Hounds.

Lycanthrope (Lycanthrope Hunter): Werebear, Wereboar, Wererat, Weretiger, Werewolf.

Vampire (Vampire Hunter): Dhampir, Giant Bats (All), Vampire, Wolf.

Restless Dead (Zombie Hunter): Ghoul, Liche, Mummy, Skeleton, Wight, Zombie

Tracking: Monster Hunters can track their targets across any distance, finding traces of their passing and following rumors of their presence. To use the ability, the referee rolls 1d6. If the number rolled is equal to or below the ranger's Tracking ability, he has succeeded.

House Rule: Expanded Tracking

With the referee's permission a Monster Hunter may track creatures other than its chosen prey, but this is more difficult. They must reduce their Tracking ability by one point when doing so.

Unwavering Dedication: A Monster Hunter's dedication to defeat their chosen prey is nearly boundless. When actively engaged in battle with their chosen prey they may remain up and fighting without penalty until they reach a number of negative hit points equal to their level. If they exceed this limit the monster hunter immediately drops dead. After the battle is over, the monster hunter will die in 1d6 rounds unless he receives immediate healing to restore him to at least one hit point.

Saving Throw Bonus: Monster Hunters gain a +2 bonus on all saving throw rolls against any abilities, spells or other effects used by their chosen prey.

XP Bonus for Constitution: Monster Hunters with a Constitution of 15 or higher receive a +5% bonus to all experience points earned.

Metaphysician

A metaphysician is a man of all supernatural sciences. He studies legends, folklore, theology and thaumaturgy in hopes of gaining deep insight into the nature of evil so that he might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the arcane – all with equal fervor. Knowledge is their greatest weapon.

Metaphysicians find themselves in high demand in an adventuring party. Their exotic collection of knowledge and arcane secrets makes them invaluable when unknown foes rise from the darkness.

Metaphysicians may advance to 10th level.

Metaphysician Class Advancement

Level	XP	HD	BHB	ST	Forsaken Lore
1	0	1	+0	14	2
2	2,500	1+1	+0	13	2
3	5,000	2	+0	12	2
4	10,000	2+1	+0	11	3
5	20,000	3	+1	10	3
6	40,000	3+1	+1	9	3
7	80,000	4	+2	8	4
8	160,000	4+1	+2	7	4
9	320,000	5	+3	6	4
10	640,000	5+1	+3	5	5

Metaphysician Spell Advancement

Metaphysician Class Level	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	3	1	–	–	–
5	4	2	–	–	–
6	4	2	1	–	–
7	4	2	2	–	–
8	4	3	2	1	–
9	4	3	3	2	–
10	4	3	3	2	1

Weapon and Armor Restrictions: Metaphysicians have only minimal weapons training. They may wield clubs, daggers, and staves in combat. They do not wear armor and cannot use shields.

Forsaken Lore: Metaphysicians have studied folklore, forgotten history and all manner of dark texts and from these words they have gleaned keen insights. This ability may be used to achieve several different effects. Whenever the Metaphysician wishes to use Forsaken Lore the referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Metaphysician Advancement table, then the attempt is successful. The Metaphysician is then able to recall the lore and history surrounding creatures and objects associated with the undead, the infernal, curses, and other forms of forbidden knowledge. This includes identifying the history of certain magical items and the characteristics of some monsters such as vampires and demons. In addition, Forsaken Lore also allows a Metaphysician to notice when an individual is under the influence of mind-affecting magic or suffering from a curse.

House Rule: Decipher Languages

With the referee's permission, a Metaphysician may use his Forsaken Lore ability to decipher maps, scripts and unknown languages. In the case of scripts and languages, the Metaphysician is only able to glean the general meaning of the text when he successfully uses this ability.

Turn Undead (3rd): At 3rd level a metaphysician may turn or banish undead as a cleric two levels lower. They require a holy symbol to do so. (See *Swords & Wizardry WhiteBox*, 3rd Print Edition, page 34 – Turning the Undead)

Academic Spellcaster (2nd): Beginning at 2nd level a Metaphysician can begin to keep an Academic Journal. In the pages of this book he can record magical incantations he has come across in his travels. This includes both Magic-User and Cleric spell scrolls, both of which can be transcribed into the Academic Journal. Reading from the book, the Academic presses his chosen spell formulae (whether Cleric or Magic User spell) into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Metaphysician’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in the Metaphysician’s memory/capability. A Metaphysician cannot cast or transcribe 6th level Magic-User spells.

Saving Throw: Metaphysicians get +2 on saving throws vs. magic.

XP Bonus for Intelligence: Metaphysicians with an Intelligence of 15 or higher receive a +5% bonus to all experience points earned.

Spiritualist

Spiritualists possess a natural connection to the realm of the dead. Whether through practice, focus or an unknown outlier they are able to reach across the intangible barrier between life and death. Powerful Spiritualists are able to do far more than just perceive and speak with the dead. Through sheer force of will they are able to both summon and banish spirits who have moved beyond the realm of the living, obliging these spectres to aid them in whatever endeavors they might undertake.

Most Spiritualists are distrusted because of their gifts and as such they often take up the wandering life of an adventurer because they are unable to find acceptance in a community. Their powerful ability to serve as a herald and ambassador to the dead gives them unusual gifts that can aid adventuring parties in unlikely ways.

Spiritualists may advance to 10th level.

Spiritualist Class Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	1+1	+0	14
3	2,500	2	+0	13
4	5,000	2+1	+0	12
5	10,000	3	+1	11
6	20,000	3+1	+1	10
7	40,000	4	+2	9
8	80,000	4+1	+2	8
9	160,000	5	+3	7
10	320,000	5+1	+3	6

Weapon and Armor Restrictions: Spiritualists are not martial by nature, but know how to protect themselves. They may wield clubs, daggers, heavy crossbows, light crossbows, maces, slings, spears and staffs. They can wear leather armor and may use shields.

Sense the Unseen: Spiritualists can automatically detect the presence of undead, both corporeal and incorporeal within 60', even if they are invisible or otherwise concealed.

Spectral Touch: Spiritualists are able to reach across the void between the living and the dead. Any attacks they make, whether with a weapon or magic item, are effective against incorporeal targets who would otherwise be immune. This ability does not extend to corporeal undead.

Spiritual Guidance: Spiritualists may call upon slumbering ghosts who exist in all places to aid them. This can achieve results similar to the powerful magical incantations, but failure can cost a Spiritualist their very lives. To use this ability successfully, the Spiritualist must succeed in a saving throw. The saving throw is modified by the spell being mimicked by the ghosts and spirits. If the saving throw is failed, the spell does not function and the spirits extract a terrible price by draining a level from the Spiritualist. If a Spiritualist is reduced to 0th level, they are slain.

Spiritual Guidance Saving Throw Modifier

Spiritual Effect	Saving Throw Penalty
Levitate	-2
Locate Object	-2
Crystal Ball	-4
Fly	-4
Confusion	-6
Animate Dead	-8
Passwall	-8
Telekinesis	-8
Raise Dead	-10

House Rule: Weariness

At the referee's discretion the Spiritualist may suffer an additional -1 penalty to their saving throw each time they attempt to use Spiritual Guidance after the first in a given day. This means the Spiritualist would suffer -1 if they attempt to use the ability twice in a single day, -2 if they attempt it three times in a single day, and so on. This is in addition to the penalty imposed by the Spiritual Effect they are attempting to activate.

House Rule: Devoured by Spirits

At the referee's discretion a Spiritualist who is reduced to 0th level by failing saving throws while using their Spiritual Guidance ability not only dies, but their body fades from existence. 1d6 rounds after death they rise as a Spectre.

Turn Undead: A Spiritualist can attempt to Turn Undead as a Cleric of equal level but may only turn Shadows, Wraiths, and Spectres. They do not need a holy symbol to use this ability.

Saving Throws: A Spiritualist receives a +2 bonus to all saving throws made to resist death attacks and effects. This does not include the saving throw required for Spiritual Guidance.

XP Bonus for Wisdom: Spiritualists with a Wisdom of 15 or higher receive a +5% bonus to all experience points earned.

Wanderer

Whether cast out from their homeland by fearful villagers, forced to travel the road endlessly due to some great curse or obligation, or simply choosing to call no realm home, the Wanderer walks an endless road from town to town. Life as a vagabond has taught them a unique collection of skills that aid them in surviving the dangers of a transient life and in their travels they inevitably pick up an odd collection of skills and abilities.

Wanderers quite often join adventuring parties due to the mutually transient lifestyle. The skills they bring gives allies a keen edge in the dangers they face. Still, most Wanderers travel alone - joining adventuring parties only for a brief time or when they happen to be traveling the same roads.

Wanderers may advance to 10th level.

Wanderer Class and Spell Advancement

Level	XP	HD	BHB	ST	Keen Senses	First Level Spells	Second Level Spells	Third Level Spells
1	0	1	+0	14	2	–	–	–
2	2,000	2	+0	13	2	–	–	–
3	4,000	3	+0	12	2	–	–	–
4	8,000	3+1	+1	11	3	–	–	–
5	16,000	4	+1	10	3	1	–	–
6	32,000	5	+2	9	3	2	–	–
7	64,000	6	+2	8	4	2	1	–
8	128,000	6+1	+3	7	4	2	2	–
9	256,000	7	+4	6	4	2	2	1
10	512,000	8	+5	5	5	2	2	2

Weapon/Armor Restrictions: Wanderers are able to wield clubs, daggers, quarterstaff, short swords and slings. They may wear light armor, but do not use shields.

Keen Senses: Wanderers have to keep their eyes sharp and their ears open to survive the dangers of the road. This ability allows a Wanderer to avoid being surprised, detect ambushes, hear otherwise imperceptible noises and

notice secret or concealed doors. Whenever Wanderer wishes to use Keen Senses the referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Wanderer Advancement table, then the attempt is successful.

Scrape By: A Wanderer is always able to find just enough food and shelter to survive, whether in urban environments, dungeons or the wilderness. This is not necessarily comfortable or nice, but they're not going to die from lack of basic necessities.

Traveler's Trinkets: A Wanderer often picks up various useful pieces of equipment in their travels that are forgotten until the right situation. When the Wanderer or his allies need a piece of small, mundane, non-magical gear that no one has on hand (such as flint and steel, a small empty sack, a knife or other small hand tool) the Wanderer may spend five rounds looking through his gear to see if he has such an item. If the Wanderer makes a successful saving throw, they are able to produce the item.

House Rule: Rare Items

At the referee's discretion, the Wanderer might also produce rare and valuable items in some cases, such as a silver holy symbol, spyglass, or vial of holy water. When attempting to do so, the Wanderer suffers a -4 penalty to their saving throw when using the Traveler's Trinkets ability.

Wanderer's Luck: Once per day the Wanderer may re-roll any one failed saving throw or "to-hit" roll.

Spells (5th): Wanderers often pick up a few minor incantations in their travels, jotting them down in crude spellbooks. Reading from the book, the Wanderer presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Wanderer's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the Wanderer's memory/capability. If the Wanderer finds scrolls of spells while adventuring, he can copy them into his spellbook. Wanderers may only learn Magic-User spells.

Saving Throws: Wanderers get +2 on saving throws vs. environmental hazards and death.

XP Bonus for Constitution: Wanderers with a Constitution of 15 or higher receive a +5% bonus to all experience points earned.

Dhampir

The Dhampir is a creature born into darkness. They are truly children of the night - born of a union between a human and a vampire. Appearing as normal human children, they begin showing signs of their dark heritage at adolescence as their features sharpen and become more fearsome. Pointed ears and angular facial features along with dark hair and eyes are hallmarks of the Dhampir and many who recognize them for what they are typically brand them as spawn of evil and attempt to cast them out or destroy them.

The Dhampir is not bound to a path of evil, unlike their vampiric parent. Because they are often cast out for the tainted blood in their veins, they often take up with adventuring parties and spend their lives moving from place to place. But their cursed blood is not without its benefits. Many Dhampirs attempt to use their powers for the greater good, hoping that through noble deeds that they can stave off the gnawing hunger in their soul.

Dhampirs can advance to 7th level.

Dhampir Class Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	13
2	2,250	2	+1	12
3	4,500	3	+2	11
4	9,000	4	+2	10
5	18,000	5	+3	9
6	36,000	6	+4	8
7	72,000	7	+5	7

Weapon and Armor Restrictions: Dhampirs can use any weapon they like, but only wear leather armor. They can, however, use shields.

One With the Shadows: A Dhampir can disappear into a shadow or other area of darkness large enough to conceal them, remaining effectively invisible until they reveal themselves through movement or other obvious acts, such as attacking.

Keen Senses: Dhampirs can see perfectly in natural darkness at a range of up to 120 feet. Their sharp senses also allow them to detect secret and

concealed doors on a 1-4 on 1d6 when actively searching or 1-2 on 1d6 when simply passing near one.

Negative Energy Protection: Dhampirs are immune to the level-draining effects of undead creatures, such as the touch of a wight or bite of a vampire.

Enemy of the Light: Though not vampires themselves, Dhampirs do have an aversion to both sunlight and holy symbols. When exposed to the light of the sun or in the presence of a character who successfully uses the Turn Undead or Banish Undead ability they suffer a -1 penalty to all “to-hit” rolls and saving throws.

Saving Throws: Dhampirs have a +2 bonus to resist the spells and effects used against them by any undead creature.

Reanimated

The Reanimated were not born, but created. Sewn together from living parts and given life through terrible intellect, the Reanimated appear as large corpses stitched together and returned to a false existence. They speak in simple words and grunts and possess a prodigious strength. Their monstrous appearance and simple psyche makes them the target of hatred from most people they encounter, regardless of whether they are goodly or not.

Reanimated find their strength put to good use in adventuring parties, who are willing to look past their unnatural state and see that they too are living creatures with virtue and purpose all their own. As such, when a Reanimated finds their place in such a group they are often overly protective and zealously loyal.

Reanimated may advance to 5th level.

Reanimated Class Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	3,000	2+2	+1	13
3	6,000	3+3	+2	12
4	12,000	4+3	+2	11
5	24,000	5+5	+3	10

Weapon and Armor Restrictions: Reanimated do not typically have the training or intelligence to wield anything other than clubs, daggers, maces and staffs. They do not wear armor or use shields.

Inhuman Strength: Reanimated are extraordinarily powerful and capable of amazing feats of strength. They receive a +2 bonus to all melee damage rolls and inflict 1d6 points of damage when making an unarmed attack.

Unnatural Tenacity: Reanimated do not need to sleep, eat, drink, or rest. They are sustained by whatever foul incantation or formula brought them into existence.

Painless Body: Whenever a Reanimated suffers damage they may reduce that damage by an amount equal to their level.

Saving Throw: This class receives a +2 bonus to all saving throws made to resist all forms of magic.

Chapter Two

Staring Into the Abyss



Corruption

Constant exposure to evil can have a lasting impact on a character. Whether they are eventually driven mad by the horrors to which they are forced to bare witness or the evil begins to seep into their very bones, darkness takes hold and it never lets go.

Player characters gain corruption by being exposed to unnatural horrors, inhuman experiences and negative energy effects. This exposure results in the accumulation of Corruption Points, which can cause permanent physical, psychological and metaphysical damage to the character. What begins as a vague and pervasive sense of dread can grow into full-blown paranoia. What begins as lingering feeling of something crawling over a character's skin can lead to a paralyzing fear of bugs or even finding one's self regurgitating live insects. Casting spells may have a hollow dark energy hanging about them and before long naught but vile incantations can cross a character's lips. Corruption, once it grabs hold, never lets go.

All player characters begin play with a Corruption score of 0. Whenever the character is exposed to certain horrors or engages in certain evil acts, they must make a saving throw or gain one or more points of Corruption. This saving throw is modified by the action they commit or witness. In addition, the character suffers a penalty to all Corruption saves equal to the number of Corruption Points they currently have.

Corruption Modifiers

Action Witnessed or Committed	Saving Throw Modifier	Corruption Points
Witnessing an Act of Extreme Sadism or Torture	+0	1
Witnessing the Death of a Close Friend or Family Member	+0	1
Encountering a Powerful Undead Creature for the First Time	+0	1
Encountering a Demon for the First Time	-1	1
Having Your Mind Controlled or Dreams Invaded	-1	1
Defiling a Holy Site	-1	1
Breaking a Holy Vow	-2	2
Being the Victim of Extreme Sadism or Torture	-2	2
Making or Alliance or Pact with a Demon	-2	2
Betrayal of a Close Friend or Family Member	-2	2
Committing an Act of Extreme Sadism or Torture	-3	3
Committing Cold-Blooded Murder	-4	4
Committing Large-Scale Murder or Genocide	-8	8

Effects of Corruption

When a character gains five points of Corruption they begin to show signs of the evil which has begun to infect both mind and body. Perhaps animals become nervous or uncomfortable around the character or there is a lingering cold wind that follows them. The player and the referee should work together to come up with this subtle sign of growing evil within the player character. It should have minimal mechanical effect, if any at all and should be thematically associated with the events surrounding the failed Corruption saving throws.

When the character accumulates ten points of Corruption, it becomes evident that the darkness has taken hold. Perhaps the character's eyes radiate a red light, or he speaks in the gibbering whispers of an unknown tongue that no one can decipher at random moments, or perhaps he has an aversion to holy symbols or blooming roses - regardless of what has happened, it is obvious he is tainted by the forces of evil. The player and referee should work together to develop exactly how this further spiral down the path of Corruption manifests and as before it should thematically relate to the character's previously failed Corruption saving throws.

Should a character ever accumulate fifteen points of Corruption they have become either an obvious madman or an inhuman monster. They might appear as a great, hulking beast or an evil spirit somehow incarnated into flesh. Perhaps they scream brazenly to the air, rant endlessly about the terrors they've seen, or become bestial parodies of human who rage and froth at the mouth or are reduced to grunts and sniffs. All but the barest semblance of humanity are now gone from them.

Optional Rule: Corrupted Transformation

At the referee's discretion, a character who has accumulated ten points of Corruption may receive a permanent effect as their mind or body begins to change from the things they've seen. A few examples are: a permanent +1 to an attribute, the ability to cast a specific 1st level spell (either Cleric or Magic-User) once per day, or heightened senses which might allow the character to see in the dark or more easily detect secret doors.

Unfortunately, the character will also suffer penalties. These penalties should be equal or greater in effect than the benefits. This could include a -2 penalty to an attribute, or -2 penalty to attack rolls and/or saving throws when in the light of day or sight of a holy symbol, among other things. Like the benefit they should always be tied to what actions the character committed to reach their current state of corruption.

Dread

Some creatures or locations are inherently terrifying. Perhaps there is a natural sense of unease when around them, or some long dormant evil still lingers. Regardless of its source, there is an palpable sense of foreboding surrounding these locations, which unnerves most who encounter them. This is called Dread.

The referee may rule that locations and beings of great evil have Dread rating between one and five. Locations which have a Dread rating can range from the a slight sense of unease that comes from entering the sight of a terrible murder that happened long ago to obvious radiating evil which

exists at the sight of demonic summoning circle that bore witness to ritual human sacrifice.

Most beings, even evil ones, do not have a Dread rating. Only supernaturally evil creatures in extraordinarily large numbers or of amazing power have a Dread Rating. Examples range from a massive horde of zombies or a supremely powerful vampire lord.

A being or location's Dread rating acts as penalty to all "to-hit" rolls, saving throws made to resist fear, and Turn Undead attempts when at a location or within thirty feet of the creature who is the source of the Dread.

An evil being who radiates Dread that is slain ceases to radiate Dread. Locations with a Dread rating can be cleansed, but such an act requires monumental effort which includes righting the wrong which lead to the location gaining a Dread rating and the casting of a *Dispel Chaos (Evil)* spell by a Cleric of at least 8th level.

House Rule: Dreaded Darkness

At the referee's discretion characters in a location with a Dread rating will find their light sources diminished, whether natural or magical. For each point of Dread a location has, the source of light has its range reduced by ten feet.

Individuals with a Dread Rating cannot cause Dreaded Darkness.

Curses

Words have power and those said in vengeance can be more powerful than a wizard's magic. Curses are more than swears and epitaphs. They are cries to the forces of darkness for dark justice. Whether uttered by a lowly peasant or a high king, they can lay waste to those targeted, bringing ruin to their lives, and even unto the lives of their progeny.

While any character can attempt to lay a curse on someone, there is no guarantee of success. The individual attempting to lay a curse must have cause to believe they have been slighted by the target in some major way. This does not necessarily make the curse just – there simply needs to be justification in the mind of those who seek vengeance. The curse must fit the perceived crime and offer some form of corrupted poetic justice. Perhaps the mother of a murdered son curses the murderer to one day face the same fate, or perhaps a rich land owner who exploited slaves is cursed to never sleep in the same place twice. A gluttonous victim of a curse might find himself forever hungry, always plagued by an aching hunger. Curses are never simply for instant death – they are made to prolong suffering. The referee is the final arbiter of whether or not a curse is appropriate.

When a character wishes to lay a curse he must make his intention known to the referee as well as the exact effect of the curse. The referee then

consults the Curse Modifiers chart and applies all applicable modifiers. The character laying the curse must then make a saving throw. If that saving throw is successful, the curse has been laid – though how immediate its effects are is determined by the referee.

When a character attempts to lay a curse they may choose to accept a number of points of Corruption automatically in order to get a bonus to this saving throw. The bonus to the saving throw is equal to the number of Corruption Points the character is willing to accept, to a maximum of five.

The referee is also free to apply additional modifiers to the saving throw, such as a bonus when attempting to curse another character with lycanthropy while under the light of a full moon. These bonuses are typically +1 or +2 at best.

<u>Curse Modifiers</u>	
Circumstance	Modifier
Curse is Justified	+0
Curse is Unjustified	-4
Curse is Particularly Appropriate to the Crime	+2
Curse is Minor	+0
Curse is Major	-2
Curse is Cataclysmic	-4
Curse is Highly Emotional	+2

Minor Curses

Minor curses are noticeable, but do not impede a character's day to day life. Perhaps dogs or other animals always bark in the character's presence, flowers wilt if they draw too close, or they cast no reflection in a mirror or a clear pool. Others who notice the character is under the effects of a curse will often assume they are evil or in league with dark spirits.

Attempting to lay a Minor Curse on another character causes the cursing character to gain two points of Corruption, even if it is not successful.

Major Curses

Major curses are obvious and will make life difficult for a character. They typically have a distinct statistical effect. This can range from a penalty to a saving throw against specific effects, a penalty to “to-hit” rolls against specific monsters, or the permanent reduction of an attribute by anywhere

from two to four points. These curses are evident to anyone who encounters the character, often manifesting by an inherent dislike of the character, an obvious physical sign of the curse that cannot be concealed, or other ever-present flaw.

Attempting to lay a Major Curse on another character causes the cursing character to gain three points of Corruption, even if it is not successful.

Cataclysmic Curse

Cataclysmic curses are blatant and make day-to-day life very difficult for their victims. The character's skin withers to that of a corpse and they cannot benefit from magical healing. Perhaps they can now be affected by a Cleric's Turn Undead ability or one of their attributes has been permanently reduced to a 3. Any who catch a glimpse of the character know that he is obviously under the effects of dark magic and will go out of their way to either avoid or destroy him.

Attempting to lay a Cataclysmic Curse on another character causes the cursing character to gain four points of Corruption, even if it is not successful.

Breaking the Curse

Breaking a curse is extraordinarily difficult. Freeing one's self of a curse often requires the forgiveness of the one who laid it, along with some great deed as an act of penance. Finally, the cursed character must submit to a *Remove Curse* spell cast by a Cleric who serves the forces of good.

Chapter Three

Sorcery Most Foul



New Spells

First Level

Detect Undead
Hymn of the Holy
Remove Fear
Speak with Spirit

Second Level

Conjure Holy Symbol
Set to Rest

Cleric Spells

Third Level

Deathspeak
Empowered Turning

Fourth Level

Mask of Death
Purification

Fifth Level

Holy Light

Conjure Holy Symbol

Spell Level: Cleric 2

Range: Self

Duration: 8 hours

This spell conjures a holy symbol into the caster's hand that is suitable for Turning Undead.

Deathspeak

Spell Level: Cleric 3

Range: Touch

Duration: 1d6 rounds +1 round per level

The Cleric begins to speak with any dead creature, though they must be either touching a piece of the corpse (such as a lock of hair, a fingernail clipping, or the flesh of their body) or be holding an object of great importance to the target when he or she was alive (such as a wedding ring). They may ask one question per round and they will hear the answer in their own mind, though the dead target is under no obligation to answer truthfully. The dead are as diverse in personality as the living and these traits linger beyond the grave.

Detect Undead

Spell Level: Cleric 1

Range: 120 feet

Duration: 1 hour

This spell detects the location and general power of any undead within the spell's range.

Empower Turning

Spell Level: Cleric 3

Range: Self

Duration: 2 rounds

This spell allows a Cleric to roll 4d6 instead of the normal 3d6 when attempting to Turn Undead.

Holy Light

Spell Level: Cleric 5

Range: 60 feet

Duration: Instantaneous

The Cleric radiates a sunburst of holy light. All undead creatures within 60 feet of the Cleric must make a saving throw or be destroyed. Those who succeed in their saving throw take 5d6 points of damage.

Hymn of the Holy

Spell Level: Cleric 1

Range: 120 feet

Duration: 10 minutes

This spell reduces the Dread rating of a location by one point.

Mask of Death

Spell Level: Cleric 4

Range: Self

Duration: 1 hour

The Cleric takes on the appearance and some traits of an undead creature. They gain a Dread rating of 2 and are immune to the level-draining attacks from undead creatures and all mind-affecting spells such as Charm Person and Confusion. The character also does not need to eat or sleep while in this state and is therefore immune to Sleep. The character cannot be turned, but does register as undead if *Detect Undead* or *Sense Undead* are cast.

Purification

Spell Level: Cleric 4

Range: Touch

Duration: Permanent

When a character is targeted by this spell they must immediately make a saving throw, even if they are a willing target. The target suffers a penalty to their saving throw equal to the target's current Corruption points. If the saving throw is successful, the target of the spell reduces their total Corruption points by one.

This spell is extraordinarily taxing for the caster and may only be cast once per week.

Remove Fear

Spell Level: Cleric 1

Range: Touch

Duration: Instantaneous

This spell ends any fear-based effects currently affecting a target. It can be reversed, creating a *Cause Fear* spell. Victims of *Cause Fear* must make a saving throw or immediately flee from the caster.

Set to Rest

Spell Level: Cleric 2

Range: Touch

Duration: Permanent

This spell can only be cast on a creature which is already dead. The creature cannot thereafter be turned into an undead creature by an *Animate Dead* or other similar magic. They can still benefit from a *Raise Dead* spell. This spell has no effect on creatures who are already undead.

Speak with Spirit

Spell Level: Cleric 1

Range: Touch

Duration: 1 hour

This spell allows the Cleric or other other target to speak with incorporeal undead, such as ghosts, spectres and wraiths. They are not necessarily predisposed to like speaker, but might impart knowledge or insight to those who are willing to help set them to rest.

Magic-User Spells

First Level

Ghostly Servant
Last Words
Sense Undead
Summon Fog

Second Level

Defiling Touch
Hypnotize
Summon Vermin
Terrify

Third Level

False Death
Paralyze Undead
Spectral Presence
Unnatural Stillness

Fourth Level

Wall of Shadow
Empower Dread
Summon Lesser Undead

Fifth Level

Shadow Form
Summon Greater Undead

Sixth Level

Bind Beyond Death
Blight

Bind Beyond Death

Spell Level: Magic-User 6

Range: 30 feet

Duration: Permanent

When this spell is cast, all creatures within 30 of the caster must making a saving throw. Those who fail this saving throw will rise as undead creatures in the service of the caster when they die. Most will rise as skeletons, zombies, or in rare cases wights. The spell itself does no damage.

Blight

Spell Level: Magic-User 6

Range: 120 feet

Duration: Permanent

The caster curses the land around him with dark magic, permanently increasing the Dread rating by 1 point. This spell is extraordinarily taxing to cast, and may only be cast once per month.

Defiling Touch

Spell Level: Magic-User 2

Range: Touch

Duration: 1d6 rounds +1 round per caster level

The target of this spell must make a saving throw or have their Strength reduced by 1d6-1 for the duration of the spell.

Empower Dread

Spell Level: Magic-User 4

Range: 120 feet

Duration: 1 hour

This spell temporarily increases the Dread rating of an area by 1d6-3 (minimum 1) for its duration.

False Death

Spell Level: Magic-User 3

Range: Touch

Duration: 8 hours

This spell causes the caster or touched target to immediately fall into a torpor. The target will appear to all mundane and magical investigation to be dead. If the target suffers damage while in this state or when spell's duration expires, the target awakens. It cannot be used on unwilling targets.

Ghostly Servant

Spell Level: Magic-User 1

Range: 120 feet

Duration: 2 hours

A minor spirit is summoned to serve the the caster. It is incorporeal and has the following statistics: AC: 9, HD: 1-1, Atk: None, Sp: Incorporeal, Flight, Mv: 12 (flight), HDE/XP: 1/15.

The spirit is considered to have a Strength of 10 and can manipulate or carry objects, though it cannot attack in combat. It can be turned as a 1 HD undead creature.

Hypnotize

Spell Level: Magic-User 2

Range: 30 feet

Duration: See Description

A single target within thirty feet of the caster must make a saving throw or be held in a half-aware stupor for as long as the cast speaks in a low, soothing tone. The caster can attempt to implant a simple suggestion in the target's mind with a 1-2 in 1d6 chance of success. This suggestion cannot directly endanger the target. Because this spell requires quiet and concentration, it cannot be cast in combat.

Last Words

Spell Level: Magic-User 1

Range: Touch

Duration: 1 minute

The caster touches a corpse and immediately hears the corpse's voice in his mind. The caster hears the last words or thoughts of the target in his mind, just before the target died.

Paralyze Undead

Spell Level: Magic-User 3

Range: 60 feet

Duration: 10 minutes

The target of this spell must make a saving throw or be paralyzed for ten minutes. It can only be used on undead creatures.

Sense Undead

Spell Level: Magic-User

Range: 60 feet

Duration: 20 minutes

The caster can sense the presence of undead creatures within 60 feet, though they cannot sense their exact location, nature or level of power.

Shadow Form

Spell Level: Magic-User 5

Range: Self

Duration: 1 round per caster level

The caster is able to briefly take the form of a shadow. They gain many traits of the undead creature of the same name. The caster is immune to *Charm Person*, *Sleep* and mind-affecting spells. They are also immune to damage from non-magical attacks and weapons. Though they cannot be destroyed by Cleric attempting to Turn Undead, they can still be turned or forced away while in this form.

Spectral Presence

Spell Level: Magic-User 3

Range: Touch

Duration: 1 hour

This spell allows a character under its effects to see, hear, and interact with ghostly and incorporeal creatures as if they were solid. Their mundane weapons are able to damage creatures of this nature who would otherwise be immune to non-magical attacks.

Summon Fog

Spell Level: Magic-User 1

Range: 60 feet

Duration: See Description

The caster summons up a thick fog that fills thirty cubic feet. It makes concealment and ambush easier, reduces vision by half and all ranged attacks made while in the fog suffer a -2 penalty to their "to-hit" rolls.

Summon Greater Undead

Spell Level: Magic-User 5

Range: 60 feet

Duration: 2 hours

This spell summons 2d6 Wights or 1d6 Wraiths (mounted or unmounted, caster's choice). The monsters serve the caster loyally until destroyed or until the spell's duration ends.

Summon Lesser Undead

Spell Level: Magic-User 4

Range: 60 feet

Duration: 2 hours

The caster summons forth 4d6 skeletons or 3d6 zombies when this spell is cast. The monsters serve the caster loyally until destroyed or until the spell's duration ends.

Summon Vermin

Spell Level: Magic-User 2

Range: 120 feet

Duration: Permanent

The caster summons and binds to his service either a rat, a bat, or carrion bird. The creature serves its master loyally until it is slain. As long as the caster and the creature are within 120 feet of one another the caster can see, hear and smell through the senses of the creature and can sense its general mood and health at any range.

A character can only have one such creature bound to its service at any time.

Terrify

Spell Level: Magic-User 2

Range: 60 feet

Duration: 1 round per caster level

All creatures who draw within 60 feet of the caster must make a saving throw. Those who fail become terrified of the caster. They find their strength drained if they attempt to attack the caster and suffer a -2 penalty to all damage rolls when making melee or ranged attacks within 60 feet.

Unnatural Stillness

Spell Level: Magic-User 3

Range: 120 feet

Duration: 10 minutes

When this spell is cast shadows lengthen and silence hangs heavily in the air. The caster and all within 120 feet of them move in perfect silence as long as they travel at half their normal speed. In addition, if there are shadows large enough to conceal a character within 120 feet they become automatically hidden when attempting to conceal themselves within such a darkness.

Wall of Shadow

Spell Level: Magic-User 4

Range: 60 feet

Duration: Concentration

When this spell is cast the Magic-User chooses to either conjure a wall that is 60 feet long and 20 feet high or a circular wall with a 15 foot radius that is also 20 feet high.

The wall radiates an aura of unnatural fear. It is built of pure darkness and those who attempt to look through it see only an infinite blackness. Any creatures of 3 or fewer hit dice who touch the wall immediately flee in fear. Additionally they lose a single point of Strength permanently as well as taking 2d6 points of damage as their life force is sucked from them.

Characters and creatures of more than 3 hit dice may attempt a saving throw to diminish these effects. Those who succeed in their saving throw suffer only 1d6 points of damage and are able to pass through the wall.

New Magic Items

Several new magic items are available for use by player characters and referees. They are described below.

Bag of Bones

This small cloth sack is 3d6 tiny bone fragments. When a bone fragment is tossed on the ground it immediately transforms into a Skeleton under the control of the character holding the bag. The skeleton remains until destroyed. Usable by: All Classes.

Bat's Cloak

This cloak allows the wearer to transform into a bat for up to one hour per day. Usable by: All Classes.

Blessed Holy Symbol

This silver holy symbol has a powerful blessing upon it. It can be used once per day to Turn Undead, even if the character is not a Cleric. Characters who cannot normally Turn Undead do so with the effectiveness of a first-level Cleric. Clerics using the Blessed Holy Symbol are considered to be one level higher when turning undead with a Blessed Holy Symbol. Usable by: All Classes.

Book of Damnation

This vile book is bound in blackened flesh and its pages are written in blood. A character whose blood touches the pages of the Book of Damnation sees the blood spread across a blank page of the book until it lists the character's worst sins. The writing remains for all time or until the book is destroyed. Pages cannot be torn out or removed and if the book's pages become full a new one magically appears in the back of it. Usable by: All Classes.

Bottled Courage

Supposedly this "potion" was crafted by dwarven brewers ages ago. It is a favorite in rough and tumble taverns. It tastes like the strongest bitters ever brewed. It grants those who drink it immunity to all fear-based effects, but they suffer a -2 penalty to all "to-hit" rolls and their speech becomes slurred, which causes spell casting to fail on a 1-2 on 1d6. Usable by: All Classes.

Candle of Darklight

This appears to be a large candle crafted from black wax. When lit it produces a black flame that actually radiates no visible light. Those who are within 60 feet of a lit Candle of Darklight are able to see perfectly in natural or magical darkness. A Candle of Darklight can burn for up to six hours before being expended. Usable by: All Classes.

Cursing Dagger

This weapon functions as a Dagger+1 in most cases. However, if the wielder attempts to curse another individual they receive a +2 bonus to their cursing saving throw. Usable by: All Classes, Except Clerics.

Embalming Potion

This potion protects the drinker from being turned into an undead creature by magical means once they have died. Its effects are permanent. Usable by: All Classes, except Dhampir and Reanimated.

High Spring Wolfsbane

Plucked under a full moon and enchanted with secret magic, High Spring Wolfsbane is empowered to repel lycanthropes. When presented strongly before a were-creature, the target must make a saving throw or flee. Usable by: All Classes.

Holy Wafer

These small wafers are blessed and typically consumed in religious ritual. They are an anathema to undead and especially effective against vampires and Dhampirs. A holy wafer does 1d6 points of damage when touched by an undead creature, or 2d6 when touched by a vampire or Dhampir. This destroys the wafer. Usable by: All Classes, except Dhampir.

Hypnotic Medallion

This medallion can be used to cast *Hypnotize* once per day. Usable by: All Classes.

Idol of the Nameless God

This small idol is crafted from an unknown gray-green stone and depicts a vaguely anthropoid figure with an octopus-like head and the wings of a bat. After a few days of ownership, the statue begins to create bizarre dreams in the mind of its owner. In the event that the owner should ever pray to the idol for guidance or aid, they will be granted the ability to cast one Cleric spell between first and third level of their choice once per day.

However, each day of exposure to the statue causes the owner to gain one point of Corruption per level of the spell chosen. Usable by: All Classes.

Leather of Stitched Flesh

This appears to be a gruesome set of leather armor stitched out of human flesh. In addition to functioning as Leather Armor+1, the wearer also grants the wearer the ability to regenerate damage. As long as the armor is washed in one galleon of the blood of a sentient being, the wearer regenerates one point of damage every ten rounds. Usable by: All Classes, except Magic-Users, Metaphysicians, and Reanimated,

Orator's Journal

This blank journal automatically inscribes whatever words are spoken within 60 feet of it, except for the incantations necessary to cast magic spells. The text remains for a century before fading away. Usable by: All Classes.

Mask of the Dead

This white mask is crafted from a human skull. When it is worn mindless undead such as skeletons and zombies mistake the wearer as one of their own and do not attack unless attacked first. The wearer also receives a +2 bonus to all saving throws made to resist spells and other effects used against them by undead creatures. Usable by: All Classes.

Mummified Hand

This severed hand is withered and wrapped in bandages with an aged cord wound around the wrist just below where it is severed. The hand has the ability to store up to 5 first-level Magic-User or Cleric spells in it. The spells simply have to be cast with the Mummified Hand as the target, though not necessary by the wearer. When a spell is stored one of the Hand's fingers curls inward. The spell can later be released by any character wearing the hand with a simple command word. Usable by: All Classes.

Sling of the Silver Stone

This rugged sling is marked with a single mercurial rune. Any stone or bullet shot from it is considered to be silver for purposes of damaging lycanthropic creatures. Usable by: All Classes proficient in the sling.

Soul-Drinking Sword

This serrated two-handed sword+3 is covered in wicked runes and a hilt of curved bone horns. Whenever the wielder rolls an unmodified twenty on their “to-hit” roll while wielding the Soul-Drinking Sword the target immediately and permanently loses one level of experience or hit die. Usable by: Fighters, Dhampir, and Monster Hunters.

Staking Arrow

This unassuming wooden arrow+1 automatically stakes a vampire through the heart if a successful ranged attack is made. Usable by: All Classes proficient in long bow or short bow.

Symbol of Piety

This simple unassuming holy symbol grants a wearer who is morally upright and pious (as determined by the referee) the benefit of a *Bless* spell as long as it is worn. Usable by: All Classes.

Tome of Reanimation

This large tome contains the necessary formulae to construct a modern Prometheus. The reader must study the book for one year and spend 20,000 gold pieces to purchase the necessary components – but the time and resources have been invested he is able to construct a 1st level Reanimated is created. Usable by: Magic-Users and Metaphysicians only.

Turning Mirror

This small silver-framed pocket mirror can be used to Turn Undead, as if it were a holy symbol. Usable by: Clerics, Metaphysicians and Spiritualists.

Vial of Vampire's Blood

This potion is quite literally a dram of preserved vampire's blood. It grants the drinker a +2 bonus to all melee damage, immunity to non-magical attacks, and the ability to cast *Charm Person* once for the duration of its effects. However, the character can be turned or destroyed by a character attempting to Banish or Turn Undead and they instantly turn to dust if exposed to sunlight. This potion has a duration of one hour. Usable by: All Classes.

Wanderer's Staff

To most characters this is a simple *Staff*+1, but in the hands of a Wanderer it increases the character's Movement to 15 instead of the normal rate of 12. Usable by: All Classes.

Widow's Veil

This thin black veil of lace protects a female wearer (and only a female wearer) from the mind-affecting powers of any undead creature while worn. Usable by: All Classes.

House Rule: Magic and Corruption

Some magic spells and items are inherently and irredeemably evil. They were crafted from vile incantations and corrupt all who dare use them. At the referee's discretion, casting certain spells or using certain magic items forces the character to make a saving throw or gain a point of Corruption. This saving throw is easier or more difficult, depending on how inherently evil the items and spells are, as noted by the modifier below.

Magic items which potentially cause Corruption require saving throws in specific instances of their use as noted under the "Frequency" column.

Spell Corruption Modifier

Spell	Modifier
Animate Dead	+0
Bind Beyond Death	-2
Blight	-2
Cure Light Wounds (reversed only)	+2
Death Spell	-1
Defiling Touch	-1
Dispel Law	+0
Mask of Death	-1
Remove Curse (reversed only)	-1
Remove Fear (reversed only)	+0
Shadow Form	-2
Summon Greater Undead	+0
Summon Lesser Undead	-1
Terrify	+0
Wall of Shadow	-1

Magic Item Corruption Modifier

Magic Item	Modifier	Frequency
Potion of Undead Control	-2	When Consumed
Bag of Bones	+0	Each Time Used
Cursed Weapon or Armor (-1)	-1	On natural "to-hit" roll of 20
Cursed Weapon or Armor (-2)	-2	On natural "to-hit" roll of 20
Cursed Weapon or Armor (-3)	-3	On natural "to-hit" roll of 20
Cursing Dagger	-2	On natural "to-hit" roll of 20
Demonic Armor	-2	Per Day Worn
Idol of the Nameless God	See Listing	See Listing
Leather of Stitched Flesh	-2	Per Day Worn
Mummified Hand	-1	Per Spell Cast From Item
Soul-Drinking Sword	-3	On natural "to-hit" roll of 20
Staff of Withering	-1	Per Successful Attack
Tome of Reanimation	-5	Per Reanimated Created
Vial of Vampire's Blood	-2	When Consumed
Wand of Fear	+0	Per Use

Chapter Four

Children of the Night



New Monsters

Several new monsters are detailed below which can be used by the referee to help reinforce the thematic elements of a gothic-style campaign.

Blood Raven

Armor Class: 8 [11]

Hit Dice: 1

Attacks: Peck (1d6-3)

Special: Devour the Eye

Move: 6 (15 when flying)

HDE/XP: 2/30

These large, red-eyed birds have feathers as black as midnight. It is not known whether they are truly ravens or not – but they are most commonly found on ancient battlefields, barrow mounds and in graveyards. They crave human flesh and take particular delight in devouring the eyes of living victims when freshly dead carrion is not available. Whenever a Blood Raven rolls an unmodified 19 or 20 on its “to-hit” roll, the target of the attack must make a saving throw or find their eye plucked from its socket and devoured. This blindness can only be cured by powerful magic, though once a blood raven has devoured the eye of its victim its lust for blood is slaked and it flies contentedly away. They are known to travel in groups of 3 – 18 (3d6). These groups are known, aptly, as a “murder” of blood ravens.

Breath Stealer

Armor Class: 7 [12]

Hit Dice: 1-1

Attacks: Claw (1d6-4)

Special: Steal Soul

Move: 12

HDE/XP: 1/30

Appearing as a common black house cat, the Breath Stealer lives by feeding on the souls of the magically gifted, such as Magic-Users. Once it has selected a victim, it approaches in a friendly manner and attempts to befriend its target. After one day of remaining in close proximity to its chosen Magic-User, the two form an Arcane Bond which grants the would-be victim the ability to memorize one additional 1st level spell each day.

Within a 1d6 days of the Arcane Bond being established, the Breath Stealer will begin to sleep atop the chest of its “master” or at the very least in a manner that allows the two to remain in physical contact. The next day, the Magic-User will find his spells weakened. Any who are a target of the Magic-User's spells receive a +1 bonus to saving throws made to resist the effects. Each evening that the Breath Stealer and the Magic-User sleep while

touching, this bonus increases by +1. When the total bonus has become equal to the Magic-User's level, the Breath Stealer will attempt to devour the Magic-User's soul by climbing on his chest while he sleeps that night and drawing the breath from his body. The Magic-User must make a saving throw at a penalty equal to the number of days he has been Bonded with the Breath Stealer or die.

Breath Stealers are naturally fearful of elves, hissing at them and avoiding their presence.

Confessor

Armor Class: -2 [21]

Hit Dice: 10

Attacks: Sword (2d6)

Special: Searing Judgment

Move: 12

HDE/XP: 11/1,400

These terrible beings appear as a billowing collection of black robes and tattered rags, clutching a sword in a skeletal hand. They have no other physical presence. The Confessor is a spirit of judgment which seeks retribution for sins. It does not speak, save to whisper the name of its victim over and over again. When it comes within 120 feet of its victim it immediately knows the greatest sin committed by the individual and calls out their name. If the named individual does not immediately confess their greatest sin, it begins to attack them with its terrible sword until they are slain. Those struck must make a saving throw or be paralyzed as they scream in agony from the pain of their sins for 1d6 rounds.

Confessors fight until slain and then fade to nothing. Their magical blades crumble to dust upon defeat. They can be the target of the Banish Undead ability, turned as if they were Vampires.

Clerical Liche

Armor Class: 1 [18]

Hit Dice: 12 - 18

Attacks: By weapon (1d6)

Special: See Below

Move: 12

HDE/XP: 15/2,900, 16/3,200, 17/3,500, 18/3,800, 19/4,100, 20/4,400, 21/4,700

While the vast majority of lichs have mastered the arcane arts of the Magic-User in rare cases, some of them devote themselves to the service of a malign god or goddess with such zeal that they rises as powerful and terrible

masters of corrupted divine magic. These are known as Clerical Liches. They are able to cast spells as a 10th level Cleric. In addition, they have also mastered the spells of a Magic-User, though to a lesser degree than traditional liches. A clerical liche can memorize and cast spells as a Magic-User with a level equal to half their normal hit dice, rounded down. This means that a liche with 14 or 15 hit dice would memorize and cast spells as a 7th level Magic-User and as a 10th level Cleric. Clerical liches cannot paralyze with either their touch or aura, but can Turn Undead as a Chaotic Cleric of 9th level, as described in *Swords & Wizardry: WhiteBox*.

Cultist

Armor Class: 7 [12]

Hit Dice: 1

Attacks: By weapon (1d6)

Special: See Below

Move: 12

HDE/XP: 1/15

Cultists are those devoted to the worship of the dark forces of the world, whether they be demons, devils, or unnamed gods. In most respects they are identical to normal humans, but their absolute devotion to their vile masters has rendered them immune to fear-based effects, Charm Person spells and other mind-affecting magic. In large groups of cultists there is sometimes found a Cult Leader who can cast spells as a 4th level Magic-User or Cleric. In some cases, this Cult Leader may even engage in a bloody ritual of sacrifice to summon forth some evil spirit or elder demon.

Lycanthrope, Werebat

Armor Class: 6 [13]

Hit Dice: 3

Attacks: Weapon (1d6) or Bite (1d6-1)

Special: Climbing, control bats, flight, lycanthropy,

Move: 12 (15 when flying)

HDE/XP: 4/120

These lycanthropes are capable of taking the form of either a normal human, a common bat, or a hybrid man-bat creature that stands nearly seven feet tall with unnaturally long fingers bound by fleshy membranes that permit flight. They are only harmed by silver or magical weapons.

Once per evening a werebat can summon up to 2d6 blood-sucking bats, which will defend it until sunrise. These bats function exactly like stirges.

Lycanthrope, Wereraven

Armor Class: 7 [12]

Hit Dice: 2

Attacks: Weapon (1d6) or Bite (1d6-2)

Special: Flight, linguistics, lycanthropy,

Move: 12 (15 when flying)

HDE/XP: 3/60

Unlike most other lycanthropes, wereravens are not inherently evil – though nor are they good. They are curious and mischievous, often stealing shiny or interesting objects and playing jokes or engaging in riddles with those they encounter. A wereraven in human form has a 1-4 in 1d6 chance of successfully picking a target's pocket. They can change shape between human or raven, but have no hybrid form.

Wereravens can communicate with many spoken languages and even speak to other birds. In addition, wereravens can only be damaged by weapons made of gold (not silver) or magical weapons.

Plaything

Armor Class: 6 [13]

Hit Dice: 1+1

Attacks: Bite (1d6-1) or by weapon

Special: Charm Person, immune to non-magical weapons

Move: 9/

HDE/XP: 1/30

Playthings are terrible corruptions of the innocent – dolls and toys of children that have been possessed by evil spirits and now seek only to do harm to the loving families they have infiltrated. They often dwell in homes for days or even months before secretly going about their dark business while the rest of the family slumbers. While not a great physical threat themselves, Playthings will often seek to befriend their child “owners” and convince them to do horrible acts of violence. They can cast Charm Person once per day – but only on children. They are immune to damage from non-magical weapons, but suffer double damage from fire-based attacks.

Reaper

Armor Class: -4 [23]

Hit Dice: 12

Attacks: Scythe (1d6+2)

Special: See Below

Move: 18 (flying)

HDE/XP: 14/2,600

It is said that Death comes for everyone, but some are late for their appointment. When someone has cheated death, often a Reaper will begin hunting them. Tirelessly, sleeplessly, endlessly it hunts them. Once their target is slain, the Reaper returns to the realm of the dead. Reapers appear as skeletons wearing black robes and carrying a great scythe. Any creature struck with this scythe must make a saving throw or be immediately slain. In addition, Reapers radiate an aura of fear which surrounds them to a radius of 60 feet. Any caught in this aura must make a saving throw or flee in terror for 1d6+4 rounds. Reapers are immune to damage from non-magical weapons and cannot be turned or banished.

Shadow Demon

Armor Class: 1 [18]

Hit Dice: 8

Attacks: Chilling Touch (See Below)

Special: Summon Shadow

Move: 15 (flying)

HDE/XP: 10/1,400

Not true Shadows, Shadow Demons are beings of darkness from the dark places of the infernal planes of existence brought to the material plane by evil magic. Terribly powerful, their chilling touch drains two levels from their victim with successful attack. Anyone reduced to 0th level by these attacks immediately rises as a Shadow under the Shadow Demon's control. Shadow Demons can also summon 2d6 Shadows once per night.

If exposed to daylight, Shadow Demons suffer a -2 penalty to all "to-hit" rolls, saving throws, and their chilling touch attack only drains a single level if it is successful. They can be banished as demons.

Skinwalker

Armor Class: 7 [12]

Hit Dice: 2+2

Attacks: Claw (1d6)

Special: Regeneration

Move: 12

HDE/XP: 2/60

These terrible creatures appear as a hideous black husk of a humanoid in their natural form. They are intelligent and seek to slay a human victim, drain out their innards and wear their skin. Once this skin is worn, they go about their business of reaping sorrow and chaos. They naturally regenerate 3 hit points per round, even after being reduced to zero hit points. The only way to permanently destroy them is to cast Bless on a

Skinwalker that has been reduced to zero hit points. They attack with wicked claw-like fingers that extend when threatened.

Weeping Tombstone

Armor Class: 3 [17]

Hit Dice: 4

Attacks: Slam (1d6)

Special: Surprise, Weeping

Move: 12

HDE/XP: 5/240

Many who die are buried in mausoleums or gravestones which feature statues decorating their graves. Sometimes the very sorrow of those present takes hold of these statues, animating them to dark purpose and these decorations become Weeping Tombstones.

A Weeping Tombstone seeks to add more dead to the graveyard, enticing targets by weeping in the small hours of the night. This enchanted sorrow draws all living beings within 120 feet to come closer unless a saving throw is successfully made. Once a target is close enough to be struck, the Weeping Statue surprises it on a 1-5 on 1d6 and begins to attack, beating their foe to death. The victim is then placed in a nearby empty grave or mausoleum and the Weeping Statue returns to eternal stillness until a new victim draws near.

Vampire, Bride

Armor Class: 4 [15]

Hit Dice: 5

Attacks: Bite (1d6)

Special: See below

Move: 12

HDE/XP: 5/600

Vampire Brides are created when a Vampire Lord demands tribute from a local populous in the form of a beautiful young maiden. This poor woman is then taken into the Vampire Lord's service and turned into an undead thrall, forever bound to their new master. They possess many traits common to other vampires, but to a lesser extent.

Vampire Brides regenerate 2 hit points per round, but cannot change shape or assume gaseous form. They can only be harmed by magical weapons and if reduced to zero hit points their corpse must be decapitated and then a Bless spell must be cast over the body or they will reform and rise again the next evening. Like other vampires, the Vampire Bride attacks

with a bite attack. This attack inflicts 1d6 points of damage and drains a single level from the victim unless they make a successful saving throw.

The most dangerous ability possessed by a Vampire Bride is their ability to sing an song which enthralls all victims who would be sexually attracted to them, similar to a Charm Person spell. This ability can be used up to three times per day and has a range of 60 feet. Vampire Brides may also sing together to empower this ability. For each Vampire Bride singing beyond the first all victims within range suffer a -1 penalty to their saving throw, up to a maximum penalty of -4 for five Vampire Brides singing at the same time.

Vampire Brides may be turned or banished as Vampires and may have other weaknesses common to vampires at the referee's discretion.

Vampire, Lord

Armor Class: -2 [21]

Hit Dice: 12 - 15

Attacks: Bite or by weapon (see below)

Special: See below

Move: 15 (24 when flying)

HDE/XP: 15/2,900, 16/3,200, 17/3,500, 18/3,800

Vampire Lords are truly powerful and ancient princes of darkness. They have been alive for centuries and honed their abilities to terrifying perfect in addition to learning new and horrific powers. They are reclusive and rare, often with an army of servants at their beck and call. The living, the dead and even the very animals who prowl the wilds call the Vampire Lord their master.

Vampire Lords regenerate 5 hit points per round. They are masters of transformation, able to turn into a giant bat, a horde of 1d4 x 10 rats, or a worg at will. They can summon a horde of bats, 5d6+5 wolves, or 2d6 x 10 rats once per night. The Vampire Lord also radiates an aura of fear and those with fewer than 6 HD must make a saving throw or suffer an effect equivalent to the Terrify spell while they can see him. Instead of being fearsome, the Vampire Lord can choose to radiate an aura of beguiling. Any being of 4 or fewer HD who comes within 30' of the Vampire Lord must make a saving throw or immediately become either charmed (as the Charm Person spell). They cannot be both fearsome and beguiling at the same time.

The Vampire Lord's bite drains three levels from the victim and inflicts 2d6 points of damage. Targets can make a saving throw at a -2 penalty to avoid the losing an experience level, but still suffer damage. Some Vampire Lords fight in melee combat using weapons and receive +2 to melee damage due to their unnatural strength.

Because of their years of infernal research, Vampire Lords can memorize and cast spells as a 6th level Magic-User. Vampire Lords also have the amazing ability to walk beneath the light of the sun in most instances, though with only limited use of their abilities. They cannot use their bite attack during the day and may not radiate their fearful aura that mimics Terrify spell. They are also prohibited from changing form or flying during the day. Finally, they are only able to regenerate a single hit point each round when walking about under the sun.

Vampire Lords suffer many of the same weaknesses as their lesser counterparts – though not as deeply. Vampire Lords are not repulsed by garlic, though they are irritated and suffer a -1 to all “to-hit” rolls when within 60' of it. They do not flee when forced to gaze upon a mirror, though they cast no reflection. They are also resistant to attempts to Banish Undead, and are turned as if they were Demons.

It is notoriously difficult to permanently slay a Vampire Lord. If reduced to zero hit points or less the Vampire Lord immediately turns to mist and that mist flies back to the its coffin. This coffin is filled with soil from their homeland and there they regenerate at the rate of 5 hit points per round. Once they have returned to their full hit point total, they are able to again take physical form. If a coffin with the earth of their homeland cannot be reached before sunrise, the Vampire Lord is permanently destroyed.

Driving a stake through the heart of a Vampire Lord is not enough to destroy them, though it does impose extraordinary penalties on them. A Vampire Lord who has been staked must remain in humanoid form (even when reduced to zero hit points), suffers a -4 penalty to all “to-hit” rolls, is unable to radiate their terrifying or beguiling aura. They are also prohibited from casting spells in this state and unable to regenerate damage. Once a Vampire Lord has been staked, they must be decapitated, their mouth must be stuffed with garlic, and both the head and body must have a Bless spell cast upon them. Doing all these things will permanently destroy the Vampire Lord, turning them to dust.

Zombie, Reflex

Armor Class: 5 [14]

Hit Dice: 1

Attacks: Strike or weapon

Special: Burst of speed

Move: 6

HDE/XP: 3/60

Reflex zombies have all the traits of standard zombies except they are capable of moving at remarkable speeds. Three times per day a Reflex Zombie can act as if under the effects of an Alter Time (Haste) spell.

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