

ORIGINAL FANTASY RPG

Avremier Hallowday Supplement I

DEATHLY ILLS

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

For those who like a little spooky with their heroic fantasy adventure.

BASED ON

The original publication of the *World's Most Popular Fantasy Role-Playing Game*.

ILLUSTRATIONS BY DAVID A. HILL

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DIGITAL EDITION

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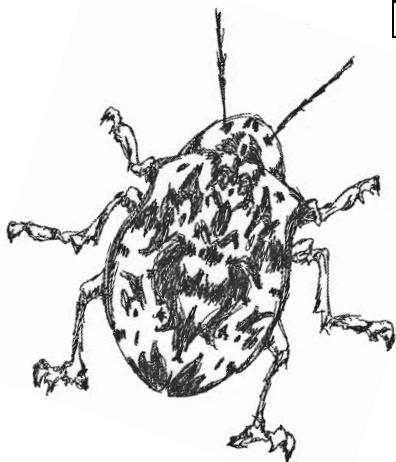
Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Barrow Hunt	3-12	3	9/15/36	9+2	45%	B, I
<i># of Att.</i>				<i>Damage/Att.</i>		
1 weapon, 2 hooves				By weapon, 2-12/hoof		

BARROW HUNT: A group of faerie lordling wights on shadowy nightmares, with dark hounds running ahead. The barrow hunt is a collective group that makes no sound except for the howling hounds and the resounding horn of the Hunt Lord. The hunt always consists of the Hunt Lord mounted upon a black steed, leading a pack of dark hounds. All other riders are treated as ordinary wights (AC 5 and HD 3) that cannot be turned unless the Hunt Lord is also turned (as a 10 HD undead). If the Hunt Lord is turned, and the lesser wights as well, their nightmare steeds and hellhounds will attack for one more round before fleeing as a whole. The wights of the Hunt carry +1 lances and +1 swords or axes. The Lord of the Hunt wields a +2 lance and +2 sword. The wights are unaffected by nonmagical weapons, except for those of silver. The Lord is unaffected by any weapon of less than +2 enchantment. The Lord's horn acts as Drums of Panic when sounded, and can be used 3x/day. The wights and Lord of the Hunt prefer to attack with weapons, so will not usually drain energy levels, but the Lord will drain 2 energy levels if he chooses touch over sword. The shadowy steeds are AC -2, MV 15"/36", HD 6 and attack with hooves that also inflict 1 point of strength drain for 6 turns. The steeds can also breathe out clouds of *Darkness 5' Radius* each round. While mounted upon these shadow steeds, the wights fight as one with their mounts and cannot be unhorsed. For every wight-and-steed of the Hunt, there will be two hounds that obey their every command. Each hound is AC 4, MV 15, HD 5, and attack with a bite for 1-6 + 1 point of strength drain for 4 turns. A hound can turn invisible at will, only to appear during its lunging attack. Folklore tells that calling out the name of the Hunt Lord can give the caller control over the Hunt for the space of a single night. Folklore fails to give the Lord's name.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Bat, Barrow	10-40	6	18	1+1	65%	D
				# of Att.	Damage/Att.	
				1 bite	1-3/bite	

BAT, BARROW: Large, sickly-pale, green-eyed bats, these undead creatures drain one point of constitution per hit in melee. A creature reduced to zero constitution dies. Affected by silver and magical weapons, taking half damage from normal weapons. May be turned by a cleric as a ghoul. Often found in proximity to wights and their burial chambers.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Beetle, Deathmask	1-20	7	6/12	1	80%	Nil
				# of Att.	Damage/Att.	
				1 bite	2-7/bite	



BEETLE, DEATHMASK: About 1' in length, with symmetrical patchy markings on its dull carapace (think Rorschach blots), this creature can imitate the facial features of a person by illusion on its surface — like a living mask. Folklore insists the creature is drawn to the dead and dying, able to absorb the most recent thoughts of a person (including a corpse's last impressions) by attaching itself to their face. Scholars

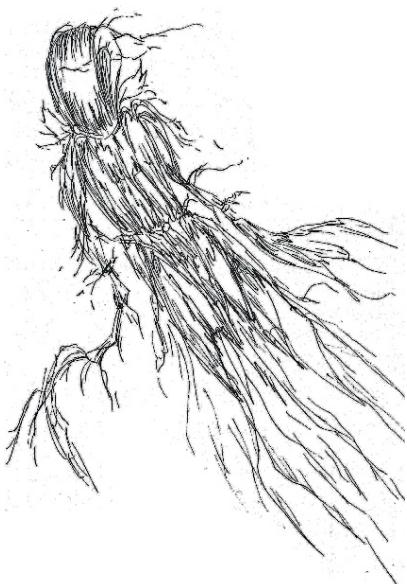
cannot explain how or why the beetle does this, but claims that these thoughts can be passed on to another living being have led to a bizarre subculture of those who seek the beetle, hoping to discover crucial information or details from the departed. Often found lying on the face of a corpse, attacking with surprise any who disturb it. The effect can be very unnerving to onlookers, causing them to save vs. wand or be affected by *Fear*. The deathmask beetle is not very aggressive and attacks only when startled or threatened.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Cat, Fateful	1	1	12	5	20%	Nil
				# of Att.	<i>Damage/Att.</i>	
				1 claw or 1 bite	1-2/claw or 1-4/bite	



CAT, FATEFUL: Sometimes misnamed the Faithful Cat, this terrible creature is a feline-shaped monster from a far plane that feeds on sensory pleasure. If not properly stroked, fed, made comfortable, or appeased, it will kill its "master" and seek out another. Since the cat also enjoys the pain of others in lieu of personal gratification, the demise of its victims tends to be slow and agonizing. With a purr, the cat affects every creature within 30' as a *Slow* spell. With a hiss, the cat affects a single creature up to 60' with *Hold Person* (or *Hold Monster*) as a 5th level caster. Within 10' the cat can spit into the face of one creature to cause blindness (save vs. poison) until cured. With a meow, the cat can affect up to 5 HD of creatures within 90' as a *Charm Person* spell that causes victims to want nothing more than to pamper and protect the cat for the duration equal to that of *Charm Person*, but measured in turns instead of days. The victim's intelligence score determines the duration, and the effect wears off at the end of that time. With a growl, the cat can create a *Silence 15'* effect centered upon itself, or a creature it touches. With a flick of its tail, the cat can create a *Dimension Door* large enough for itself to traverse. Through prolonged physical contact (at least one full turn), the cat can drain one point of constitution from a victim per day. Any creature reduced to 0 constitution by the cat has its life force drawn into the monster, where it cannot be restored as long as the cat lives. Each life force can be expended by the cat if it reaches 0 hit points to keep it alive. The creature may contain from 1-8 of these stolen lives at any time. The creature seems to have few ambitions beyond enjoying a comfortable and pampered existence. Some stories claim that these creatures are fallen rakshasas, cursed to live among those they so despise.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Cornsilk Ghost	1-10	3	15	3+2	40%	Nil
				# of Att.	Damage/Att.	
				1	Special	



CORNSILK GHOST: An indistinct figure that drifts through the air, resembling some sort of ghostly cornsilk doll but is actually a type of fungus composed of fine filaments and strands. The ghost is surrounded by a haze of spores that affect those within 20' as *Confusion*, after a fashion. Saving throws are vs. paralyzation. Confused creatures will (2d6) see all non-ghosts around them as evil sprits and attack (dice score 2-5), see the ghost as a departed friend or loved one, refusing to attack (6-8), or believe they themselves have died and must pass to the afterlife – wandering off in a random

direction (9-12). Roll each turn. If a living creature is touched by the ghost's filaments, it must save vs. petrification or by rendered gaseous (as Potion of Gaseous Form), but with no control over cohesion or motion – drifting aimlessly and randomly. Non-magical attacks against the ghost are at -3 to hit. Blunt weapons inflict half damage and pointed or edged weapons do no damage. Magical weapons affect the creature normally, except pointed or edged weapons do half damage. The ghost is a fungus creature, and is affected much as a plant, with a +3 bonus to all saves vs. plant-affecting magic.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Dirge	1	4	9	9	30%	A
				# of Att.	Damage/Att.	
				1	1-8	

DIRGE: A minstrel or poet wasting away from a lack of nourishment, or an excess of substance abuse. Pale, waxy skin stretched across prominent bones. Eyes so sunken and dark, they appear as empty sockets. A listless demeanor and pronounced lassitude. Here is someone that has suffered deeply for their art.

How such a creature came to be is anyone's guess, but the dirge is a rare undead monster of terrible power. An oppressive air of melancholy permeates the area within 20' of the dirge. Those who fail to save vs. paralyzation are overwhelmed with despair and gloom, unable to take action against the dirge, or do more than defend themselves if attacked. If subjected to the effect for three consecutive rounds, the character does nothing but sit or lie on the spot and weep openly. The effect lasts for one full round after the character leaves the area of melancholy. The touch of the dirge renders victims mute for a full day, unless a save vs. paralyzation is made. A mute character cannot speak, sing, or (usually) cast spells. The dirge is known for its bewitching voice and powerful songs. Anyone hearing the song must save vs. spells or succumb to its effect. Examples of possible songs are listed below.



Song	Effect
Death	As <i>Power Word – Kill</i> . Those over 50 HP as <i>Power Word – Stun</i> .
Epic	Inspire an immediate adventure, as the <i>Quest</i> spell.
Longing	Instill a powerful desire for a person or thing, as <i>Suggestion</i> spell.
Slumber	As the <i>Symbol of Sleep</i> spell.

The dirge is turned (not destroyed) as an undead monster of 9 HD. Each dirge can only be truly destroyed in a specific manner, often discovered in song or divinatory magic such as *Legend Lore*. The dirge, in turn, can employ its own *Legend Lore* ability to determine strategic advantages over a player character merely by a round or two of observation. The chance of learning an exploitable weakness or crucial trait is equal to 55% +/- the PC's Renown score. The result of such advantage is determined by the Referee. Examples include bonuses to hit and/or damage, bonuses to saving throws, ability to sneak attack as thief of equal level, or penalties to the PC's saving throws.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Doppelghest	1	5	12	3+3	15%	E
<i># of Att.</i>				<i>Damage/Att.</i>		
2 claws				1-4/claw		

DOPPELGHEST: An undead creature that patiently stalks prey in secret, choosing the precise moment to strike. The doppelghest prefers to take a victim at night that has just left a companion or loved one for a brief time: to take their watch of the campsite, to investigate a strange noise, to make sure a lamp was extinguished before bed, etc. Upon taking the victim, the doppelghest assumes their form and returns to the sleeping companion or loved one. By close proximity (up to 30') or even physical contact through the rest of the night, the monster absorbs details and memories of the living victim to better enable the masquerade. So – your spouse gets up in the middle of the night to check on the baby...and is slain by a lurking doppelghest on the way...the doppelghest (in their form) returns to bed to snuggle with you for the rest of the night...becoming more and more like your dead spouse during the period of close contact...and you awaken in the morning, none the wiser. Thought to be a form of ghoul, the doppelghest can paralyze the living by touch and is prone to feeding upon them. Can be turned as a 4 hit dice undead (wraith) in borrowed form, or as a 3 hit dice undead (wight) in its own ghoulish shape.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Elemental, Blood Drinker	1-2	3	6/18	8	Nil	Nil
<i># of Att.</i>				<i>Damage/Att.</i>		
1				2-12*		

*Any attack inflicting 6 or more points of damage also drains 1 point of constitution.

ELEMENTAL, BLOOD DRINKER: Water elementals are known for their ability to absorb and manipulate fluids, some even using the ability as a weapon against living foes. This creature has somehow absorbed vampiric blood, and now craves blood, draining it from living victims. Resembling a blood-red liquid form of roughly human size and shape, the elemental attacks by grappling a creature and draining fluids through the skin. Armor does little but slow this attack by one round. The elemental is not undead, but is tainted by vampiric blood. Direct sunlight will not destroy the creature, but does force it into gaseous form until cover can be found, and half-strength for at least a full turn after. None of the other traditional vampire weaknesses apply to the elemental.

The elemental regenerates as a vampire, and has the ability to assume gaseous form at will. Holy water has no effect on the creature. A blood drinker does not drain energy levels and cannot summon any type of animal to its service. It is not undead, but can be turned as an 8 HD undead creature. There is also a type of hideous Blood Weird, sometimes found in the service of a true vampire. The blood weird is a parasitic monster that sometimes creates a lesser form of vampire from those it kills. Some undead creatures are the result of elementals violating and inhabiting human bodies during the Harrowing. Some of these violations were made possible by reckless human magic.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Gallowlight	1-2	0	18	6	35%	A
			<i># of Att.</i>	<i>Damage/Att.</i>		
			1	2-5		

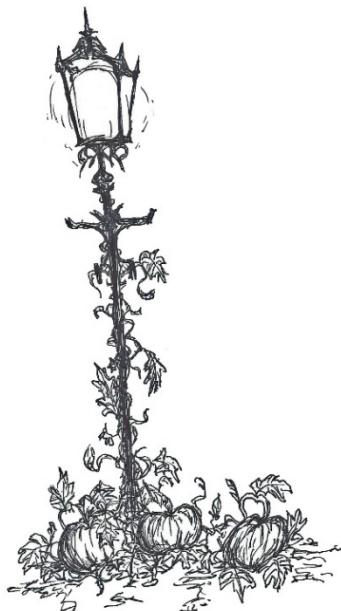
GALLOWLIGHT: This spectral undead appears as a hideous human head, collared by a noose, and trailing about 10' of broken rope. It glows with a sickly violet light and seems to have no interest or motivation beyond a general hatred of the living and an urge to strangle them to death. The gallowlight will attack any living, intelligent creature, preferring humans over all others. It can dim its features to appear as just a 12-inch ball of purplish light, floating gently in the air, and waiting for someone to approach. In this form, the gallowlight will suddenly manifest in full and unleash a howl of pain and despair into the face of whomever comes near. This manifestation causes a creature to save vs. wands or take fright. Those who fail to save are affected as follows (by hit dice): 1 HD or less will pass out (*Sleep*) from fright, 2-3 HD will be paralyzed (*Hold Person*) with fright for 1-4 turns, 4-5 HD will be weak (half-strength) with fright for 1-2 turns, and those of 6+ HD will be stunned with fright for one round – unable to act. When a living creature comes within 10' of the fully-manifested gallowlight, it will whip its trailing rope around a victim's neck and constrict for 1-5 damage per round – also causing suffocation. A constricted victim can be lifted into the air by the gallowlight, up to about 10' from the ground, but the monster can only fly at 9" during this time. Only silver or magical weapons can damage the rope or the gallowlight. The rope cannot be severed, so the gallowlight must be slain or driven off to stop the attack. The gallowlight can be turned as a 6HD undead.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Grave Mold	---	---	---	---	Nil	Incidental
				# of Att.		<i>Damage/Att.</i>
				1		Special

GRAVE MOLD: A growth of greenish-white lichen over a tombstone or sepulcher, this type of deadly mold will infest and animate a corpse to defend or propagate itself. By use of rhizomes and tendrils, the mold manipulates physical remains to provide motive force and articulation. A corpse can be made to rise, and even float about, upon clouds of spores like greenish mist. The animated body is not undead, and the entire effect is plant-based. When animated, the corpse may stagger about at a move rate of 6", or fly for 1-3 rounds at 9". The corpse's armor class is 8, with an effective hit dice of 3. Those within 10' of the infested body must save vs. poison or die within 1-6 turns from a rotting effect of the organs and circulatory system. *Neutralize Poison* can save the victim, or even reversed *Growth of Plants*. *Cure Disease* has no effect.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Lanternjack	1-8	-1	12	8	60%	Incidental
				# of Att.		<i>Damage/Att.</i>
				2 weapons or 2 claws		2-8/weapon or 1-12/claw

LANTERNJACK: Like a crooked iron lamppost standing in a tiny pumpkin patch, with vines grown partially up the post. This construct is dedicated to Jeni Pumpkinseed, and is a scarecrow-like creature formed of metal scrap. Standing about 9' high, the lanternjack holds its long arms at its sides to appear as no more than a lamppost. It has no front facing, and attacks in any direction with a +2 initiative. Does not react to damage and fights to -10 hit points, at which point it falls apart. May enter melee by swinging pumpkins at the end of vines, much like a ball-and-chain. These weapons reach up to 15' and are hard enough to make effective bludgeons. On a to-hit roll of 19 or 20, a pumpkin will burst open to splatter the target with pumpkingut ooze (see below).

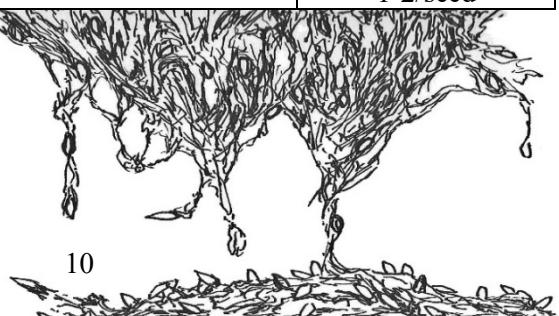


Rusting will remove the creature's initiative bonus, but have no other effect. Magical fire does not harm the construct, but will destroy the pumpkin vines – leaving the creature to fight with claws. On rare occasions, the lantern is occupied by a will-o-wisp.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Mummy, Web	1-4	6	6	3	35%	B
			<i># of Att.</i>	<i>Damage/Att.</i>		
			1 strike	1-6/strike + poison or web		

MUMMY, WEB: Not a mummy, but a man-shaped construct of web and bits of refuse, inhabited and motivated by swarms of tiny red spiders. Acting in coordination, the swarm provides the mummy with a lurching gait and swiping melee attack. A successful hit allows the spiders to bite (save vs. poison or die), or to apply fresh webbing to a victim. If a strike is used to apply *Webs*, the resulting mass covers one man-sized creature, or a 5' x 5' area. The mummy itself can negotiate any surface, as a spider, and these monsters are often found hanging from the ceiling in silent ambush. Physical damage to the mummy does not usually affect the spiders within. Fire or magical damage will injure both. If the mummy is “killed,” the swarm within is released to continue the battle, or to flee. As a mass, the spider swarm has 2 HD and when these hit points are exhausted, the swarm will break up into individual spiders — generally to scatter in all directions to escape. Non-magical weapon attacks have no discernable effect upon the swarm. The spider swarm delivers 2-8 poisonous bites that otherwise inflict no damage — gaining automatic hits to any creature in the same 5' space. If even half of the swarm survives an encounter, it will eventually form another mummy.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Ooze, Pumpkingut	1-3	7	9	5+2	Nil	Nil
			<i># of Att.</i>	<i>Damage/Att.</i>		
			2d4 seeds/1d6 tendrils	1-2/seed		



OOZE, PUMPKINGUT: A pulpy, stringy mass of pumpkin innards and seeds, this plant-based “ooze” is animate and aware. “Spits” 2-8 rock-hard seeds each round as tiny darts (cannot pierce armor or covering of AC 4 or better). If 2 or more tendrils hit a single target, the pumpkingut mass will adhere to the creature, much like a *Web*. Then, the tendrils will start to strangle and/or suffocate the victim, using one attack to do so. As long as it has two remaining tendril attacks, the mass can attempt to engulf another creature. Wet and clingy, the pumpkingut mass is unaffected by normal fire and takes half damage from magical fire, which does not ignite the creature to inflict damage after the first round. A pumpkingut ooze can usually be found in a pumpkin patch that has been stricken by blight or rot, and usually after the harvest. Small specimens are about 5’ across, with some reaching a diameter of 10’ or more (and proportionately more attacks per round). Any of the seeds may be planted, and some might produce pumpkins of a magical nature – at the Referee’s discretion.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move ”</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Plague Spirit	1	2	6	7+1	90%	Incidental
<i># of Att.</i>						<i>Damage/Att.</i>
3 touch						1-4/touch + disease

PLAQUE SPIRIT: A plague spirit arises from the site of a mass death resulting from unnatural or magical disease. The victims return as a communal spirit entity driven to transmit the disease to the living. This entity appears as a misty group of suffering people in various states of anguish and decay, merged into a single, grasping shape. This monster is harmed by weapons of +1 or greater enchantment, by curative magic, or spells that affect evil. *Cure* spells that restore lost hit points inflict an equal amount of damage upon a plague spirit, though the monster is allowed a save as if against a *Cause Light Wounds* spell. A *Cure Disease* spell affects the creature as the reverse *Cause Disease*, with the spirit suffering a -2 penalty to attack rolls and dissipating entirely within 2d12 days. The reversed forms of *Cure* spells heal a plague spirit. A Potion of Healing affects the spirit as holy water (1d8 damage) and a Potion of Extra-Healing functions as a triple-strength dose of holy water (3d8 damage) against the creature. The plague spirit is unaffected by normal holy water. Like all undead, the spirit is immune to *Sleep*, *Charm*, and *Hold* spells. The plague spirit is turned as a vampire (7HD undead). Those hit by the touch of this monster take damage as listed and must save vs. poison or contract the disease that created the plague spirit in the first place. This disease usually drains 0-3 (d4-1) points of strength

and constitution per day from the victim until both scores reach 0. At that point, the victim dies. If all three attacks hit in a single round, those within the monster's grasp are engulfed within its vaporous mass and must save vs. paralysis or be unable to move for 2d4 turns. Plague spirits are most often encountered on old battlefields near an abandoned field hospital, at the site of an unmarked mass grave, or within the ruins of a condemned asylum. They can be found anywhere that at least three victims of the same unnatural disease have died or been inadequately buried.

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Pumpkindred, Dreadling	1-12	5	6	2+1	40%	Nil
<i># of Att.</i>			<i>Damage/Att.</i>			
2 claws, 1 bite			1-3/claw, 1-6/bite			

PUMPKINDRED, DREADLING: These whimsically horrible little plant creatures are dedicated to the deminity/demigoddess known as Jeni Pumpkinseed. Dreadlings are animated jack-o'-lanterns with murderously mischievous tendencies and twisted limbs of tough, leafy pumpkin vine. About halfling-size, the dreadling can twist and retract their limbs, close their eyes and mouth, and pose as an ordinary pumpkin that only a druid is likely to identify – even upon close examination. From such a state, the dreadling attacks with surprise. The vines that serve as arms and legs allow the dreadling to climb nearly any surface without difficulty, and can be extended up to 10' from the body to grasp, grapple, or entangle. It takes 8 points of damage to sever a limb, the loss of which does not harm the dreadling, regrowing within 1-12 hours. They enjoy strangling victims and tripping larger foes to “bring them down to their level,” doing so as well as any whip, rope, or noose. A dreadling burns from within with an eerie green flame that gives them a fiery breath weapon once per day in a 10' cone for 2-12 damage. When killed, the dreadling explodes in a 15' burst of green flame that affects those within range for 2-8 damage. There is no pattern to their horrible faces, and dreadlings have been seen in hues of orange, yellow, striped green, dark purple, and white. They enjoy perching atop otherwise ordinary scarecrows and assaulting unsuspecting passersby.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Raven Shadow	1-6	6	6/18	3+3	45%	F (no gold)
# of Att.				Damage/Att.		
2 claws				1-6/claw		

RAVEN SHADOW: A type of shadow creature shaped like a large raven with a 12' wingspan. Radiates a chill in a 10' radius that causes living creatures to save vs. death or become paralyzed for 1 melee round. The creature's claw attacks can be made at a 10' range (with its wings), inflict the listed damage, and drain 1 point of strength. The strength drain lasts for 8 turns and any creature brought to 0 strength this way becomes a shadow (not a raven shadow). This monster will latch onto a victim's shadow and merge with it – also becoming part of the victim's body in a manner similar to *Magic Jar*. The "jar" in this instance is the victim's shadow. If the raven shadow is able to inhabit a living creature, that creature's eyes become solid black and the monster's wings can be manifested from the victim's back – like midnight angel's wings that allow flight. Unaffected by *Sleep* or *Charm*.

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Weeping Ghostshade	1-2	2	0	13	100%	D
# of Att.				Damage/Att.		
0				Nil		

WEEPING GHOSTSHADE: An unpleasant willow-like tree with silvery bark and white leaves that grows in damp, gloomy places. Often twisted fantastically and rarely mistaken for an ordinary tree, the ghostshade is resistant to fire and electricity (half damage from each), and unaffected by cold. The tree's cold sap is a fabulous poison antidote, acting as a *Neutralize Poison* spell on contact. Creatures that die within 30' of the ghostshade have their ghosts called forth to protect and serve the tree. At any given time, a tree may have 1-6 ghosts as guardians. If the tree is killed, all bound ghosts are released to pass into their afterlife. Living creatures within 30' of the ghostshade become lethargic, as if affected by a *Slow* spell if they save vs. spell, or by *Sleep* if they fail the save. and nervous in proximity to this grim plant. Once per day, the weeping ghostshade can cast *Winter Night* as a 13th level cleric. *Winter Night* is a 5th level cleric spell from the AVREMIER supplement, reprinted below for your convenience.

Winter Night: A deep darkness that chills and silences an area of 1 cubic foot per caster level. All within the area are affected by magical *Darkness* and *Silence*. The area is also chilled to inflict 4-40 cold damage the first round, 3-30 the second round, 2-20 the third round, and 1-10 the fourth round — doubled for fire-based creatures. Duration: 4 rounds. Range: 48".

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Wight, Venturewight	1-8	4	9	4	50%	B
<i># of Att.</i>						<i>Damage/Att.</i>
1 or by weapon						Energy drain or by weapon

WIGHT, VENTUREWIGHT: This undead creature was once an adventurer with class levels. It drains 1 energy level with each successful attack. If it drains levels of experience from living adventurers with positive Renown, the venturewight may regain enough to be restored to life and its former experience. For each drained class level that corresponds to those the venturewight had in life (determined by the Referee), that is one level closer to restoration. It will attack those with viable class levels in preference to all others. Once restored to life, most former venturewights are wracked with guilt over the means by which they attained their new beginning. Venturewights are undead, but not evil (treat as Neutral).



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