

REQUIEM

Alanik Ray's Guide to Unlife

(revised rules for Undead Player Characters)

Welcome to a New Unlife

There are many different ways of becoming an undead, as explained in *Requiem* book. Refer to the charts and descriptions on pages 70-71 to see the most common causes of death and to understand the motivations to undeath. Refer also to the table and descriptions on page 73 to determine the general appearance of the undead type the character has just become.

A brief note must be made regarding the two basic ways of creating an Undead PC anyway. The Dungeon Master has in fact two possibilities at his disposal: creating an undead PC from scratch (from first level) or turning an existing character into an undead.

The first option is easy: just talk with your player and decide which undead race he would like to play. Then roll the dices (3d6 or 4d6 keeping the best three results or some other combo, according to your campaign's rule) and look at the Ability Scores requirements for that race, trying to adjust the dice rolls to match those scores. Now, you only need to decide the cause of the death and the motivation of the undead PC, then the player can begin choosing his character's powers and proficiencies.

In the case of turning a living PC into an undead, one must pay particular attention to the Ability Scores requirements for the race the PC is turned into. If the scores don't match, the PC cannot become that type of undead, and he has two options: to remain dead (hoping to be raised back to life) or to choose another undead race. However, the DM has another possibility to keep the character in the game: simply assume that the transition into undeath has changed the physical and mental characteristics of the PC to such extent that his ability scores have been drastically altered to match those required for the undead race it now belongs to. Note that these "points exchange" in the ability scores have to be made after assigning bonus and penalties related to the undead type the PC has now become (see the Standard Character Races & Unlife chapter below and read each entry regarding undead races to know which bonuses/penalties apply).

Example: Jaervosz has just been killed by a vampire with the ability to create undead. After three days from his death he should raise from the grave as a vampire. However, to become a vampire PC, he needs Strength 15+, Intelligence 12+, Charisma 12+, Dexterity 13+. His scores are: Str 14, Int 13, Wis 12, Dex 13, Con 12 and Cha 10. Since he has low Strength and Charisma, he shouldn't be able to play a PC vampire, but this can be corrected either by choosing Charisma and Strength Bonus abilities to match the required scores, or simply by altering the stats displacing the characteristics points this way: Con becomes 10 and Cha 12, while Wis becomes 11 and Str 15, et voilà! (this can be done only if the DM approves it).

Obviously, Jaervosz couldn't have decided to become a wight or a ghost, since vampires only generate vampires, so in this case the choice was rather limited...

Standard Character Races and Unlife

Unlife has different effects upon the characters who join the ranks of the undead. In particular, each race is influenced by the negative powers of death in different ways, resulting in bonus and penalties that vary according to the character class the newborn undead belonged to. Refer to the pages 17-24 in *Requiem* to see how unlife influences the character's psychology and body according to his former race.

Below there is a revised list of effects that undeath has on character races. Whenever one of the points discussed in *Requiem* is not listed, it is implied that it should remain as it was originally written.

- *Dwarves* ⇒ ignore points 3, 5 and 6.
- *Elves* ⇒ Point 1: ignore the Charisma bonus and raise the Dexterity bonus of 1 point. Ignore points 3, 4 and 5.
- *Gnomes* ⇒ Point 1: ignore the Dexterity bonus; Point 2: ignore the Charisma penalty. Ignore points 3, 5 and 6.
- *Half-Elves* ⇒ Point 1: ignore the Intelligence bonus; Point 2: ignore the Charisma penalty. Ignore points 3 and 4.
- *Halflings* ⇒ ignore points 3, 4, 5 and 7.
- *Half-Orcs & Humanoids* ⇒ Point 1: lower the Constitution bonus to +1 only; Point 2: ignore the Charisma and Intelligence penalty and raise the Wisdom penalty to -2. Ignore point 3.
- *Humans* ⇒ Point 2: ignore the Charisma penalty. Ignore point 3.
- *Kenders* ⇒ ignore points 3, 4, 5 and 6.

Ability Scores

Strength: The new stronger bond to the Negative Plane (or to the Positive one in the case of the mummy) enhances the Strength of some undead races, allowing the members of these species to surpass even the mightiest of mortal warriors. Refer to the rules in *Requiem* book, pp. 10-12, for further explanations.

Intelligence: Although many people think of the undead as a mass of corrupt zombies wandering endlessly in search of fresh victims, this is seldom the case. Only the lesser ones are mindless creatures answering only to their instincts and to the orders of the more powerful Masters of Death. There are also exceptional beings among the undead whom unlife has granted an especially keen and bright mind. These beings are the ultimate schemers and predators, always one step ahead of their foes and hunters, the deadliest of encounters for every group of would be heroes. This is especially true in the case of undead Player Characters, who have retained so much willpower and ego to distinguish themselves even among the lesser undead and to rival the power of ancient Masters of Unlife. Exceptional Intelligence affects proficiencies the same way it does for living beings. Refer to the rules in *Requiem* book, pp. 13-14, for further explanations.

Wisdom: Transition into unlife usually changes the drives and the perceptions of many newly formed undead. Some begin to see the world under a new perspective, discovering truths that had laid before their very eyes for all the time, seeing new aspects of the well-known facts of the world and unraveling many of its mysteries as well. Unlife makes the characters more cunning and also heightens their senses, even though sometimes this change is so utter and mind-wracking that many of the living dead fall victims of their undead appetites and drives. This explains why the so-called lesser undead are so different from their more controlled brethren, even though they all know that deep in their heart they are all the same. Refer to the rules in *Requiem* book, pp. 14-15, for further explanations.

Dexterity: An old saying goes: "Dead travel fast". Indeed, this is an appropriate reference to the undead race, for some of them are among the most nimble and agile things to walk the earth. Of all the undead species, only the zombies defect the agility and quickness of movement that the Negative Energy seems to grant all those who embrace Unlife, and this is often especially true in the case of living PCs turned into powerful undead creatures. Refer to the rules in *Requiem* book, page 12, for further explanations.

Constitution: Although this ability is among the most important for living characters, it is seldom so for the ranks of the undead, who derive their physical energies directly from their connection with the Negative Material Plane and with Death. Sometimes the Constitution of an undead reveals not its sturdiness and resistance, but rather that it refuses to die again. Refer to the rules in *Requiem* book, pp. 12-13, for further explanations.

Charisma: Even more among undead than among the living, Charisma represents the ability to impress others using only one's manners and inner magnetism. Particularly, the undead characters' Charisma refers to the sense of leadership and power emanating from them and has nothing to do with their look (see Comeliness below). For this reason many abilities and powers of the undead call for a Charisma check: this expresses the undead character's sense of authority and power used to influence other people in a very direct way.

Usually because of the new link they share with the world of the living, all undead must rethink the way they behave and interact with other people (this explains why all undead loose their Charisma based proficiencies). This process can either reduce their Charisma (as with some more savage undead who burn with hate towards the living) or improve it (when the undead master its new powers and learns how to appeal and manipulate the others' ego). Charisma is expressed through actions and speeches (or mere willpower in some cases) of the person, it influences reactions (as usual), the maximum number of henchmen available and their Morale. Refer to the rules in *Requiem* book, page 15, for further explanations.

Comeliness: Even though not normally used in AD&D rules, Comeliness becomes important for an undead character to distinguish its appearance from its capacity to influence people. Usually every character who becomes an undead is stripped of its former human beauty and is given a visage and a body who constantly remind him of his undead status. However, some of the undead species are in fact known for their beauty and sensuality: this is indeed the other side of the coin, for death can be incredibly appalling to some humans.

To determine the Comeliness of the PC simply roll 3d6 as usual, applying the same bonus for Charisma (this bonus counts for the reaction modifier towards living only). The table below is provided in order to know how the transition into unlife will affect each creature:

Undead Type	Modifiers to Comeliness
Ghost	If beautiful +2 (max 18), if humanoid/preserved no modifier, all else -3 to -10
Ghoul	-2 to -10, depends on the state of decay (min. score: 3 points)
Lich	If preserved no modifier, otherwise -3 to -10 (min. score: 3 points)
Mummy	If preserved no modifier, otherwise -5 to -10 (min. score: 3 points)
Skeleton	Comeliness reduced to 1 point
Vampire	If beautiful +2 (max 18), otherwise no modifier
Wight	If preserved no modifier, otherwise -3 to -10 (min. score: 3 points)
Zombie	-2 to -10, depends on the state of decay (min. score: 2 points)

Note that many undead can masquerade themselves using magical means or cosmetics and disguises to conceal their real appearance, thus raising significantly their Comeliness score (the Charisma score is not affected by these means).

Character Classes

In order to understand how the transition into unlife affects each type of character class, refer to the rules written in *Requiem* book, pp. 26-27.

Remember that the rules regarding Wizard and Priest Spells and Bardic skills contained in this accessory (see the notes at the end of each undead species) supercede those written in the *Requiem* book for the Wizard, Priest, Druid, Bard, Ranger and Paladin classes.

A Note on Psionics: psionics and other classes/races with psychic powers retain their mental abilities and skills only if they turn into a vampire or a lich. In all other cases their psychic powers are lost forever upon embracing undeath.

A Note on D&D Classes

The rules described in *Requiem* applies to OD&D character classes with these modifications:

Fighter: once turned into an undead, the fighter stops gaining multiple attacks and is stuck with the number of attacks he has at that level. The only possible improvement he gets is by choosing the Multiple Attacks power, which only gives him 1 more attack per round (this power works this way with D&D rules, and can be chosen only once). If the Fighter becomes an undead before reaching the Fighter's Combat Options, he cannot learn them anymore.

Mystic: once turned into an undead, the mystic stops gaining the special powers associated with his class, the amount of damage done barehanded doesn't increase anymore, as well as the plus associated with his barehanded attacks and the movement rate. This is because he has lost the special tie with the inner and outer forces he had mastered during his life, and now that balance has been undone by his new undead nature (he is progressing as a new kind of character).

Undead Species & Powers

The undead types the PCs can play using these rules are regrouped into eight major Species (in alphabetical order): Ghost, Ghoul, Lich, Mummy, Skeleton, Vampire, Wight and Zombie.

Each species has its own powers and weaknesses to choose from (see the entry for each specific undead race). The guidelines to create an undead PC are the same explained in *Requiem*: using the initial Non-weapon Proficiencies slots available to each undead race, the player must choose both the powers and ordinary NWP he wants his PC to possess. Remember that by choosing a weakness more proficiency slots are awarded, but the weaknesses can only be chosen once the PC is created, and cannot be added afterwards. A PC cannot choose more than five Weaknesses (not counting the Required ones).

Undeath and Proficiencies

Non-Weapon Proficiencies

Once turned into an undead the subject's mind and body undergo a stressing transformation that takes its toll on the individual. Some undead (the more powerful ones) are able to withstand the transformation better, while others seem to lose many of the abilities they had as living beings. For this reason, the various races of undead have a different reaction to the transfiguration and they may lose different kind of proficiencies. As a common rule, all undead characters lose the skills related to Charisma and Constitution. The first because they begin to see life under a new perspective and cannot interact with living people the way they did before. The second change is justified by the fact that undead are no more chained to the mortal laws of nature, and thus lose the link they had with their former body, which has now undergone a similar transformation (they need to adapt to it once again).

Also, depending on the undead species, other proficiencies may be forgotten. Here are the general guidelines for each of the different races:

Ghost: the character loses all abilities associated with Strength. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Ghoul: the character loses all abilities associated with Wisdom. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Lich: the character loses all abilities associated with Dexterity. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Mummy: the character loses all abilities associated with Dexterity. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Skeleton: the character loses all abilities associated with Wisdom and Intelligence. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Vampire: the character loses all abilities associated with Wisdom. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Wight: the character loses all abilities associated with Wisdom. He has to choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Zombie: the character loses all abilities associated with Dexterity and Intelligence. He has to

choose them anew if he wants them back (thus using non-weapon proficiencies slots).

Optional rule: if the DM allows it, in order to get back the lost proficiencies the undead character needs only spend one proficiency slot to "remember" the way of using each one of those skills (or better to rearrange it to fit its new condition), without losing further time nor slots.

If the undead PC is ever returned to life, he automatically loses all the powers related to his undead status (those selected from the list attributed to each race of undead) as well as all those other abilities not directly related to learning (Strength, Constitution and Dexterity skills) and all those which relies on extensive training, like the weapon proficiencies learnt during undeath (he may be able to retain an inferior number of weapon proficiencies according to the class he belongs). Note that Intelligence affects the number of initial slots the character has got the same way it did for living PCs.

Weapon Proficiencies

When a character embraces undeath, his world view changes drastically, as already said. This also means that he can exert his physic more than what he did when he was alive, and this also means that he has more time to spend exercising and perfecting his combat skills. From the moment of his transition into undeath, the PC follows the Weapon Proficiency progression of the undead race he belongs to, and doesn't forget any of the previously known weapons.

A special note has to be made regarding undead spellcasters, however. As a rule of thumb, all undead who previously were spellcasters in life still follow the restrictions of their class (they're too obsessed with their values and codes, even more so now they're undead), while all those who managed to gain spellcasting abilities after the transition may use whatever weapon they see fit.

Alignment

See the rules for Alignment change in *Requiem* book, pp. 66-69.

Optional: Humanity Score

This system is an alternative to the Alignment change rules for undead characters that come within *Requiem*. It can be used primarily with undead characters, but can be exploited for every other D&D campaign. Basically, the Humanity Score is what makes a human being different from a savage killer or a mindless ruthless monster. The more Humanity Points one has got, the more he behaves in a kind manner and resist to his darker side, and vice versa. The purpose of Humanity Points in a *Requiem* campaign is to measure the characters' descent into Darkness and to see how long can they resist to their Dark Side.

Each character begins with a number of Humanity Points which vary according to their Alignment as follows:

Good: $4d6 + 30$ points

Neutral: $3d6 + 18$ points

Evil: $2d6 + 10$ points

Every time a character commits an evil action, a certain amount of Humanity Points are subtracted to his score. When his score reaches zero, he is forever lost in Darkness... (and becomes an NPC). What kind of action can be classified evil? Every deed that calls for a Powers Check is to be considered evil, and the amount of points subtracted to his HS is normally between 1 and 5 (roughly 1/3 of the percentage listed for each Powers Check action, minimum 1 always). For example, killing a living being just for sheer pleasure could take away 2 points, more if the person was an acquaintance who hadn't done anything to deserve it. Killing a person to feed oneself (as vampires, ghouls or other undead may do) costs 1 Humanity point (after all, one can kill animals and eat as well: not tasty as humans but food nevertheless, or a vampire could suck but not kill off his victims with no HuPs cost). Using one of the undead's necromantic or deadly powers similarly costs 1 point (or more if the result was truly loathsome). An Act of Ultimate Darkness (such as killing his own parents or beloved ones, or betraying the closest friends endangering their lives) always costs 5 points to the character (or more at the DM's whims).

However, a character can also gain Humanity Points if he performs especially good and honorable deeds (from 1 to 5). An example of actions good enough to earn Humanity Points are: sacrificing oneself for a good cause or to protect somebody else (4 if the others are friends, 5 if they are strangers or even enemies), saving a stranger's life while risking his own (4 points), saving or sparing an enemy (3), protecting the harmless (2) and so on.

Note: the Humanity Score cannot be raised above 60 points.

Regaining Lost Hit Points

Most undead races have the natural ability to regenerate or rejuvenate their wounds without problems, and as such they have a consistent advantage on the living. However, not all undead are gifted with such talents. For those who don't possess regenerative abilities, regaining lost Hit Points is a matter of time or magic.

Normally every undead creature regenerates 1 HP per day if it rests at least for 8 hours and has fed sufficiently (see *Feeding* section below). This is even less than human regenerative capacities (who regain 1d3 hp after a full day of relax and well feeding), but this has a natural explanation: the undead are now linked to the Negative Material Plane and to the negative energies emanating from Entropy, so they are not at ease in the Prime Material Plane. If they go to a place where Death or Negative Energy is predominant, their natural regenerative capacities then become better than those of the mortals (1d4 each day).

If they want to regain lost HP at a faster pace, the undead must employ magical curative means. This means that the undead must employ spells to cure themselves. However, as a rule of thumb, all curative spells harm them, unless they are cast by a priest whose deity favours Undeath and Decay or who allows him to cure undead as well. The reverse of these curative spells have no effect on the undead since they fall into the "Death spells" category.

[DM's Option: the reversed form of all healing spell could actually heal undead characters, but only if the DM allows it!]

An exception to this rule is the mummy: being linked to the Positive Material Plane, the curative spells function normally when used with mummies.

Alternative Healing Spells for Undead

An undead mage or priest or some necromancer could actually invent special versions of healing spells that function on undead only, but this is yet to be done. A Wish can always be used for such goal. Other spells may heal undead depending on their effects. Here are some examples:

Wizard Spells

Level 1:

Animate Dead Animals: the application of this spell upon an already animated undead animal would strengthen its body, healing it of 1d8 damage.

Mending: This spell would act as a weak healing spell. It would heal 1d4+2 damage to an undead creature, but this healing could be dispelled within one turn of its casting. After this one turn, the healing becomes permanent.

Level 2:

Embalm: Contrary to belief, this spell will not heal an undead creature that is already animated (read the spell description). However, if cast upon a corpse before it is animated, the subsequent zombie (note: no effect on skeletal remains) will have +1 bonus hp per die.

Level 3:

Bone Dance: This spell acts as a healing agent if cast upon previously animated undead, and heals 1d8 damage to any undead creature.

Spirit Armor: This spell can act as a very minor healing spell if the caster is in dire need. The spell needs to be cast by an incorporeal creature on itself for it to have this effect. The spell will have its normal effects, as well as healing the undead creature 2d3 hit points. However, when the spell ends the creature must roll a saving throw vs. spell or suffer as much damage as was healed.

Level 4:

Bone Form: This spell is very potent to the skeletal undead, healing them 2d8+1 damage.

Lifesurge: This spell is amazingly effective as a healing agent on the undead, causing them to heal 2d8+1 damage, and suffer no ill effects from the spell.

Minor Creation: This spell can heal corporeal undead, but only as long as the caster is high enough level to affect the entire undead being. The spell will heal 2d8+1 damage, however when the spell duration ends, this healing disappears.

Level 5:

Animate Dead: This spell would heal any previously animated undead creature of 1d8 damage.

Graft Flesh: This spell only affects the corpse-like undead. It could heal them fully, provided that all their original flesh is around to be grafted back on. This is a DM judgment call.

Major Creation: This spell can heal corporeal undead, but only as long as the caster is high enough level to affect the entire undead being. The spell will heal 3d8+1 damage, however when the spell duration ends, this healing disappears.

Level 6:

Construct Undead: This spell would be a very potent healing magic, healing a corporeal undead creature of all but 1d6 hit points, as long as there is suitable material to heal the undead with at hand (DM judgment call).

Level 7:

Limited Wish: This spell, if worded correctly, would heal an undead creature of 5d4+15 damage.

Level 8:

Death Shroud: This spell creates is a potent one, and as it says, gives an undead creature an extra hit die.

Graft Limb: This spell only affects the corpse-like undead. It could heal them fully, provided that all their original flesh is around to be grafted back on. This is a DM judgment call.

Priest Spells

Level 1:

Skeletal Servant: Since this spell animates the dead, it's reasonable to assume that it could perform minor healing upon their structures, such as 1d4+1 hp.

Level 3:

Accelerate Healing: If an undead creature has a natural healing (not regeneration, but a natural 1 point / day), then this spell would have it's normal effects.

Animate Dead: Since this spell animates the dead, it's reasonable to assume that it could perform healing upon their structures, such as 1d8 hp.

Level 5:

Undead Regeneration: This spell has its normal effects.

Feeding

Every self-willed undead creature must find some way of replenishing the negative energy that empowers them. For this reason, every undead character should select some special attack (ability score draining, cause wounds, etc.) through which it feeds. More unusual cases, like the drinking of blood or other fluids, the devouring of carrion or raw meat and even the consumption of special elixirs, are possible. In all cases, the DM must approve the character's method of sustenance. The only exception to this rule is the skeleton.

Below is a list of minimum feeding requirements that must be met by the undead:

Feeding Method	Amount needed	Timeframe ¹	Food deprivation result ²	How to recover
Carrion Eating	2 lbs	Day	-1 Str & Con	Consume 1lbs per point lost
Drain Life Energy	2 levels	Week	-1 Level	Drain 1 lvl/day for 1 week
Drain Ability Score	2 points	Day	-1 point of the same ability	Drain 2 ability points for each lost point
Drain Blood, other bodily fluids or Health (HP)	6 Hit Points	Day	-1 Str & Con	Drain 6 HP for each point lost
Drain Memories	1 individual	Week	-1 Int & Wis	Drain memories from 1 being/day for 1 week
Elixir ³	1 vial	Month	-1 Level	Drink elixir and regain 1 lvl/day
Maintenance Ritual ⁴	1 ritual	Year	-1 Level/day thereafter	Perform ritual and regain 1 lvl/2 days
Organs eating	1 internal organ	Week	-1 Str & Con	Eat 1 organ for each lost Level

(¹) This timeframe applies to both the Amount of food Needed and to the penalties from Food Deprivation.

(²) The common side effect of food deprivation to all undead species is the loss of their regenerative powers (if any is possessed) after the first time they miss to feed. The other penalties listed in this column are additional side effects specific to each undead category.

(³) The elixir should cost 100 gp per Level of the undead (the cost depends on the availability of the ingredients needed).

(⁴) The maintenance ritual should last for about 1 day per Level of the undead and the materials used in the ceremony should cost a minimum of 1,000 gp per Level of the undead (the cost depends on the availability of the ingredients needed).

While losing levels and ability points the undead also decreases the powers and skills that depend on these things. If the undead is reduced to 1 Level/HD (or, if 1st level, it doesn't feed once in the given timeframe) or to 1 point in one of the abilities, it loses completely its extraordinary powers (all except those granted as bonus *and* the Drain ability) and becomes a pathetic powerless creature that could be easily killed until it is able to satiate itself wholly. Level and ability scores cannot be reduced below 1.

Reproduction

Not every undead has the ability to create others of its kind. Only those with some manner of energy draining or disease attack and the special power Create Undead have the potential to create an "offspring". If a living victim is killed either using the draining ability (whether it affects life energy, ability scores or some other aspect of living characters) or while he has been infected with the contagious disease of the undead, he comes back as an undead creature three days after his demise. The creator has no control upon its offspring unless it specifically possesses the Undead Mastery power.

Also, if the undead character doesn't want to create a new undead, it must take steps to avoid the fledgling raising from death before it's too late (by destroying the corpse or by purifying it with a Dispel Evil for example). The DM can also allow his player to simply state when he wants to use the Create Undead power or not.

Note on Vampires: Every vampire who has a Constitution score of 15+ can impregnate living women. The child that will be born must save vs Death: if he fails, he will be stillborn, otherwise he will inherit the father's powers and become a dhampir (half-vampire with some of the vampires' powers and weaknesses). The mother must also save vs Death upon begetting her child or die in the process.

Dead Again

Undead have already died, sure, but who told you they couldn't die again? Undead can be killed, and when some of them are really killed (not just defeated), this means they are forever destroyed (this is the case of vampires, ghosts and liches). So how can you kill an undead? Normally by exploiting their weaknesses and by using magic or powerful magical items, just like it works for any other powerful entity of Darkness. To permanently destroy an undead however (so that it cannot be brought back to unlife), different methods can be used according to the type of undead:

Ghost: the ghost must be reduced to -1 hp, the final blow dealt with its material bane; the ghost must be destroyed with a Dispel Evil spell; the ghost must be exposed to its environmental aversion (if any) for enough time; the anchor (if any) of the ghost must be destroyed.

Ghoul: the character must be killed with a Dispel Evil spell or its body completely reduced to ashes/disintegrated; the ghoul must be exposed to its environmental aversion (if any) for enough time; the anchor (if any) of the ghoul must be destroyed.

Lich: the character's phylactery (its anchor) must be found and permanently destroyed.

Mummy: the character must be killed with a Dispel Evil spell or its body completely reduced to ashes/disintegrated; the spirit item/anchor (if any) of the mummy must be destroyed; the mummy must be exposed to its environmental aversion (if any) for enough time; the mummy must be prevented from performing its maintenance rituals or drinking its elixirs (if any).

Skeleton: the character must be killed with a Dispel Evil spell or its body completely reduced to ashes/disintegrated; the anchor (if any) of the skeleton must be destroyed; the skeleton must be exposed to its environmental aversion (if any) for enough time.

Vampire: the character must be exposed to its environmental aversion for enough time; the vampire must be killed with its material bane and its head chopped off (and possibly burning the whole corpse); the anchor (if any) of the vampire must be destroyed.

Wight: the character must be killed with a Dispel Evil spell or its body completely reduced to ashes/disintegrated; the anchor (if any) of the wight must be destroyed; the wight must be exposed to its environmental aversion (if any) for enough time.

Zombie: the character must be killed with a Dispel Evil spell or its body completely reduced to ashes/disintegrated; the anchor (if any) of the zombie must be destroyed; the zombie must be exposed to its environmental aversion (if any) for enough time.

We have now seen how undead can be killed forever, but another question arises: how to raise a dead undead (when it is still possible)? In order to raise an undead to Unlife one must cast a normal Resurrective or Regeneration spell on the inanimated corpse, and it will be back to unlife. This happens because the subject is still linked to the negative energies, and the bound can be severed only by casting a Remove Curse or Dispel Evil on the corpse (see *Returning to Life* section below).

Returning to Life

It is possible for undead PCs to regain their place among the living, usually through the use of magical spells, complex quests, alchemical potions or arcane medical experimentations. Refer to the *Requiem* book pp. 79-84 for the rules concerning this particular event.

However, two important things must be added:

1. Prior casting any of the resurrective spells mentioned in those pages, another spell (either Dispel Evil or Remove Curse) must be cast upon the corpse (the dead undead) to purify it from the taint of Evil. If this is not done, then the attempt to raise the dead has the effect to bring back an *undead* character - just like it was before being slain;
2. Individuals who have attained Undeath through a pact with dark entities or through corruption cannot be restored to their previous living state by any means. The ways suggested apply only to those who have become undead by the use of magic or because of diseases. DMs are free to add logical restrictions to this rule, like slaying the master vampire before all the fledgelings can be restored to life and so on.

Kudos

I began thinking about rewriting the rules for undead PCs back in October 1997, when I first bought and read *Requiem* campaign book. However, both because of lack of free time and lack of will I postponed it for a long time, until the need arose to have a thorough rules system because of campaign needs. So the actual rehash of the Undead rules began in September 1998, and using the various sources that the Ravenloft Team (the Kargat) provided us all these years long, I was finally able to put together this set of rules. This section is a testimony that I do not have the full credits for this work, but that I only played a lesser role in the design of the Undead PC rules system for AD&D. I merely had the time and will to put together small bits of rules already written here and there into a bigger text, adding only a few ideas to refine it. As I have always said and will never cease to say: I am only a patient and diligent collector, a librarian who wishes to have everything arranged in the best way to satisfy the readers.

For these reasons, in this section I want to give the full credits to all those who merit them, and to all those who helped me directly or indirectly with their support, suggestions and comments.

So, here is the complete Bibliography to *Unlife*:

Children of the Night: Ghosts, by The Kargat (TSR Inc., 1997)

Children of the Night: Vampires, by The Kargat (TSR Inc., 1996)

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Further Readings:

Saga of Skullhaven, by J. Zobac

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Alanik Ray

Port-a-Lucine

BC 752

Skeleton

General Information

Ability Score Requirements:	Dexterity 11+
Prime Requisite:	Dexterity
Advance as:	Priest
Exceptional Dexterity:	Yes (max 19)
Base AC:	7
Hit Dice:	d6
Attack as:	Rogue
Save as:	Rogue
Weapon proficiencies:	4
Additional slot (D&D/AD&D):	3/2
Nonweapon proficiencies/Powers:	2
Additional slot (D&D/AD&D):	5/4

Notes: once turned into a Skeleton, the subject automatically loses 1 point of Intelligence and Wisdom because not every bit of its mind has survived the transition into unlife. For this same reason, the Skeleton is immune to all mind affecting spells and effects (magical or not). Also, because of its nature, the Skeleton doesn't count any bonus related to Constitution in order to calculate HP gained, but all other abilities work normally (even Strength).

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Weapon Resistance (piercing)	-	-

Required Powers:	# slots required	Relevant ability
Weapon Resistance (edged)	2	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Bardic Lore (*)	2	Wisdom
Claws	2	-
Damage Immunity (cold)	2	-
Damage Resistance	1	-
Dexterity Bonus	1 each point	-
Fangs	1	-
Fear Thoughts (**)	2	-
Magic Resistance	1 each 5%	-
Multiple Attacks	1	-
Regeneration	2 each HP	-
Strength Bonus	1 each point	-
Turn Undead	2	Charisma
Unholy Nature	1 each HD	-

Required Weaknesses	# slots given
Weapon Vulnerability (bludgeoning)	1

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Attack Vulnerability	1
Fear of the Light	1
Material Bane	2

(*) If the skeleton was a Bard before becoming an undead, it retains its Bardic Lore power (other Bardic skills are lost) without spending slots to choose it.

(**) Skeletons do not speak, rather they communicate with other people using thoughts and mental images, which prove as effective as verbal speech. As such, the skeleton can use the Fear Aura in this modified version: it targets a specific individual and projects in his mind horrible images of death and decay. The victim must then make a Saving Throw vs Paralysis or be affected as per Fear Aura power. This power is useless against other undead and against creatures mentally shielded. No Charisma check is needed to employ this power.

Vampire

General Information

Ability Score Requirements:	Strength 13+ Dexterity 13+ Intelligence 12+ Charisma 12+
Prime Requisite:	Intelligence
Advance as:	Wizard
Exceptional Strength:	Yes (max 21)
Exceptional Constitution:	Yes (max 19)
Exceptional Dexterity:	Yes (max 19)
Base AC:	5
Hit Dice:	d8
Attack as:	Warrior
Save as:	Warrior
Weapon proficiencies:	3
Additional slot (D&D/AD&D):	5/4
Nonweapon proficiencies/Powers:	5
Additional slot (D&D/AD&D):	3/2

Notes:

Sleep: Every vampire must rest at least for 8 hours a day (usually during daylight, but this is not always true). If the vampire doesn't rest, it loses 2 HD/Levels for each day it doesn't sleep. The vampire regains *all* lost HD/Levels the first time it rests for a whole day. If it reaches 0 HD/Levels because of sleep deprivation, the vampire falls into coma and if not fed in the next 24 hours (by pouring blood into its mouth), it simply withers and dies (its soul is lost forever).

Killing a Vampire: If the vampire is reduced to 0 HPs, he automatically turns into gaseous form and flees to its sanctuary (usually its coffin) to rest and regenerate. If it is prevented to reach a safe hideout and rest before the next sunrise, it is utterly destroyed. Also, a vampire regenerates 1/8 of his total Hp per hour spent resting in its hideout after being reduced to 0 Hp.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Gaseous Form	-	-
Spider Climbing	-	-

Required Powers:	# slots required	Relevant ability
Attack Resistance I	3	-
Charm Gaze	2	Charisma
Drain (*)	varies	-
Regeneration	2 each HP	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Animal Form	2 each form	Intelligence
Animal Summoning	1	Charisma
Attack Resistance (II-III)	3 each grade	-

Bardic Lore (**)	2	Wisdom
Bardic Shield (**)	2	Charisma
Bardic Song (**)	2	Charisma
Charisma Bonus	1 each point	-
Charm while Gaseous	2	Charisma
Claws	2	-
Constitution Bonus	1 each point	-
Create Undead	1	-
Damage Immunity (cold)	2	-
Damage Resistance (electricity)	1	-
Dexterity Bonus	1 each point	-
Dimension Door	1 each time/day (max 3/day)	-
Fangs	1	-
Fear Aura	2	Charisma
Intelligence Bonus	1 each point	-
Magic Resistance	1 each 5%	-
Monster Summoning	3	Charisma
Multiple Attacks	1	-
Passwall	1	-
Priest Spells (**)	1 each sphere	Wisdom
Psionic Powers (***)	1 each discipline	Wisdom
Strength Bonus	1 each point	-
Turn Undead	2	Charisma
Undead Mastery (I-II)	1 each grade	Charisma
Unholy Nature	1 each HD	-
Weightlessness (I to IV)	1 each grade	-
Wizard Spells (**)	1 each school	Intelligence

Required Weaknesses	# slots given
Material Bane	2
Allergen	1
Environmental Aversion (running water)	2
Fear of the Light	1
Forbidden Access	1

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Animal Repulsion	1
Attack Vulnerability	1
Blood Lust	1
Environmental Aversion	2
Extra Feeding	1
Material Bane	2
No Reflection	1
No Shadow	1
Weapon Vulnerability	1

(*) The vampire's Drain ability can be of different forms. It needs choose one type only when created (usually the same kind of its bride/groom or parent-in-darkness). Each one kind of Draining ability can be chosen multiple times to improve the draining, to a maximum of 3 times.

Drain Type	# slots required
Drain Constitution	2
Drain Health (HP)	2
Drain Intelligence	2
Drain Life Energy	3
Drain Strength	2

(**) If the vampire was a Priest before turning into an undead and has a Wisdom score of at least 15 points, it can buy proficiency slots for spellcasting at half the normal cost (that is one proficiency slot every two spheres, rounded down). The same applies if the wight was a Wizard when he was alive and he had an Intelligence score of at least 15 points. If the Wisdom (or Intelligence for Wizards) score is lower, it must buy the power the normal way.

If the vampire was a Bard before becoming an undead, it retains its Bardic Lore, Bardic Shield and Bardic Song powers (Bardic Voice is replaced by Charm Gaze) without spending slots to choose them.

(***) Psionic Powers cannot be gained if the vampire didn't know them before its death. Only psionics can choose to retain these powers upon transition into undeath by spending proficiency slots the normal way.

Wight

General Information

Ability Score Requirements:	Constitution 12+ Strength 10+
Prime Requisite:	Constitution
Advance as:	Warrior
Exceptional Constitution:	Yes (max 19)
Base AC:	7
Hit Dice:	d6
Attack as:	Priest
Save as:	Rogue
Weapon proficiencies:	4
Additional slot (D&D/AD&D):	4/3
Nonweapon proficiencies/Powers:	4
Additional slot (D&D/AD&D):	4/3

Notes: once turned into a Wight, the subject automatically loses 1 point of Intelligence because not every bit of its mind survive the transition into undeath.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Claws	-	-

Required Powers:	# slots required	Relevant ability
Attack Resistance I	3	-
Drain (*)	Varies	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Attack Resistance II	3	-
Bardic Lore (**)	2	Wisdom
Bardic Shield (**)	2	Charisma
Bardic Song (**)	1	Charisma
Bardic Voice (**)	1	Charisma
Charisma Bonus	1 each point	-
Constitution Bonus	1 each point	-
Create Undead	1	-
Damage Immunity (cold)	2	-
Damage Resistance (one form only)	1	-
Dexterity Bonus	1 each point	-
Drain Senses	1 each sense	-
Fangs	1	-
Magic Resistance	1 each 5%	-
Monster Summoning	3	Charisma
Multiple Attacks	1	-

Priest Spells (**)	1 each sphere	Wisdom
Regeneration	2 each HP	-
Strength Bonus	1 each point	-
Turn Undead	2	Charisma
Undead Mastery I	1	Charisma
Unholy Nature	1 each HD	-
Weapon Resistance (one type only)	2	-
Wizard Spells (**)	1 each school	Intelligence

Required Weaknesses	# slots given
Animal Repulsion	1
Fear of Light	1

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Attack Vulnerability	1
Environmental Aversion	2
Material Bane	2
No Shadow	1
Weapon Vulnerability	1

(*) The wight's Drain ability can be of different forms. It needs choose one type only when created (usually the same kind of its creator). Each one kind of Draining ability can be chosen multiple times to improve the draining, to a maximum of 3 times.

Drain Type	# slots required
Drain Constitution	2
Drain Health (HP)	2
Drain Life Energy	3
Drain Strength	2

Also, the wight PC can choose Drain Senses as an alternative form of draining power (see list).

(**) Only wights with an Intelligence (for wizards) or a Wisdom (for priests) of 15 or higher can master the magic energies necessary to cast spells.

If the wight was a Bard before becoming an undead, it retains its Bardic Lore, Bardic Shield, Bardic Voice and Bardic Song powers without spending slots to choose them.

Zombie

General Information

Ability Score Requirements:	Strength 12+ Constitution 12+
Prime Requisite:	Constitution
Advance as:	Rogue
Exceptional Strength:	Yes (max 19)
Exceptional Constitution:	Yes (max 19)
Base AC:	8
Hit Dice:	d6
Attack as:	Rogue
Save as:	Rogue
Weapon proficiencies:	4
Additional slot (D&D/AD&D):	3/2
Nonweapon proficiencies/Powers:	3
Additional slot (D&D/AD&D):	4/4

Notes: once turned into a Zombie, the subject automatically loses 1 point of Dexterity and 1 point of Intelligence because of the loss of mental and physical nimbleness after the transition into undeath.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Constitution Bonus (+1)	-	-

Required Powers:	# slots required	Relevant ability
Claws	2	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Bardic Lore (*)	2	Wisdom
Bardic Shield (*)	2	Charisma
Cause Disease I	1	-
Cause Revulsion	3	-
Constitution Bonus	1 each +	-
Create Undead	1	-
Damage Immunity (cold)	2	-
Fangs	1	-
Magic Resistance	1 each 5%	-
Multiple Attacks	1	-
Regeneration	2 each HP	-
Strength Bonus	1 each +	-
Symbiosis	1	-
Turn Undead	2	Charisma
Undead Mastery I	1	Charisma
Unholy Nature	1 each HD	-

Weapon Resistance (one type only)	2	-
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Required Weaknesses	# slots given
Material Bane	2

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Animal Repulsion	1
Attack Vulnerability	1
Fear of the Light	1
Hunger	1
Material Bane	2
Weapon Vulnerability	1

(*) If the zombie was a Bard before becoming an undead, it retains its Bardic Lore and Bardic Shield powers (other Bardic skills are lost) without spending slots to choose it.

Ghost

General Information

Ability Score Requirements:	Intelligence 12+ Wisdom 12+
Prime Requisite:	Intelligence
Advance as:	Warrior
Base AC:	8
Hit Dice:	d8
Attack as:	Priest
Save as:	Warrior
Weapon proficiencies:	2
Additional slot (D&D/AD&D):	6/5
Nonweapon proficiencies/Powers:	5
Additional slot (D&D/AD&D):	3/2

Notes: once turned into a Ghost, the subject automatically loses 1 point of Constitution because of the new ties to the Ethereal plane and its demi-corporeal abilities gained upon the transfiguration. Also, if the ghost is incorporeal, it has no Strength score, but automatically acquires that of the living body it takes possession of. All other scores are untouched, even Constitution, since it now represents its tie to the Negative Material Plane and the Border Ethereal.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Wraithform	-	-

Required Powers:	# slots required	Relevant ability
Drain (*)	varies	-
Invisibility	3	-
Rejuvenation	3	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Aging Touch	3	-
Attack Resistance (I to II)	3 each grade	-
Bardic Lore (**)	2	Wisdom
Bardic Shield (**)	2	Charisma
Bardic Song (**)	1	Charisma
Bardic Voice (**)	1	Charisma
Cause Despair	2	Charisma
Cause Revulsion	3	-
Cause Wounds	3	-
Charisma Bonus	1 each point	-
Charme Gaze	2	Charisma
Create Undead	1	-
Damage Immunity (***)	1	-
Damage Resistance (***)	2	-

Dominate Victim	2	Wisdom
Entrance Victim	3	-
Ethereal Web	4	-
Fear Aura	2	Charisma
Fool's Feast	3 each time/day (max 3/day)	-
Illusion (I to III)	1 each grade	Intelligence
Inhabit Bodies (1/day)	3	Wisdom
Intelligence Bonus	1 each point	-
Keening	2 each time/day (max 3/day)	-
Magic Resistance	1 each 5%	-
Multiple Attacks	1	-
Paralysis	2	-
Priest Spells (****)	1 each sphere	Wisdom
Psionic Powers (****)	1 each discipline	Wisdom
Telekinesis	2	Wisdom
Turn Undead	2	Charisma
Undead Mastery (I-II)	1 each grade	Charisma
Unholy Nature	1 each HD	-
Weightlessness (I to V)	1 each grade	-
Wizard Spells (****)	1 each school	Intelligence

Required Weaknesses	# slots given
Allergen	1
Material Bane	2

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Animal Repulsion	1
Attack Vulnerability	1
Environmental Aversion	2
Fear of the Light	1
Material Bane	2
No Shadow	1
Weapon Vulnerability	1

(*) The ghost's Drain ability can be of different forms. It needs choose one type only when created (usually the same kind of its creator). Each one kind of Draining ability can be chosen multiple times to improve the draining, to a maximum of 3 times.

Drain Type	# slots required
Drain Constitution	2
Drain Health (HP)	2
Drain Intelligence	2
Drain Life Energy	3
Drain Memories	2
Drain Strength	2

(**) If the ghost was a Bard before becoming an undead, it retains its Bardic Lore, Bardic Shield, Bardic Voice and Bardic Song powers without spending slots to choose them.

(***) The ghost's resistances depend on its magnitude (level of power) as follows:

Level	N° Resistances
1-10	1 Resistance
10+	1 Immunity (or 2 Resistances)

To turn a previous Resistance into an Immunity, the ghost needs only spend another proficiency point. The ghost cannot exceed the maximum number of resistances allowed according to its level.

(****) Any ghost doesn't normally retain the ability to cast spells. However, if it possesses either the Inhabit Body or the Dominate Victim power, it is able to use a living material body to channel the magical energies as every other spellcaster. Only in this case can the ghost cast wizard spells, provided it has access to a spellbook and also spends other slots to gain the Wizard Spells power.

The same applies for Psionic Powers. However, Psionic Powers cannot be gained if the ghost didn't know them before its death. Only psionics can choose to retain these powers upon transition into undeath by spending proficiency slots the normal way.

Ghosts cannot cast priestly spells unless they serve a deity related to undeath and corruption. In this latter case, they can cast spells only if they Inhabit a living body and spend slots to gain the Priest Spells power.

Finally, only ghosts with an Intelligence (for wizards) or a Wisdom (for priests and psionics) of 15 or higher can master the magic energies necessary to cast spells or employ psionic powers.

Ghoul

General Information

Ability Score Requirements:	Strength 12+ Constitution 10+
Prime Requisite:	Strength
Advance as:	Warrior
Exceptional Strength:	Yes (max 19)
Exceptional Constitution:	Yes (max 19)
Base AC:	7
Hit Dice:	d6
Attack as:	Priest
Save as:	Priest
Weapon proficiencies:	4
Additional slot (D&D/AD&D):	4/3
Nonweapon proficiencies/Powers:	3
Additional slot (D&D/AD&D):	4/3

Notes: once turned into a Ghoul, the subject automatically loses 2 points of Wisdom because of the bestial nature that possesses its soul.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Paralysis	-	-

Required Powers:	# slots required	Relevant ability
Claws	2	-
Fangs	1	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Animate Dead	2	-
Attack Resistance I	3	-
Bardic Lore (*)	2	Wisdom
Cause Disease (I-II)	1 each grade	-
Cause Revulsion	3	-
Constitution Bonus	1 each point	-
Create Undead	1	-
Damage Immunity (cold)	2	-
Dexterity Bonus	1 each point	-
Fool's Feast	3 each time/day (max 3/day)	-
Magic Resistance	1 each 5%	-
Multiple Attacks	1	-
Odor of Corruption	2	-
Priest Spells (**)	1 each sphere	Wisdom
Regeneration	2 each HP	-
Strength Bonus	1 each point	-

Turn Undead	2	Charisma
Undead Mastery I	1	Charisma
Unholy Nature	1 each HD	-
Weapon Resistance (one type only)	2	-
Wizard Spells (**)	1 each school	Intelligence

Required Weaknesses	# slots given
Material Bane	2

Available Weaknesses	# slots given
Allergen	1
Anchor	2
Animal Repulsion	1
Attack Vulnerability	1
Fear of the Light	1
Hunger	1
Material Bane	2
Weapon Vulnerability	1

(*) If the ghoul was a Bard before becoming an undead, it retains its Bardic Lore power (other Bardic skills are lost) without spending slots to choose them.

(**) Only ghouls with an Intelligence (for wizards) or a Wisdom (for priests) of 15 or higher can master the magic energies necessary to cast spells. Ghouls however, cannot raise beyond 11th level as spellcasters (either priests or wizards).

Lich

General Information

Ability Score Requirements:	Intelligence 18 Wisdom 12+ Constitution 12+
Prime Requisite:	Intelligence
Advance as:	Wizard
Exceptional Intelligence:	Yes (max 22)
Base AC:	6
Hit Dice:	d6
Attack as:	Priest
Save as:	Wizard
Weapon proficiencies:	2
Additional slot (D&D/AD&D):	6/5
Nonweapon proficiencies/Powers:	6
Additional slot (D&D/AD&D):	3/2

Notes: substitute each Intelligence reference above with Wisdom (and vice versa) for Priestly and Psionic Liches. Only spellcasters and psionics can become a Lich.

Once turned into a Lich, the subject automatically loses 1 point of Dexterity because of the loss of nimbleness and agility after the transition into undeath.

Also, if the Lich's soul is transferred into another body (because the original one is destroyed), it acquires the Strength and Dexterity scores of the new body; all other scores remain untouched.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Wizard or Priest Spells, or Psionic Powers	-	-

Required Powers:	# slots required	Relevant ability
Attack Resistance I	3	-
Fear Aura	2	Charisma
Paralysis	2	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Alter Form (I-II)	1 each grade	Wisdom
Animate Dead	2	-
Attack Resistance II	3	-
Bardic Lore (**)	2	Wisdom
Bardic Shield (**)	2	Charisma
Bardic Song (**)	1	Charisma
Bardic Voice (**)	1	Charisma
Bone Barrier	2 each time/day (max 3/day)	-
Charisma Bonus	1 each point	-

Chilling Wind	2 each time/day (max 3/day)	-
Claws	2	-
Coldfire	3 each time/day (max 3/day)	Constitution
Constitution Bonus	1 each point	-
Damage Immunity (*)	2	-
Damage Resistance (*)	1	-
Doom Gaze (1 gaze/day)	4	-
Fool's Feast	3 each time/day (max 3/day)	-
Grasp of Death (1 touch/day)	3	-
Ignore Metal	3	-
Illusion (I to III)	1 each grade	Intelligence
Imitation	1 each time/day	Intelligence
Intelligence Bonus	1 each point	-
Magic Resistance	1 each 5%	-
Meta-polymorph	3	Intelligence
Monster Summoning	3	Charisma
Multiple Attacks	1	-
Painwrack	2 each time/day (max 3/day)	-
Regeneration	2 each HP	-
Strength Bonus	1 each point	-
Turn Undead	2	Charisma
Undead Mastery (I-II)	1 each grade	Charisma
Unholy Nature	1 each HD	-

Required Weaknesses	# slots given
Anchor (phylactery)	2

Available Weaknesses	# slots given
Allergen	1
Animal Repulsion	1
Attack Vulnerability	1
Material Bane	2
No Shadow	1
Weapon Vulnerability	1

(*) The lich's resistances depend on its level of power as follows:

Level	N° Resistances
1-9	1 Resistance
10-15	1 Immunity or 2 Resistances
16-19	1 Immunity + 1 Resistance
20	2 Immunities

To turn a previous Resistance into an Immunity, the lich needs only spend another proficiency point. The lich cannot exceed the maximum number of resistances allowed according to its level. Finally, one of the Immunities **MUST** be to cold.

(**) If the lich was a Bard before becoming an undead, it retains its Bardic Lore, Bardic Shield, Bardic Voice and Bardic Song powers without spending slots to choose them.

Mummy

General Information

Ability Score Requirements:	Wisdom 14+
	Strength 13+
	Intelligence 12+
Prime Requisite:	Wisdom
Advance as:	Warrior
Exceptional Strength:	Yes (max 22)
Base AC:	7
Hit Dice:	d8
Attack as:	Priest
Save as:	Priest
Weapon proficiencies:	3
Additional slot (D&D/AD&D):	5/4
Nonweapon proficiencies/Powers:	4
Additional slot (D&D/AD&D):	3/2

Notes: once turned into a Mummy, the subject automatically loses 1 point of Dexterity because of the loss of nimbleness after the transition into undeath.

Powers & Weaknesses

Bonus Powers:	# slots required	Relevant ability
Cause Disease I	-	-
Fear Aura	-	Charisma

Required Powers:	# slots required	Relevant ability
Damage Immunity	2	-
Rejuvenation	3	-

Available Powers:	# slots required	Relevant ability
AC Bonus	1 each -1 to AC	-
Alter Form (I to III)	1 each grade	Wisdom
Attack Resistance (I-II)	3 each grade	-
Bardic Lore (**)	2	Wisdom
Bardic Shield (**)	2	Charisma
Cause Disease (II to IV)	1 each grade	-
Charisma Bonus	1 each point	-
Charm Gaze	2	Charisma
Claws	2	-
Constitution Bonus	1 each point	-
Create Undead	1	-
Damage Immunity (*)	2	-
Damage Resistance (*)	1	-
Fool's Feast	3 each time/day (max 3/day)	-
Grapple	2	-

Illusion (I to III)	1 each grade	Intelligence
Intelligence Bonus	1 each point	-
Magic Resistance	1 each 5%	-
Monster Summoning	3	Charisma
Multiple Attacks	1	-
Odor of Corruption	2	-
Priest Spells (**)	1 each sphere	Wisdom
Strength Bonus	1 each point	-
Summon Horde	3	Charisma
Symbiosis	1	-
Turn Undead	2	Charisma
Undead Mastery (I-II)	1 each grade	Charisma
Unholy Nature	1 each HD	-
Weapon Resistance (one type only)	2	-
Weightlessness (I to IV)	1 each grade	-

Required Weaknesses	# slots given
Allergen	1
Attack Vulnerability	1

Available Weaknesses	# slots given
Allergen	1
Anchor (Spirit Items)	2
Animal Repulsion	1
Attack Vulnerability	1
Environmental Aversion	2
Material Bane	2
No Shadow	1
Weapon Vulnerability	1

(*) The mummy's resistances depend on its magnitude (level of power) as follows:

Level	N° Resistances
1-5	1 Immunity
6-18	1 Immunity + 1 Resistance
19-20	2 Immunities

To turn a previous Resistance into an Immunity, the mummy needs only spend another proficiency point. The mummy cannot exceed the maximum number of resistances allowed according to its level.

(**) If the mummy was a Priest before turning into an undead, it retains its priestly spellcasting and must not use slots to allocate this ability (it becomes automatically a Bonus Ability), provided it has a Wisdom score of at least 15 points. If the Wisdom score is lower, it must buy the power the normal way (allocating powers slots).

If the mummy was a Bard before becoming an undead, it retains its Bardic Lore and Bardic Shield powers (other Bardic skills are lost) without spending slots to choose them.

UNDEAD POWERS

Common Powers

Upon transition into undeath all characters gain some powers which derive from their new bond with the Negative Material Plane and their unholy state of existence. All undead share the following powers:

- Darkvision 18' (can see just as well at night and in extreme darkness -except magical Darkness- as they do in full light);
- Immunity to any type of poison, disease, paralysis, charm and fear;
- Immunity to death, aging, and sleep* spells/magical effects;
- Immunity to specific spells (see the different *Van Richten's Guides* for more information);
- No need to breathe;
- No thermal aura (invisible to Infravision except when near a heat source).

(*) Vampires are not immune to sleep since they need rest daily.

Note: since the undead PCs have retained much more willpower and ego than their common ilk, they are not immune to *all* mind affecting effects. However, any living creature making mind-contact with an undead mind must make a Horror Check (or save vs. Paralysis) each round to avoid being overwhelmed by the horrifying alien workings of the undead's mind.

Specific Powers

Aging Touch: On a successful unarmed attack, the undead causes his victim to instantly grow older. A successful saving throw vs. Spell negates the effect. Any penalties associated with the victim's new age are applicable and permanent. The number of years that the victim is aged depends on the undead character's level as follows:

<i>Level</i>	<i>Years Aged</i>
1-3	3-12 (1d4 x 3)
4-7	5-20 (1d4 x 5)
8-12	10-40 (1d4 x 10)
13-17	15-60 (1d4 x 15)
18+	20-80 (1d4 x 20)

Alter Form: The power allows the undead to magically change its physical appearance or form simply by concentrating for one round. The power can be used a number of time a day equal to one fourth the PC's level (rounded down). Depending on the grade of mastery of this ability the undead possesses, it can perform different actions.

- I) The undead is able to make an illusory change to its form (similar to the 1st level wizard spell *Change self*) which lasts for up to 30 minutes;
- II) The undead is able to make a real, though limited, change to its form (similar to the 2nd level wizard spell *Alter self*) which lasts for up to 60 minutes;
- III) The undead can make a real and extensive change to its form (similar to the 4th level wizard spell *Polymorph self*) which lasts for up to 90 minutes.

Animal Form: The undead can shapechange into an animal form previously chosen any time he wants, gaining the Movement forms and speed of the animal and its natural attacks while losing his own. All other statistics (AC, Hit Points, Special Defenses, THAC0 etc.) remain the undead's normal ones, but the undead cannot use its special powers while in this form. The process takes one full round during which the undead suffers a +4 penalty to its AC and a -1 penalty to all Saving Throws and cannot attack nor cast spells. This power can be chosen multiple times to be able of assuming different animal forms. Only normal animals are allowed, not fantastic or giant ones.

Animal Summoning: (see *Requiem* p. 50) Note: the undead cannot possess this power if it has the Animal Repulsion vulnerability.

Animate Dead: The undead is able to cause zombies and skeletons to rise with a mere touch. Such creatures can only be turned as the undead who raised them as long as it is within 200 feet of them; otherwise the normal chances for turning apply. The undead PC can create and maintain in this fashion a maximum number of HD of zombies or skeletons equal to its own level. These minions do not count towards the *Undead Mastery* power limits. A *Dispel Magic* has the normal chances of dispelling these undead.

Armor Class Bonus: The undead is nimbler and its skin tougher to pierce or cut. This power permanently reduces the undead's AC of 1 point per skill slot.

Attack Resistance: (see *Requiem* p. 51)

Bardic Lore: (see *Requiem* p. 52)

Bardic Shield: (see *Requiem* p. 52)

Bardic Song: (see *Requiem* p. 52)

Bardic Voice: (see *Requiem* p. 52)

Bone Barrier: The undead is able to call up splinters of bones from anywhere bones are present in a 90 feet radius and animate them into a protective barrier that inflicts 9d8 to all those who try to bypass it. The barrier continues to exist as long as the undead remains concentrated, although it cannot be moved.

Cause Despair: The undead is able to cause those near it to lose hope and to become convinced that the cause for which they are working is lost. All persons within the area of the aura must make a saving throw vs Spells in order to avoid succumbing to the dolor surrounding the ghost, thus becoming lethargic and depressed. In game terms, those who fail their ST suffer a penalty on all their dice rolls until they move beyond the radius of the undead's aura. The following table shows the radius of the undead's aura and the penalties resulting from a failed ST according to the undead's level:

<i>Level</i>	<i>Aura Radius</i>	<i>Penalty</i>
1-5	30 feet	-1
6-10	90 feet	-2
11+	200 feet	-3

Note that if the undead is using his *Cause Despair* Aura he cannot exude any other type of aura until he first stops using this one, and vice versa. The undead needs make a Charisma check to start

emanating this aura and cannot do anything else for that round; if he fails he can retry the following round. No other checks are needed to maintain or drop the aura.

Cause Disease: (see *Requiem* p. 53)

Cause Revulsion: The undead is able to induce a feeling of disgust and revulsion in the living because of its corrupted appearance. This revulsion is so powerful to cause the victim to become physically ill, inducing a state of nausea in all those who fail a saving throw vs Spells. The undead needs to physically touch the victim for this power to work. According to the undead's level, the nausea induced penalties (affecting all dice rolls of the victim) and its duration vary as follows:

<i>Level</i>	<i>Nausea Duration</i>	<i>Penalty</i>
1-5	1 turn	-1
6-10	1 hour	-2
11-14	12 hours	-2
15+	1 day	-3

Only the undead whose physical appearance is corrupted or bestial can possess this power. Any healing spell or Remove Curse or even a Remove Fear can cancel the effects of this power before the nausea elapses naturally.

Cause Wounds: Some creatures are able to harness the power of the negative energy that courses through them and employ it to inflict damage on living creatures while somehow feeding themselves at the same time. Whenever an undead possessing this power chooses to use it and touches another being, it inflicts some damage to the victim according to its level (see table below), although the victim is always entitled a Saving Throw vs Spells to halve the damage (min: 1 hp).

<i>Level</i>	<i>Damage</i>
1-4	1d6
5-8	1d8
9-12	2d6
13-16	2d8
17+	3d8

Charisma Bonus*: (see *Requiem* p. 54)

Charm Gaze: (see *Requiem* p. 54)

Charm while Gaseous: The effects of this power are identical to the *Charm Gaze* except that the creature is able to use it even while in gaseous form (a vampiric power).

Chilling Wind: The undead is able to blow a freezing blast of wind in a cone 100 feet long and 50 feet wide at the base. The wind lasts for only one round, but during that round a howling, screeching wail accompanies it which requires a Fear Check for anyone within 60 feet of the cone. Note that characters within the area of a *Silence* or similar spell do not need to check. Also anyone caught within the cone of the wind suffers 1d10 points of cold damage and all the liquids caught in it will freeze. Using this power requires an entire round.

Claws: (see *Requiem* p. 55) Note: the damage inflicted with Claws doesn't include the Strength bonus (which must be added after hitting).

Coldfire: The undead is able to produce a negative energy fire which burns so cold that it inflicts 3d10 points of freezing damage upon anything it touches. Being of Negative plane energy, even objects or creatures that are by their nature immune to cold will suffer damage (albeit halved). Also the *Coldfire* penetrates the protection offered by magical objects that are designed to prevent cold damage if the owner fails a ST vs Spells. The undead may produce the *Coldfire* as a glowing, bluish-green flame that can be held in its hand or thrown as a missile weapon. In both cases the flame is extinguished after it touches a victim or is thrown away from the undead which generated it. Also a *Dispel Magic* will affect this power normally.

Constitution Bonus*: (see *Requiem* p. 55)

Create Undead: The undead possesses the power to create more samples of its species. If a living victim is killed either using the undead's draining ability (whether it affects life energy, ability scores or some other aspect of living characters) or while he has been infected with the contagious disease of the undead, he comes back as an undead creature three days after his demise. The creator has no control upon its children-in-darkness unless it specifically possesses the *Undead Mastery* power, however. Note that this power is restricted only to those creatures possessing either a *Draining* or a *Cause Disease* power. Undead created with this power cannot be dispelled.

Damage Immunity: (see *Requiem* p. 55)

Damage Resistance: (see *Requiem* p. 55)

Dexterity Bonus*: (see *Requiem* p. 55)

Dimension Door: The undead has the ability to travel by de-materializing and re-materializing its body as per the 5th level wizard spell *Dimension Door*.

Dominate Victim: The incorporeal undead can assume complete control over the action of its living host. Initial control of a body is established whenever the ghost wishes to and is able to come into direct physical contact with a victim who is in the required physical state (see below). Dominated individuals are able to move and act normally. It is impossible to tell from a simple surface examination whether a person is under the control of a spirit. The undead does not, however, have access to the memories of the victim. The host's condition determine if the victim can be controlled as well as the duration of the domination and the penalty to the ST vs Spells to avoid being dominated when the spirit first touches the victim. This table shows what kind of host an undead can attempt to control according to its level (the table is cumulative):

<i>Level</i>	<i>Host's Condition</i>	<i>Duration of Domination</i>	<i>Penalty</i>
1-5	Dead	1 turn	No Save
6-10	Dying (5 hp or less)	1 hour	-2
11-14	Debilitated (50% hp or less)	12 hours	-1
15+	Asleep	1 day	+2

Note that certain spells could be used to force the incorporeal undead out of the host before the duration of the domination expires (for example *Remove Curse* or *Dispel Evil*) while other could be employed to tell the true nature of the spirit inhabiting the host (*Trueseeing* and *Lore* among others). The power is reserved only to incorporeal undead and the length of time before a ghost can attempt to dominate the same victim again is found by inverting the Duration column.

Doom Gaze: The undead is able to cause the instant death of a living person just by looking at him. The victim is entitled a saving throw vs Death Magic to avoid the effect. The victim may be resurrected but only by a good cleric and not by potions or other magical items (excluding artifacts).

Drain: Many undead creatures possess the unique ability to siphon something from the living beings upon which they prey. Many drain the basic essence of a character's life (Levels) or even his most precious memories. Others are able to feed directly upon the health of their victims (HPs), and finally others steal from the living their vitality, or their strength or even their intellectual capacities (Constitution, Strength and Intelligence). An undead with this ability must choose what it is able to *Drain* when created (usually the same kind of its creator). Each kind of Draining ability can be chosen multiple times to improve it (grade I, II and III), to a maximum of 3 times.

<i>Drain Type</i>	<i># slots required</i>
Drain Constitution	2
Drain Health (HP)	2
Drain Intelligence	2
Drain Life Energy	3
Drain Memories	2
Drain Strength	2

<i>Grade</i>	<i>Memories lost (time)</i>
I	1d10 x 10 hours
II	1d10 x 10 days
III	1d10 x 10 weeks

Note that the drained memories also affect the spellcasting capacities of the victim.

Optional Rule: A victim can make the draining effect temporary with a saving throw vs Spells: if he succeeds then the lost attributes/hp/memories/levels return after 1d4 days, otherwise they are lost forever.

Drain Senses: The undead is able to drain the living's five senses to feed themselves. This ability can be chosen up to five times to be able to drain all of the five senses: sight, hearing, touch, smell and taste. The undead can drain one of the senses each time it touches its living victim (only one sense can be drained each round, though), who is entitled a Save vs Spells: if it fails, the sense is lost forever (or until a *Restoration* or more powerful spell is cast on him); if the save succeeds, the sense is lost only for one turn. With each sense drained come the following penalties:

- Sight: Blindness (-4 to Hit Rolls, +4 malus to AC, enemies attack with +4 bonus on their rolls), Impossible to dodge some attacks unless warned (including ST);
- Hearing: Loss of balance (-2 to Dexterity and +2 malus to AC), Miscast Spell Chance (30%);
- Taste: Miscast Spell Chance (40%), Impossible to recognize drinks/foodstuffs or poisons, Impaired speech;
- Touch: Loss of balance (-3 to Dexterity), Impossible to find secret doors/hidden things, Loss of thieving abilities;
- Smell: Slowed reactions (+1 Surprise roll against, -1 Initiative), Impossible to recognize smells.

Entrance Victim: Upon first sighting an undead who is able to entrance its victims, characters must make a saving throw vs Paralysis. Success indicates that they are able to avoid the undead's magic and may continue to act normally. Those who fail this save, however, are unable to move or undertake any action for as long as the undead remains in their sighting range. Additional ST are allowed to attempt to break the trance after the number of melee rounds equal to one fourth the level of the undead PC (rounded down). Those undead who possess this power must specify when they withhold it (it is always active unless specifically stated by the PC); reactivating it counts as a free action. Only undead of beautiful or preserved appearance (minimum Comeliness 12) may have this power.

Ethereal Web: Upon materializing on the Prime Plane, a ghost has the ability to create around itself a ghostly web that engulfs all those standing within 10' of the ghost. Three rounds after the web has been created, all the individuals (save the ghost) still standing inside it must make a ST vs Magic each round or be instantly transported into the Ethereal Plane. The web moves with the ghost and there is no time limit to maintain this power. It can be used only three times a day, however.

Fangs: (see *Requiem* p. 58)

Fear Aura: (see *Requiem* p. 58) Note: to use this power the undead must make a Charisma check the first round it activates the aura (no check is needed for the following rounds). However, if it dispels the effect and then raises it again another check is needed. While it is trying to activate the aura it cannot do anything else for that round.

Fool's Feast: By merely passing within 3 feet of openly displayed food, the undead is able to taint the edibles with a deadly, mystical poison. Those who eat of the food will die within a number of rounds equal their Constitution score unless they roll a successful saving throw vs Poison. A poisoned victim can be also healed by a *Neutralize Poison*, *Heal* or *Wish* spell, while a *Purify Food and Water* or *Dispel Magic* will automatically remove the poison from the edibles.

Gaseous Form: The undead can turn its whole body along with the objects carried into a gaseous cloud that drifts away at the rate of 3. The whole transformation takes one combat round during which the creature has a -4 penalty on all its rolls and cannot do anything but dodge. The creature in gaseous form can be blown away by wind currents stronger than 125 mph. A creature in gaseous form can be hit only by magical weapons of +3 (or better if the undead's weapons immunity is higher) enchantment or by spells of 5th level or higher.

Note: a vampire reduced below 0 Hps automatically turns into gaseous form and seeks a place to regenerate. In this particular case, if wounded while in gaseous form, it doesn't take any damage.

Grapple: Undead using this power must make 2 attacks per round (so it can be used only by undead possessing multiple attacks). If only one hits, then the undead cannot *Grapple* the opponent, even though it does the normal amount of damage barehanded. If they both hit, the victim is enfolded in the undead's arms and crushed or strangled (he suffers the *Grapple* damage, not the normal blows). A victim may break free by winning a Strength match against its opponent or by inflicting damage on the creature (with a -4 penalty on his attack rolls), or by any other method determined by the DM. According to the undead Strength score, the damage it does automatically each round to the trapped victim is shown on this table (do not add the creature's bonus due to its high Strength to the damage listed below):

<i>Strength</i>	<i>Damage</i>
17 or less	1d8
18	2d8
19	2d10
20	3d8
21	3d10
22	4d8

Grasp of Death: If the undead touches a living person, he will die instantly unless he successfully saves vs Death Magic. The victim may be resurrected but only by a good cleric and not by potions or other magical items (excluding artifacts). The undead must selectively use this power, which expires after touching a living victim (whether he dies or not). When it is active, a nimbus of corruscating black flame surrounds its hands.

Ignore Metal: The undead is able to temporarily ignore the existence of metal with its physical body by magically putting itself ever so slightly out of dimensional phase. It can walk through metal objects and *Walls of Iron* as if they were not there, and metal weapons inflict no damage except for any bonuses conveyed by magic. Metal armors and shields also have no effect, with only magical bonuses conveying a better AC (Dexterity bonuses still apply, however). Spells cast by the undead while in this state interact with metal as normal, however. Also, magical effects created by objects of metal that are used against the undead, such as wands made of metal, have their normal effect. The undead can maintain this state for no more rounds a day than it has levels, although it needs not use all of them subsequently. (For example, a 10th level lich could *Ignore Metal* for 6 rounds, then drop this power and use it again for the remaining 4 rounds within 24 hours of the first use.)

Illusion: The undead is capable of creating illusions which affect all the people standing inside the area of the illusion. The undead can create an illusion in any area it can see, regardless of range, and the illusion itself is a cube of 30 feet side. The illusion generally lasts as long as it concentrates on the effect, plus one turn after concentration stops. Also according to which grade the undead specializes in creating illusions, he can achieve different results:

- I) The undead may create normal illusions affecting two senses, just like the wizard spell *Phantasmal Force*, once a day;
- II) The undead can "program" illusions affecting three senses as if it was using the 5th level wizard spell *Advanced Illusion* twice a day;
- III) The undead can create illusions with quasireal components (four senses affected) as if using the 4th level wizard spell *Shadow Monster* or the 5th level wizard spell *Shadow Magic* three times a day.

Note that the *Illusion* has the normal chances of being detected (disbelieved) or *dispelled*. Also, in order to create the *Illusion* the undead must concentrate and make a successful Intelligence check (the check is not needed to maintain the illusion, however, only concentration).

Imitation: The undead is able to harness the spell energies expended by other wizards and recreate the effect under its control. Any spell cast in the presence of the undead may be recast by the undead in the round immediately following without the expenditure of any of the undead's carried spells. The undead need not know nor carry the spell in order to *Imitate* it. Note that the undead can *Imitate* wizard spells only and must perform the imitation in the round immediately following the spell effect or the magical energies dissipate and are lost. Also, range, duration and effect depend on the level of the wizard who cast the spell originally, not on the undead's own level.

Inhabit Bodies: Some incorporeal undead are able to lash out at victims and invade their bodies. This power is handled as per the description of the 5th level wizard spell *Magic Jar*. There are some conditions, however, to keep in mind. First of all, the power can be used only by incorporeal undead and the undead can freely attack a specific individual while also employing this power. Further, the range at which the power can be employed is 30 feet. This power allows the potential victim to make a saving throw vs Spells to avoid being possessed by the spirit: if he fails, then he's immediately slain by the undead who takes possession of its body and his soul cast out of its mortal shell. The only way to free the body of the victim is to either damage it (reducing it to 0 hp and thus driving away the ghost, but not killing it) or to cast a *Dispel Magic* or *Dispel Evil* upon it. Once the ghost leaves the body, the victim can be resurrected normally. As long as the ghost is inside the host body it cannot use its special powers but cannot be harmed either (the physical body sustains all the damage), while it can use the body's natural forms of attack. The undead can use the power only once a day.

Intelligence Bonus*: (see *Requiem* p. 59)

Invisibility: (see *Requiem* p. 59)

Keening: (see *Requiem* p. 59)

Magic Resistance: (see *Requiem* p. 60)

Meta-polymorph: This power works as the 4th level wizard spell *Polymorph self*, with the exception that the PC cannot polymorph into other undead species. The power can be used three times a day and the transformation lasts for 1 turn per level of the PC (or less if the PC wants to revert to the original form before the effect ends).

Monster Summoning: (see *Requiem* p. 60)

Multiple Attacks: (see *Requiem* p. 61) Note for D&D rules: this power only adds 1 extra attack to the undead and can be chosen only once.

Odor of Corruption: (see *Requiem* p. 61)

Painwrack: The undead is able to almost numbing pain through its eyes. Any living creature that makes eye contact with the undead suffers 2d10 points of damage from severe pain (save vs Spells for half damage). Obviously, the undead must selectively use this power, but no check or roll to hit is needed, only eye contact with the victim.

Paralysis: (see *Requiem* p. 62)

Passwall: The undead can pass through walls of any material at will as if they were simply not there, traveling at its normal movement rate. Note that unlike the *Passwall* spell, the undead does not create a physical hole in the wall: it merely passes through the wall. The power can be used three times per day and the undead cannot cross *Anti-Magic* barriers, although he can pass through *Force Fields*. The 6th level clerical spell *Barrier* affects the undead with this ability normally.

Priest Spells:** (see *Requiem* p. 62) Note: in order to regain the lost spells, the undead PC must only pray and meditate for an hour (no sleep time required)

Psionic Powers: The undead is able to use psionic powers normally as it did in life. One proficiency slot must be spent for each Discipline the psionic undead knows, up to a maximum of five (according to the psionic level he has gained). All psionic powers require the usual checks to be activated, but all of the checks must be made on the undead's Wisdom score.

Regeneration: (see *Requiem* p. 62)

Rejuvenation: (see *Requiem* p. 62)

Spider Climbing: The undead is able to climb all kind of surfaces without problems, even those precluded to mortals by the law of physics (for example climbing and walking on the ceiling). The undead remains attached to the surface without particular efforts as long as both its hands or feet are attached to it and can walk upon it at the rate of 9.

Strength Bonus*: (see *Requiem* p. 63)

Summon Horde: The undead is able to summon an insect swarm and to direct them in any area within sight. The power is usable once a day and is similar to the *Summon Insects* spell. The controlled swarm arrives in 1d4 rounds after the initial call (Charisma check on the undead's part to summon the swarm), it only remains for 2d4 rounds and has a movement of 18, obscuring vision in its area of effect. The undead may summon a horde of insects appropriate to the place where it is in that moment, provided there are insects in a mile range to hear its call. The damage done and the volume affected by the horde vary according to the undead PC's level as follows:

<i>Level</i>	<i>Volume</i>	<i>Damage</i>
1-5	5 cu. ft.	0/2
6-9	10 cu. ft.	2/1d4+1
10-15	20 cu. ft.	3/1d6+2
16+	40 cu. ft.	4/1d8+3

The number before the slash represents the damage suffered each round if the victim does except try to fight off the horde. The number after the slash is the damage suffered if a victim ignores the horde.

According to the type of insects summoned, besides the normal damage (see the table below) others effects may result from the insects' bites and scratches:

- **Poison:** the creatures in the horde are venomous. They might inflict less damage but carry a deadly or debilitating poison. Victims must save vs Poison each round to avoid the effect.
- **Incapacitation:** the stings and bites infected by the horde are so distracting and painful that instead of inflicting actual damage they render the victim helpless until the horde departs. Victims can save vs Paralysis each round to avoid the effect.
- **Disease:** the horde is infected with some malady that they pass on their victim unless he saves vs Poison each round. Specific diseases take 3d12 hours to develop and can be cured normally. Effects include:
 - **Blindness:** the victim's eyes and eyelids become swollen and useless. A *Cure Blindness* spell restores sight for 1d4 days but the condition persists until the disease is cured;
 - **Coma:** the victim falls into a deep coma for 2d12 hours during which the subject's Constitution drops one point each passing hour. If Constitution reaches 0 before the effect ends or the disease is cured the victim dies. The lost points return at the rate of 1 point per hour of rest after the disease pass. If not cured, it recurs every 1d4 months;
 - **Fever:** the victim becomes incapacitated by a bout of alternating fever and chills which lasts 1d3 days. The victim must make a saving throw vs Death Magic each day or die. If the disease is not cured, it recurs every 1d4 months;
 - **Insanity:** the victim falls into a maniacal fit that persists for 1d4 hours during which he attacks any creature he can reach, biting and scratching like an animal. At the end of the fit the victim falls into a coma for 1d12 hours and must make a saving throw vs Death Magic: if he succeeds he wakes up with his mind restored; if not he dies.

Symbiosis: The body of the undead with this power is home to another "monster". Typical symbionts include the various deadly molds, green slimes, other oozes and puddings, venomous arachnids, rot grubs and any other creature small enough to make a home in an undead's body. The undead is always immune to any special attacks that involve physical contact with the symbiont.

Telekinesis: This power is used in the same manner as the 5th level wizard spell of the same name, with some exceptions. In the case of a sustained manipulative force, the undead can affect 5 pounds per each Level it has. The PC only needs a successful Wisdom check to manipulate an object or a

person with its *Telekinesis*, and the effect is not dispellable. A creature can resist the telekinetic grip with a successful saving throw vs Spells. The telekinetic grip is mantained by the undead as long as it remains concentrated (during this time it cannot perform other actions but walk at half his movement rate). It is not uncommon for an object or victim moving under the influence of this power to become surrounded with an aura of pale blue light. The power can be used at will.

Turn Undead: (see *Requiem* p. 64)

Undead Mastery: The undead Master is able to call upon the power of his Charisma to command ranks of lesser undead. The true power of the character depends on the grade of mastery attained:

- I) The undead can control a number of HD of undead equal to twice its level, and the maximum number of HD one single controlled undead can have cannot exceed half the Master's own level. In order to control the other undead, the Master must make a proficiency check: if it succeeds, the undead victim is entitled a saving throw vs Spells to resist the effect; if it fails, it can retry only after 24 hours. The Turning Undead rules with these pawns function normally. With this power the undead cannot try to wrestle away the undead already controlled by another Liege.
- II) The undead can control a number of HD of undead equal to three times its level, and the maximum number of HD one single controlled undead can have cannot exceed the Master's own level. In order to control the other undead, the Master must make a proficiency check: if it succeeds, the undead victim is entitled a saving throw vs Spells with a -4 penalty to resist the effect. If it fails, it can retry only after 24 hours. Also the Master must choose a certain number of pawns to act as its Followers depending on its Charisma. These undead pawns will be loyal to their Master (Morale depends on the Liege's Charisma) and can try a Morale check to resist any attempt to be Turned or to be controlled by another undead. The undead can also try to wrestle away the undead already controlled by another Liege.

Unholy Nature: (see *Requiem* p. 64)

Weapon Resistance: (see *Requiem* p. 65)

Weightlessness: The undead has command over its own body weight and can render itself literally as light as feather, thus gaining an impressive movement rate and even levitating. The powers granted by this ability depend of the grade of mastery the undead has reached:

- I) The undead can move at a rate of 18. It can climb smooth surfaces whose slopes do not exceed 45° and vertical surfaces that are rough at a rate of 9. The undead can also pass over soft surfaces such as mud, snow or loose sand without becoming mired or leaving tracks;
- II) The undead can move at a rate of 24 and climb as described above at a rate of 12. It can also pass over very soft surfaces such as bogs or quicksands without becoming mired;
- III) The undead can move and climb as described above at a rate of 24. It can even walk across water and other liquids with ease and without leaving tracks;
- IV) The undead can move and climb as described above at a rate of 30. It can also *Levitate* at the rate of 6 for a number of turns equal to its Level each day.
- V) The undead has all the above mentioned powers and can also *Fly* at the rate of 9 (maneuvring factor: B) for a number of turns equal to its Level each day.

Wizard Spells:** (see *Requiem* p. 65) Note: in order to regain the lost spells, the undead PC must only study/meditate for an hour (no sleep time required)

Wraithform: The undead character can assume Ethereal state simply by concentrating for 1 combat round. While ethereal, the creature can be hit only by magical weapons (it is totally immune to spells) and its Armor Class varies against creatures attacking it from an adjacent plane. Refer to the following table:

<i>Level</i>	<i>Armor Class</i>	<i>Plus Needed</i>
1-10	0	+2
11-13	-1	+3
14-16	-2	+4
17+	-3	+5

Note that if the undead in Wraithform is confronted by individuals who are in the Ethereal Plane as well, the normal AC and weapon immunities of the undead apply. The undead in Wraithform cannot affect creatures on other planes in any way, except for those powers that produce fear.

Notes:

* The maximum allowed by each undead race supercedes the standard maximum listed in the power's description.

** For D&D rules, substitute the term "school" or "sphere" with "spell level".

Further Notes: AD&D and D&D Levels

Wherever Levels are mentioned throughout this product, I'm referring to AD&D levels. Remember that undead PCs do not gain powers with age categories, but rather with levels, since this is the way NPCs' "age categories" are represented for PCs. The more experience one accumulates, the more powerful he becomes: age represents experience for undead NPCs while experience levels are used in the case of PCs. Refer to this table to convert the AD&D levels to D&D ones:

<i>AD&D</i>	<i>D&D</i>
1-12	1-12
13	13-15
14	16-18
15	19-21
16	22-24
17	25-27
18	28-30
19	31-33
20	34-36

UNDEAD WEAKNESSES

Common Vulnerabilities

All undead are vulnerable to holy water, holy symbols and blessed accoutrements or wafers. Each of these things (except holy water) can be used to keep them at bay (if openly presented towards the undead) or to harm them in some way (except blessed accoutrements). The extent of the damage done and the duration of the protection offered by these items varies with the grade of power (level) of the undead against which they are employed.

Normally, every person who has faith in a good Higher Power (i.e. he normally professes his faith and attends the holy ceremonies regularly) may keep an undead at bay by holding a holy symbol/wafer/accoutrement and presenting it to the undead. He has to make a Charisma check (roll 3d6 under the Charisma score) and if it succeeds, he can hold the fiend at bay for a certain time. This means the undead cannot come near 10' of the person holding the item nor stare directly at the item. However, this doesn't mean the undead cannot attack using long range powers or weapons. If the Charisma check fails, the undead can move freely and the person who failed cannot attempt to stop the creature anymore for the whole day. The following modifiers apply to the check:

- Undead is in a sanctified place (-2 bonus to roll)
- Undead is 200+ years old or of level 11th + (+2 malus to roll)
- Undead touching holy item (-2 bonus to roll)
- Subject presenting the item has been blessed (-1 bonus to roll)
- Worshipped deity is Neutral (+1 malus to roll)

The table below shows how long all undead are held at bay by any non-priest character. Remember that the Charisma check can always be repeated before the duration of the effect expires (until it fails, of course):

Level	N° of rounds
1-5	2d4
6-10	1d6
11-14*	1d4
15-17	1d2
18+	Unaffected

*Liches of level 11+ are completely unaffected by these "turning" methods.

In the case of a Priest or any other subject with the turning power, the normal rules for Turning Undead apply.

When holy water is splashed upon an undead, or a holy symbol or wafer touch the undead (roll to Hit needed), the level and the type of undead determine the extent of the damage caused by the holy item as follows:

Level	Skeleton, Ghoul, Wight, Zombie	Vampire	Mummy, Lich	Ghost
1-5	2d8	2d6	1d10	2d4
6-10	2d6	1d10	1d8	1d6+1
11-14	1d10	1d8	1d6	1d6
15-17	1d8	1d6	1d4	1d4
18+	1d6	1d4	1d2	1d2

[Note: for further information on presentment of holy items versus undead NPCs, see *Van Richten's Guide to Vampires*, *VRG to Ghosts* and *VRG to Ancient Dead*]

Specific Vulnerabilities

Allergen: The power of the undead is great, yet there are things which retain power over them. The undead is particularly frightened of a particular item (a common item chosen by the player at the undead PC's creation) which either was involved in the character's death or has a strong tie to its former living life. When the undead is presented with its selected allergen, it must make a successful Fear Check to avoid fleeing the area. Even if the check is successful, however, the creature is unable to approach within 10' of the offensive object. The allergen can in some cases be used to create a barrier that the undead cannot cross.

Anchor: An anchor is a specific object or place an undead character is tied to (ex: a vampire's coffin). An anchored character must spend 8 of every 24 hours in the presence of the object or place it is anchored to. Characters who are prevented from returning to their anchor lose one-quarter of their HPs every hour until, four hours later, they die. Reviving such a character is utterly impossible. If a character's anchor is destroyed, he has received a death sentence, for it will be impossible for him to return to it.

Animal Repulsion: The supernatural aura of the undead is so pronounced that many natural creatures can sense it. Whenever an undead with this affliction comes within 100' of an animal, the animal will move away from the creature as rapidly as possible. If prevented from retreating, the animal will become increasingly more frantic, until, when the creature comes within 20' of it, the animal becomes panicked. At this point, if the beast is still prevented from escaping, its behaviour will depend upon its nature. Natural hunters (like great cats and dogs) will attack it, while less aggressive animals may injure themselves while trying to escape from the undead. It will be impossible for an undead with this affliction to mask its true nature to animals, even through spells.

Attack Vulnerability: The undead is more vulnerable to certain types of attacks. The most common vulnerabilities include heat and fire, cold and ice, or lightning and electricity, but other forms may be possible (DM's call). When the undead is the target of an attack it is vulnerable to, the attacker gains +2 to his Attack Roll, and if he succeeds, he does double damage. Also, any Saving Throws attempted by the undead against to resist or escape the attack are made at -2.

Blood Lust: The creature has a mad craving for blood and must have it at all costs. If the creature can see an open wound or other source of fresh blood, the sight drives it into a frenzy. While in this frenzy, the undead will do whatever it takes to reach the source of blood and drink it. The frenzy is not so intense that the creature will put itself into a situation that it knows will certainly destroy it. The creature is sated after having reached the source of blood and isn't susceptible to further frenzies for 2d6 turns.

Environmental Aversion: The undead is restricted to the places he can go due to an aversion to certain environmental conditions. (The exact nature of the restriction is up to the player, subject to the DM's approval. Possible examples include sunlight, full moonlight, rain or fog, something the PC runs the risk of encountering commonly.) Whenever it is exposed to its aversion, the undead loses all its exceptional powers, save for those granted as bonus. Also, each round the undead spends exposed to its chosen bane causes it to lose 3 Constitution points. When the undead's Constitution reaches 0, the creature dies, breaks up and is lost forever. If the undead manage to escape its environmental aversion in time, lost Constitution points are regain at the rate of 1 point per day of normal rest, but it is likely the creature will bear some sort of scar as undeletable memory of the painful experience.

Extra Feeding: The creature must feed twice as frequently as normal (see section on Feeding in the *Introduction*.) Example: a vampire with the need to suck 6 hp per day will have to suck up to 12 points a day if his weakness was Extra Feeding.

Fear of the Light: Whenever immersed in sunlight the creature is helpless and cannot use any of its draining, shapechanging and regenerative abilities. Moreover, it suffers a -2 penalty on all its rolls and must make a Fear check every turn or flee in a shadowed place for 1 turn. Light spells cast at the undead have this effect only if it fails his Save against Spells. Note that if the undead also chooses the Environmental Aversion to sunlight, the Fear of the Light weakness is useless (the undead PC doesn't get the bonus slot given by this weakness). Environmental Aversion supercedes Fear of the Light.

Forbidden Access: The creature cannot enter a sanctified place nor a place owned by another creature, unless he is previously invited by the proprietor of the building.

Hunger: The creature has an incredible craving for meat and carrion (4lbs a day). If it is unable to satisfy its hunger on a given night, it loses 1 point of Intelligence, Wisdom (this is in addition to the points normally lost for not feeding regularly). This loss continues each night until the creature is able to consume at least 1 pound of flesh for each lost point. When either Wisdom or Intelligence reaches zero, it becomes a savage creature that will do anything to satisfy its hunger.

Material Bane: The undead is exceptionally vulnerable to weapons made from a certain material. (The player should choose the material his PC is vulnerable to, subject to the DM's approval. Possible examples include cold iron, silver, gold, etc.) Whenever a weapon made of that material is used against the undead, its wielder gains a +2 bonus to his Attack Roll and does double damage. In cases where the undead can be hit only by magical weapons, any weapon made of this material is assumed to be effective against the creature, even though it does only normal damage.

No Reflection: The creature doesn't cast reflection. This fact can easily be noticed by anyone who is looking the creature while near a reflective surface (Intelligence check at -1, plus other penalties if the undead tries to conceal its missing reflection).

No Shadow: The creature doesn't possess a shadow. This fact can easily be noticed by anyone who is looking the creature while near a single source of light (Intelligence check at -1), less easy if the undead is walking in plain sunlight (the lookers may have a feeling that something isn't quite right, but won't understand what until they clearly state they are observing the creature - Int check at -2).

Weapon Vulnerability: A certain type of weapons (either blunt, piercing or edged weapons) is exceptionally effective against the undead, doing double damage when it strikes. (The player must choose his PC's weapon vulnerability, with the DM's approval.) This vulnerability must always be chosen paying attention to the Weapon Resistance power of the undead (if any), so to avoid having the undead both vulnerable and resistant against the same kind of weapons.

101 Uses for Skeletons

by R. Sweeney and Stormonu

Coverleaf

This is a treatise on the proper and skillful use of the lesser undead by a necromancer of skill, cunning, and determination. Also titled, "101 uses for an old pile of bones", by Owa Tagoo Siam. Copyright, Darkhaven University, Darkon. All rites (sic) reserved.

Back Cover, Description

So, you've finished your supper of pork bellies and neighborhood children and you don't quite know what to do with the mess of bones? Well, pick off whatever gristle is left (makes good soup stock) and dust of that old necromantic tome..

Page one, the regular boring old skeleton. Any worthwhile necromancer knows how to animate a corpse and bind it to their bidding, but not everyone knows how to make productive use of this mindless moronic beasts. Seems only being able to remember 12 words or so renders the buggers all but worthless. Not So!

1) Watchguards. -- Come on, even the most moronic of skeletons can ring a friggin gong. Get real.. They are much better than a simple tripwire or magical spell.. after all any adventuring party worth their salt knows to detect magic and detect traps.. but do they remember to detect for undead? And even if they do, a paltry 1 yard of earth or a foot of stone or a couple inches of steel can block the spell's detection abilities. And even if they can find out your guards there.. what are they gonna to do take him out before it can ring a friggin gong.

2) Backup watchguards... ok, so turning undead can have a minor effect if you aren't a darklord living on a sinkhole of evil. Big deal. Chain the buggers up sothat if they run, a gong sounds.. or put frigging bells on them. The other thing you can do is have a backup zombie who's only job is to watch the first zombie.. but who's successfully out of site of the cleric and can't be turned. Backup zombie rings the gong... giving you time to get out of the bath and dry off before you have to deal with those meddlesome interlopers.

3) Monkey pile.. even the most stalwart adventure cannot hold against a sudden rush of skeletons. Attacking in groups of 20 with not intent other than to pin the interlopers to the ground, 20 zombies acting in tandem would receive a +20 to their hit roll.. able to bring down even the toughest warrior under a wave of bones. Pile up enough bones on top of a guy and he'll die.. or at least suffer some very memorable mental scars.. bragging rites at any local Darklord Watering hole.

4) Sneak attack.. Sure skeletons aren't much to talk about.. but their hidden symbionts can rock any gatecrasher's world. Yellow mold skeleton, rot grub zombie, brown mold skeleton (a hit when air conditioning's broken, too), russet mold.. heck, darn near any mold.

5) Bring interesting gifts, be the life of the party. A zombie can be used as a special suicide bomber. Just send one down the hall with a barrel of smoke powder and a lift fuze. Watch the PCs go nuts tryin to get away. Loads of laughs. (Send a few duds first). For those darklords in non-technological domains, just locate your nearest "Gas Spore" Have the nice skeleton pop the gas spore when in range of the PCs... same effect.

- 6) Decorations.. animate spare body parts and leave them lying around.. chattering skeleton teeth are a hit at local party favor shops in Darkon.. watch those pcs JUMP when they pick up the arm.. and it springs to life in their hands!
- 7) Approach things from a different direction.. have the skeletons lying dormant in shallow graves as the PCs approach. Since they are dormant, detect undead won't work! When a PC steps over the grave, the skeleton comes to life.. grabbing the PC and dragging him under the earth... right into your choice of fungus/mold/slime... or even down a drop chute several feet down.. too narrow to maneuver or defend.. then have another skeleton start dropping rocks from above.
- 8) Watersports.. little known fact.. humans require air.. undead don't. Great fun in any swampy area where the PCs have to wade through.. or even your run of the mill flooded dungeon. I recommend putting some strange looking sword/weapon at the other end of a flooded room and seeding the town with rumors of the 'great sword' which is your only method of destruction. Zombies grab the PCs, pull them under water. They are so busy trying to breathe, they don't have time to fight.
- 9) Makeup.. any number of relatively simple tactics can help the undead pass for a more fearsome foe. A simple crown and robe on a skeleton can lend the impression of a lich.. Some plate mail allows them to emulate doomguards. Make skeletons look like regular folk.. (Takes a LOT of makeup and perfume)
- 10) Kamikaze. Any number of animals can be animated as skeletons. Keeping some fraction of their normal abilities. Skeletal bads can fly (despite logical scientific facts). Good for sending notes, messages, flaming oil coated bad kamakasees... you know the drill.
- 11) Whoa.. get a load of that suit! Undead squids and octopi (recommended, zombies only) can provide an interesting self defense.. wear one for a cloak and watch the PC's surprise when it comes to life to defend you.
- 12) A pressing situation. Undead anacondas are lots of fun.. have them wrap themselves around a PC, immobilizing them.. then push the offending PC off a cliff.
- 13) Flying aces.. Some tree snakes, such as Jaculi can launch themselves from poles or similar objects to spear/bite the pcs. Little bony spears flying at the PCs from all angles.
- 14) Let slip the dogs of war.. Hey, hunting dogs get tired.. let loose a posse of these.. They never give up.
- 15) Wall defense.. ever animate Giant Spiders?
- 16) Fake out.. animate a carrion crawler. From a distance, the PCs won't know.
- 17) Poison.. another unknown fact. Undead are not affected by poison. Gas poisons, contact poisons on claws/weapons.
- 18) Oohie, smelly. Undead also don't complain about odor. Make em stink to high heaven with Troglodyte sweat or retch plants. Insert a few retch globes into the throat of either zombie or skeleton.. if the PCs hit, the globe breaks.. smelly.
- 19) Gardens.. Tend to your favorite species of flesh eating plant.. choke creepers, yellow musk creepers, hangman's tree.. etc..
- 20) Special weapons.. hey, make cool weapons for your undead. Knives that break off in the victims are a hit.
- 21) Military. Pikeman style lines work well.. so do skeletal archers. Skeletal knights on skeletal warhorses using heaven lances.
- 22) The Rook. Elephant skeletons.. troop transport, crush your foes underfoot.
- 23) Swarm.. a whole bunch of really small animals. Creepy, crawly, send them all over your PCs.

- 24) Playground: Mental aversion. Nothing like a room full of little kid skeletons to give your enemies the willies.
- 25) Mouthy brats.. add a few magic mouth spells to the brats. Make them say things like.. "Help" "Where's my mommy." "Are you her to save us from the bad man?" "I'm so glad you found us". Dressing them up cute helps.
- 26) Living Bridge. Build furniture, walls, bridges out of the lesser undead.. functional and self repairing in case of earthquakes.
- 27) Equipment -- Staff.. human or python skeleton and skull. Head bites upon a successful to hit.. comes off the spine.. and chews on the target. (Non-detachable head version also available).
- 28) Equipment -- arrows. Take your favorite dead pet snakes and make them into undead arrows. Affix arrow head to snake's mouth and let them start biting once they hit their mark.
- 29) Armor.. Not enough armor for your skeletons (or yourself). An ogre ribcage/skull cap absorbs quite a few blows and makes an attractive fashion accessory. Normal skeletons can be placed inside some larger zombies for extra fun.
- 30) Spitting.. fill the bellies of your zombies with oil, poison, or any noxious substance. (Acid doesn't work well, however). Have them puke on the invaders. Looks cool and sometimes induces vomiting in the victims as well.
- 31) Deadly embrace.. coat a zombie in pitch, light them, and have them embrace a PC. Loads of fun.. especially if you fill their tum tumbs with oil first.
- 32) Reserves. Scare the bejebes out of your PCs. In a room full of cluttered bones, have the PCs be attacked by 10 skeletons. Each time one is slain, bones fly together.. reforming the undead. In the heat of battle, it will appear that they same skeletons keep reforming.. when in all actuality, you have 50 or so reserve skeletons lying around in disjointed pieces.. ready to fly back together at a moment's notice. The PCs think they are fighting an inexhaustible foe.
- 33) Ettins.. An interesting take on the skeletal armor allows you to put two heads and 4 arms on the same 'skeleton'. Lots of fun. Simply keep the head and arms intact on your skeletal armor and cover with a cheap set of leather. PCs think they are facing some Monster.. and you get twice the attacking rate in the same unit space. (Note.. some people might leave the legs attached as well.. giving 2 kicks and 4 claws from the undead conglomerate.)
- 34) Windows95. Since each skeleton can remember up to 12 words.. use them to store information/archive retrieval. Give each zombie a binary on/off status then create a programming language.. Undead holding colored squares on a far away hill can function as the display terminal. Useful for games like Solitaire.
- 35) Psych.. chop out a few normal folks tongues.. torture them a bit and let them go as the PCs approach. They run for the PCs with outstretched hands .. hoping for a rescue. A good makeup job, however, convinces the invaders that these poor folk are undead. The cries of grief and apology from the interlopers is loads of fun.
- 36) Backup spell books. Tattoo your skeletons with copies of your spellbook contents.. when given the proper commands, they line up in the right order.. allowing you to read your backup copy.
- 37) Primitive telegraph. Communicate with distant areas of your kingdom with telegraph lines made of undead. Each undead copies the signing of the skeleton to it's right.. conducting the sign language gestures of the original mage all the way down to the other end. A version of morse code may be simpler, but slower.

- 38) Kablamo! Fire trap the skeleton's mouths. Make em laugh when the PCs get close or they are turned.
- 40) Watch what you read. Symbols, glyphs of warding, explosive runes on the skeletons.
- 41) Assembly line.. set up an assembly line where each undead performs one task of the construction of some item. Allows for mass creation of battlements.. from where you can have the skeletons attack with ballista, etc..
- 42) Look ma, no hands. Attach Crawling claws to the skeleton's hands. As the PCs approach.. they throw the hands at them. Cool shock value.
- 43) Doh! Fakeout.. Fake badguy escape. Skeleton dressed in rich garb (your favorite suit) gets into carriage which speeds away.. PCs chase the ruse while you make good your escape.
- 44) Nonstandard Weapon: Garrot, mancatcher, weaponbreaker, drow crossbow.
- 45) Quiet in the Library. Write necromantic spells on the zombies.. tattoo them with spell formulae. Mages run around trying to keep warriors from hacking the zombies to bits. Scribe scrolls, cursed scrolls, etc.. Also useful for yourself.. call over your fireball squad and start reading their backs. Keeps down the burden of carrying multiple scrolls on your person. Also useful for backup spell books.. "OK, Fireball, Magic Missile, and Death ray.. report to my chambers."
- 46) Find a home for those cursed weapons. Load those cursed items, weapons, rings etc on the undead of your choice.
- 47) Help in the kitchen... have the zombies pour the additives for those tricky magical experiments.
- 48) The pantry.. keep spare spell components on your zombies.
- 49) Noisemakers.. by clanking, clicking, clammering, and moaning to their utmost.. banging pans and etc.. they undead can make a caterwauling of painful levels.. especially in acoustically friendly rooms. Disturbs the concentration of spellcasters.
- 50) Darkness/light. Undead aren't affected normally by low/high light levels. A cornucopia of darkness spells in an area will be to the undead's general advantage. Remember, if they cannot see the cleric, they cannot be turned. The undead do have numbers on their side. Painfully high light levels can be generated by magnesium fires.. too bright for the PCs.. who must shirk away in pain.. but having no real effect on the lesser undead.
- 51) Lightshow.. by having continual light spells on certain undead and continual darkness spells on other undead.. a complex display of light/nolight/normal light condition areas are created. This change in light levels from full darkness to full light can be a painful shock to the eyes.. remember waking up in the dead of night and turning on the lantern? Continual darkness negates continual light, but the spheres of influence overlap with the multiple undead.. sometimes more 'light' than 'darkness' effects will occur in a sliver..generating an area of light. Sometimes the contrary. The random milling about of undead in combat makes a chaotic mix.
- 52) Bait - stick that bony skeleton on a pressure trap, a good spiked pit that only opens once fifty pounds or more is placed on it. The skeleton himself won't set it off, but when a PC rushes forward to take care of your scrawny guard, whoosh! into the pit with 'em (but don't expect your skeleton to survive...)
- 53) Spellslingers - Imbue with Spell Ability is a nice addition to your skeleton cohorts. Sure, you'll be out of the spell til he uses it, but the crafty priest can use it to even the odds...
- 54) Tough Enough - Powerful clerics have the nasty habit of being able to turn your undead. Enchant them with Revenance, making them resistant to the first attempt to turn them. For a second level spell, it sure can help undead.

- 55) Silent Ambush - When they're still, the undead don't make a sound, and they aren't visible to infravision in the darkness. A sudden skeleton looming out of a dark recess to attack a character may give the undead the edge it needs to land a telling blow
- 56) Poison - Skeletons aren't phased by poison, and have no qualms about using it. Further, even if the PC's try to get smart and take their poisoned weapons, the undead up ahead won't need fear it.
- 57) Trapspringer - So that precocious thief has sidestepped your trap's tripwire, eh? Well, don't let him get away with it, send your skeleton down the hall tripping every trap the party has just avoided - maybe catching the party in it, maybe just sealing them into a corner with no way out!
- 58) Mask of Iron - Put a skeleton in a full suit of plate mail - surely that's got to be better than AC 6, and with the visor down, the PC's won't know it from the lifeless suits of armor they expect to see in a manor
- 59) Cackling Madman - want to make the PC's jump? Send a skeleton after them that follows them at a distance, howling with mad laughter (thanks to a Magic Mouth spell), preventing them from surprising anyone and making them nervous to boot!
- 60) Deadman's switch - Skeletons don't tire, they don't get bored, and they're fairly easy to kill. Hand one a chain, holding up 10 tons of ceiling block, and tell him to wait there. If the party offs him or turns him, they'll find the walls caving in around them
- 61) Blind Alley - skeleton's don't go very far when they are turned if they are protecting a locked door at the end of a long hall. If the PC's have to go through the door, all the better...
- 62) Bone Locks - a shaped and animated bone lock won't stay open when struck by a knock spell, or if picked. It's the same result if you unlocked a door and someone then went and locked it behind you! A password is always good to let the lock know when to open, and when to shut.
- 63) Bone Balls - these little surprises designed by spelljamming mages can be quite handy. Simply roll your skeleton into a ball, commanding it to wait until someone passes (who doesn't know your command word), and watch them unfold and fight!
- 64) Bags of Bones - Using the idea above, a good necromancer should always keep a bag of his skeleton henchman nearby. If the bag gets too heavy, just pull one out and command him to carry it!
- 65) Nuke 'em Till They Glow - Shroud your skeletons in faerie fire, and fool your opponents into thinking they are on fire! Also saves on the candles in your laboratory!
- 66) Bowling Time - Ancient Celts used to stuff the cloven heads of their slain opponents with foul-smelling herbs and other items, and toss them at the enemy. Besides great shock value (and the overcoming stench), your undead now get at least one missile attack!
- 67) Flying Finger Bones - who says skeletons are made of sturdy stuff? A good sling of the arm, and specially prepared skeletons may be able to sling off their fingers, much in manner of darts. Really good if coated with some sort of poison agent!
- 68) One from Many - Powerful enchantments may allow you to reform skeletons from the bones of others that have fallen in battle. Perhaps for every 10 destroyed, a new one can be formed!
- 69) Insect Pests - use a cloudkill or other magic to kill all the insects in a hornet's nest or other such pesky insect lair. Animate them to you will, and sic 'em on those do-gooders. With about 10 insects to the HD, a good swarm of 600-1200 insects ought to be able to reproduce the effects of Creeping (or Flying?) doom. This, of course, may take several applications of the spell to reach
- 70) Holding - Skeletons are unaffected by hold magics; imagine skeletons in a room trapped with stone tiles cast hold person on those who pass over them? Can we say sitting duck?

- 71) They're dead - when using command phrases or triggers for magic spells, items, traps and whatnot, and easy addition to keep from or to activate a trigger is the key word - "when undead pass by..."
- 72) Toughen the ranks - stronger undead can keep the weaker in line, at least they could in 1st edition. Skeletons led by a ghoul or wight would turn as the stronger undead, and as long as the presence of the stronger is about, the lesser will not falter.
- 73) Never tiring - Skeletons don't tire, they don't eat, they don't sleep. They can follow characters to the end of the earth, and won't give up, slow down or show mercy. Just tell a skeleton, "follow the warrior until he dies, but attack him only at night!" - only 12 words to getting your revenge
- 74) Fill their head with gems - simply cut off the top of their skulls and fill with your favorite material - chocolates, coinage, gems, spell components. If you are on the brink of being captured, simply send your "treasure" elsewhere.
- 75) Bridgeguards - hand several skeletons a guidewire to a rope bridge you have spanned over a chasm. Now you can cross safely, and when the enemy approached, the skeletons can let go, only to clamber down the deadly cliffs to retrieve the rope ends and resume their positions once danger has passed.
- 76) Servants - you don't have to pay them, you don't have to feed them, you don't have to house them. They may not be the best cooks, but they should be able to keep you well-tended. Make them sweep up the nasty stuff, dust your shelves and whatnot. Just keep them out of your lab, unless you want them to pour that half-empty potion down the drain...
- 77) Pseudo-servants - Where did that skeleton who is sweeping the carpet just get that sword? Sprinkle your "harmless" servants with one or two "maids" who have swords or other weapons concealed on them by an item spell.
- 78) Transport - An undead horse never did a wizard any harm, and can help make that fast getaway. Best if kept buried where you're most likely to need it, but only shallowly.
- 79) Tar and Feathers - coat your skeletons in tar or pitch, and then sic em on the PC's. A lot of fun to see them grab those torch-wielding PC's.
- 80) Strong Bones - dried bones are often hollow somewhat in the inside. Filled with lead or other molten, hard material, may make your skeletons a little tougher
- 81) The High Ground - An attack from above, preferably with spears, can give an extra edge to any attacker. Make sure that the opponent won't be able to leap up to his attackers, perhaps by serrating the top of the precipice with sharp spikes
- 82) Archery - Most skeletons are given a club, sword or some other weapon to bash their opponents in. Give skeletons bows instead, and orders to keep their distance from foes. Now watch the PC's howl in anger as they get peppered from afar, and can't get close enough to turn the skeletons
- 83) Doomsday Skeleton - if you're willing to part with a magic item, give a fireball wand or other such item to a skeleton with orders to destroy the item if PC's approach too close (appropriate use of a Magic Mouth may even allow the skeleton to get off a few shots before he goes boom). You'll lose the item, but the blast will likely deflate the heroes quite nicely.
- 84) Fog - use of fog cloud or the Guards and Wards spell to hamper vision gives advantage to skeletons, whose sight is magical. As they strike in the confusion, they can quickly hamper a party's ability to protect itself.
- 85) False Guardian - set your easy-to-kill skeletons to guard over a cursed item or two. The PC's lose hit points to get to the treasure, only to find it worthless anyways!

- 86) Puzzle - inscribe a series of skeletons with different Wizard Marks. When the skull of the correct skeleton is pressed to the door to your antechamber, it opens (when your not in your room, this particular skeleton always follows you around, so you don't have to track him down). The others set off nasty spells that don't affect them, but everyone around them.
- 87) Past Victims - scatter your undead's bones about your treasure horde. When greedy PC's bend down to steal your treasure, your guardians reform and animate, attacking to drive the PC's off
- 88) Chain Gang - Even a measly skeleton can hoist a shovelful of dirt, mine stone or carry quarry stones. Such untiring work crews don't have to be watched either, and can help build imposing defenses for your tower or fortress.
- 89) Range Finders - Painted bright colors, such skeletons make excellent target markers for your seige engines. "Just aim for the neon skeleton, George"
- 90) Catapult shot - why toss measly stones into your enemy's fortress? Toss lightly bound skeletons into their yard, and let them unfold in the midst of the enemy
- 91) Foward Observer - using clairvoyance, view your enemies from afar through your skeleton's eyes. A lot of fun if all that remains of your observer is the skull near the entryway. Clairaudiance can be mighty helpful as well
- 92) A real screamer - cast SkullWatch or Improved SkullWatch on your skeleton's skull. Watch the character's reactions when it's skull suddenly rises and begins screaming at the top of it's lungs!
- 93) Take That! - trap one of your lone skeletons with SkullTrap. Watch it explode when the PC's finally hit it, and see how many of them are left standing afterwards
- 94) Wickerize - to strengthen the frame of your skeleton with minimal fuss, weave the bones with wicker. Guaranteed +2 bonus to AC and an extra HD to boot.
- 95) At your beck and call - Little do they know that the forest of dead trees just outside your gate are actually MassMorphed skeletons waiting at your beck and call. Let a couple free just to give them a taste of your power!
- 96) Quick Sand - what's the dangers of quicksand, mires and other bogs to skeletons? Hide a few at the edges of these dangerous places, and let them drag PC's in to join their ranks
- 97) Dead Look Like - take that skeleton and use magic to alter it's appearance to resemble a PC. The moment of hesitation may be all it needs to land a telling blow
- 98) Glitterbones - enmagic your skeleton with a variation of Hypnotic Pattern. The scintalling colors will bedazzle your foes as they fight to keep their mind on their task
- 99) Fake a death - give one of your skeletons a collasping weapon and keep a feign death spell handy. At your command, he "stabs" you, and you fall "lifeless" to the floor. A good idea is to make sure the spring in the collasping weapon keeps the weapon taut after the fake stab, so PC's don't get suspicious
- 100) Dance with death - Manacle weaponless PC's to animated skeletons in your dungeons. Great scare factor, if they are enmagiced to talk or moan.
- 101) Delusions - Why does that skeleton have fangs? Give your skeletons odd features that remind PC's of other, more powerful beings. What would PC's think if they saw a shadow-wrapped skeleton with bony bat-like wings strutting from it? A shadow fiend perhaps?