

Adh Seidh

Alignment: Evil
 Nature: I Exist To Kill Evil
 Type: Living Dead, Undead

Oddly enough, even though the Adh Seidh is a living dead, it was created by the Good aligned deity Dylse. Even though Dylse is of good alignment, she believes so strongly in the destruction of evil, that she would use evil to destroy evil.

Long ago, Dylse looked at the world and was worried by what she saw. Everywhere she looked, she saw the influence of Evil. Many of the undead and living dead had been created by this time and there was very little to offset their influence. Dylse felt that perhaps it was time to level the playing field (so to speak). With this in mind, she bestowed upon her followers the ability to see alignments. This gave her most devoted followers the ability to root out and destroy evil. But then she went beyond this. The most devote of her devoted were given the ability to mark evil. They will only mark the greatest of evil and then, only if the evil creature has a soul. The marking of an Evil Creature uses powerful magic; magic so powerful that it prevents the soul from leaving the body of the creature when it is killed. In addition to this, the creatures natural form reflects more closely its evil nature. In addition, the various powers and abilities of the Adh Seidh are granted as the transformation takes place. After the transformation is complete, the creature leaves the area, itself having a burning desire to hunt and kill all that is evil.

Invisible to Good Characters

The Adh Seidh cannot be seen by those of good alignment, regardless of the means employed (so if you have good in your alignment you are fighting an invisible opponent). The Adh Seidh can only be seen by those that are pure neutral or any that have evil in their alignment. They exist to hunt and kill evil. They can appear in many forms although the most common is that of a beautiful man or woman. In this

guise they will attempt to get the victim alone. Once they have done this they will assume their normal form, an abomination made of rotting and decayed flesh and parts of a thousand creatures. The visage is so horrid that any evil character that views one must make a Spell Resistance check or be paralyzed by fright for 1d3 combat rounds (those immune to fear and terror are immune to this special attack). While the character is paralyzed, the Adh Seidh will attack the victim mercilessly, able to make its hit rolls twice applying the results that are most favorable to the Adh Seidh.

The Adh Seidh can also appear as a large black horse to those who are Neutral (but not Neutral Good or Neutral Evil). In this form, their eyes glow red, they may exhale sparks and flame and their hooves flash in fire as they run.

As can be imagined, it is rare to see the Adh Seidh approach any location where there is a mix of alignments. It will normally live in a graveyard, actually killing other undead and protecting an area from evil. The fact that it is undead will often result in it being hunted and destroyed by those that do not understand its intent. Evil creatures and character that realize an Adh Seidh is in the area have been known to incite those present to deal with the creature. As can be imagined, it is bad for a character of Good alignment to kill an Adh Seidh. Although it will not curse a good character for such an act, the character will know that he or she has done a great disservice to the cause of good.

The combat stats given on this sheet represent the creatures true form, that of a hideous monster. This is the form it will take when it fights. In this form the Adh Seidh has several sets of teeth and multiple sets of claws (it is quite an abomination).

Adh Seidh

Threat: 5
 WR: 3d6
 TKA: 2d8
 Wounds: 40+2d8
 Soul Points: 0
 Power: 25+1d4
 React: 18+0
 Resolve: 18+60

Luck: 0
 Spell Resis: 18+12
 Relative Size: 3.5

Walking: 2
 Charging: 6
 Running: 10
 Broad Jump: -
 Flying: -
 Free Weight: -

	Claw (1d3 Sets)	Total	Bite (1d3)	Total
Skill	18 + 20		18 + 30	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d8	3d8	2d8	4d8

Armor: None
APV: 0
WR: 3d6
TPV: 3d6
Awareness: 18+35
Concealment: 18+40
Sixth Sense: 18+50

Multiple Attacks

The Adh Seidh may attack up to 3 individuals in a given combat round. They can always attack at least one opponent. Roll 1d3 for its claw attacks and 1d3 for its bite attacks. Multiple claw attacks mean the Adh Seidh gets 2 claw attacks against each opponent (thus, if you roll 2 sets of claw attacks, it would get two claw attacks against two separate opponents). No one person can be attacked by more than 2 claws and one bite in a single combat round. Randomly determine where additional attacks go.

No Back

The Adh Seidh is a faceless, horror made of rotting flesh and bits and pieces from a thousand creatures. As such, it has no back or sides so character's fighting it do not get the normal bonuses for attacking the creature's back or sides.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	18	13	15	15	10	9	20	16
2	4	20	3	9	12	21	14	5
3	19	17	13	7	18	2	18	12
4	13	12	13	14	14	11	9	3
5	15	12	11	8	20	10	7	6
6	7	8	14	16	7	17	8	18

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	49	49	50	49	47	48	55	50
2	45	49	49	53	51	44	51	47
3	51	52	47	52	48	48	49	46
4	48	48	46	55	49	52	46	51
5	49	51	46	54	46	53	46	52
6	50	48	43	50	46	49	49	51

Azeman

Alignment: Evil
 Nature: I exist to drink the blood of the living.
 Type: Living Dead, Undead

The beginnings of the Azeman have been lost to the passage of time, although most scholars agree that there is a single point of origin for these creatures of the dark and that it was most probably a curse that brought them about. Basically, the Azeman suffers from (or is inflicted with) a form of vampirism. It is quite different from normal Vampirism in that the Azeman is able to move about in the day in the form of a man or woman (which one depends on whether it was born male or female). At night it is able to shape shift into the form of a giant bat. Although it may move about in the daylight and is not harmed by direct exposure to sunlight, it will tend to avoid sunlight and will only ever feed at night.

The Azeman does not have the great strength that is associated with other forms of vampirism. Nor will it ever remember the skills and abilities it had in life. However, whenever it is alone with a victim, the victim must make a Resolve Skill check or circum to the Azeman's will. This is explained fully on the front of this stat sheet under the *Dominant Opponent* heading.

The Azeman can be quite cunning. They are much more able to control their blood lust than a normal vampire, and since they are able to exist in daylight, they can be very difficult to detect. It has even been said, that one Azeman controlled the population of an entire town, draining one person after another to near death. It was years before the beast was finally put to rest, after thousands suffered its bites and suckling and many had died to it.

Someone that dies to the Azeman does not come back as an Azeman. It is not self-perpetuating as is the norm for vampires. In fact, An Azeman can fall in love and bare or sire children. Any such child is born alive, never knowing the terrible fate that awaits it. On the day the child reaches maturity, its Azeman parent will drain it of all its blood and in this instance, the living will die to become an Azeman.

Affect of Certain Religious Symbols

The Azeman fears CERTAIN religious symbols and deities. This means that many religious symbols are totally useless when used against it. The symbols that will affect the Azeman must come from and be wielded by a follower of the appropriate Deity. It must say specifically in the description of a deity that a holy symbol may be used against the undead; if no such statement is made, then the symbol is useless against any undead, including the Azeman. Symbols that can be used against the undead will describe their affect in the Deities write up.

Drink Blood and Drain Soul

An Azeman that dominates a character may drink the character's blood. The Dominated character will do nothing to prevent this (see *Dominant Character* on the front of this sheet). When the Azeman drinks the victim's blood roll 1d4. The result is equal to a penalty given the victim for all future actions until the Azeman dies or the character dies. It also equals the number of soul points taken by the Azeman. The Azeman will drink the blood of a character up to once a day. The affects of a bloodletting is cumulative with previous bloodlettings (i.e., if you roll a two three days in a row, the Azeman takes 6 soul points and the character suffers a 6 point penalty to all dice rolls). The character dies, when his or her soul points go to zero. The character may be helpless and bed ridden long before death sets in. The character is bed ridden when the penalty is greater than the character's highest skill level. To find the character's highest

skill level, add the character base skill level plus his or her synergy bonus in the skill. Unless some form of magic is used, the only way to get the character's soul points back is to kill the Azeman.

Control Victim

An Azeman is unable to control a victim (nor would it really want to). It exists by hiding and by not being discovered. So long as it can get characters alone it is able to feast and satisfy its blood lust. Note that controlling a victim is different from Dominating a victim. The Azeman dominates a victim to get a quick meal. A Vampire controls a victim so that it can get the victim to do its bidding.

Getting your Soul Back

The only way to get your soul back is to kill the Azeman. Killing it is easy. Finding it is the tough part.

A Drained Soul

A fairy would be able to see the affects of the soul draining. A fairy could see that a soul is weakened and has been drained.

Azeman

The Azeman will not fight. If discovered, it will try to run away.

Armor: None
APV: 0
WR: 0
TPV: 0

Dominant Opponent

When an Azeman is alone with someone, it will try to dominate that individual. If it can dominate the individual it will be able to drink of the victims blood. If the Azeman fails to dominate an opponent, the opponent will not realize what has happened. This is one of the reasons why the Azeman can be so difficult to detect and catch.

An Azeman can try to dominate any character at any time. For obvious reasons, this is done when alone with a single character since the Azeman can only try to dominate a single character at a time. To prevent the attempt, the character must make a resolve stat check, adding in the Azeman's Synergy bonus in the Resolve Stat skill. If the attempt to dominate a single character fails, the Azeman cannot try to dominate that character again for a period of one day.

Once dominated, the character will stand and let the Azeman drink his or her blood.

More Information

See the back of this stat sheet for more information on the special attacks, weaknesses and abilities of the Azeman.

Threat: 6
 WR: 0
 TKA: 0
 Wounds: 10+2d6
 Soul Points: 60
 Power: 15
 React: 8
 Resolve: 18+*
 Luck: 0
 Spell Resis: 12
 Relative Size: 1

(Azeman)

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Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

* Roll 3d10 to find the bonus to the Azeman's Resolve skill

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	The Azeman will not fight.							
2								
3								
4								
5								
6								

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	13	16	15	14	19	16	19	17
2	17	20	19	19	13	15	17	21
3	14	14	16	18	17	17	15	20
4	18	16	12	17	15	22	18	18
5	17	19	15	16	19	16	17	16
6	18	18	19	13	16	17	19	20

Bone Nightmare

Alignment: Evil
 Nature: I exist to kill the living
 Type: Living Dead, Undead

The bone Nightmare is an abomination of bone and intent. It looks like a pile of bones... a huge pile of bones. The bones shift and move about the creature's center as if held together in a fluid of some kind. There is no fluid though, even though the bones stick together regardless of how little or much surface contact they have with the bones near them.

The Bone Nightmare will often move its bulk into a pit of some type. This helps hide just how many bones make up its bulk. In actual fact, it can fill a thousand cubic foot pit and still form a mound 6 or 8 feet above ground level. More often than not, the first time a group or character sees a Bone Nightmare; he thinks that he is looking at nothing more than a huge bone pile.

The bones that make up the bone nightmare may come from any size and number of creatures. There is no way to know that it is anything other than a pile of bones unless you detect for evil or can see that there is a soul trapped within the abomination. The bone nightmare can attack ANY number of opponents, as described further below.

Special Attacks.

The bone nightmare attacks by stringing its bones together into incredible long club like appendages. These appendages can reach up to 30 feet away and can be made up of hundreds of bones. While the Bone Nightmare attacks, it is always rearranging the bones that make up its appendages, so there is always a whirl of motion as the bones flip from place to place. As can be imagined, the appendages that the Bone Nightmare is able to make can move at great speeds and do great damage to any

character they hit.

Each character within 30 feet of the Bone Nightmare will receive 1d3 attack per combat round. For the number of attacks each combat round and the Bone Nightmare makes and disassembles its appendages.

For characters that are over 30 feet away, the Bone Nightmare will hurtle bones and skulls. These missile weapons will blow up upon contact with the target. It will throw one missile, for each target that is outside its melee range (30 feet). When these missile weapons hit, they will blow up doing damage that is equal to the Bone Nightmares own TKA value (which in and of itself is considerable).

Sight

The Bone Nightmare is aware of its surroundings much like a Construct is. They feel what is around them. This form of sight is different from the sight possessed by Constructs in subtle ways. First, living breathing creatures radiate their life like fires in the night. Although Bone Nightmares are aware out to a distance of about 100 feet, real world objects do block their special form of vision. This means that a Bone Nightmare will not know there is a living being nearby if there is something present that would block normal line of sight.

Immunities

Bone Nightmares are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Damage Reduction

The bone Nightmare is made up of thousands of bones. Because of this, it is much denser than a normal skeleton. This means that the Bone Nightmare will take full damage from all weapons except for missile weapons. Missile weapons do half damage against a bone nightmare.

Pursue

The Bone Nightmare will pursue those that fight it (it is slow but relentless)

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Bone Nightmare	Skill	Bone (1d3)	Total	Missile (1)	Armor: None														
	Defense Adj.	n/a		n/a															
Threat:	7	Attack Rank	24/2d12	24/2d12	APV: 0														
WR:	2d8+8	Damage	1d6*	1d6+2d12+12	WR: 2d8+8														
TKA:	2d12+12				TPV: 2d8+8														
Wounds:	100+2d100				* Bone Melee Attacks														
Soul Points:	60				The Bone Nightmare gets 1d3 melee attacks against each and every opponent that stands 30 feet or less away from it. Roll for the number of attacks each round. The Bone Nightmare strings its bones together in a huge club like appendage.														
Power:	75				** Special Attack														
React:	18+30				The Bone Nightmare gets one attack against each target that is 30 or more feet away. It throws a large bone or skull at the target. Normal range for this missile attack is 60 feet. If the skull hits the target it blows up for 2d12+12 damage. Normal WR and APV dice rolls apply against the damage done by this attack.														
Resolve:	18+75				More Information														
Luck:	0				See the back of this stat sheet for more information on the special attacks, abilities and defenses of the Bone Nightmare.														
Spell Resis:	18+20																		
Relative Size:	12																		
Walking:	4																		
Charging:	-																		
Running:	-																		
Broad Jump:	-																		
Flying:	-																		
Free Weight:	-																		
		Pre - Rolled Attack Rank								Pre - Rolled Wounds									
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
		1	15	9	5	18	15	14	8	17	1	123	140	197	204	169	237	199	151
		2	22	11	8	9	21	14	14	6	2	263	242	213	194	161	282	223	209
		3	7	17	13	6	23	16	8	19	3	247	222	234	197	221	274	212	221
		4	15	12	16	7	24	19	12	15	4	190	185	179	221	166	226	183	217
		5	15	7	22	7	1	14	17	10	5	205	210	117	221	133	228	253	241
		6	15	16	18	14	20	16	17	18	6	229	205	263	169	230	288	178	139

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Baykok

Alignment: Evil
 Nature: I hunt the warrior.
 Type: Living Dead, Undead

The Baykok is a very special form of Skeleton. It differs from a normal skeleton in that its eyes glow red and a translucent skin covers its bones. It normally carries a club (non magical once out of the hands of the Baykok) and creaks and rattles when it walks. The skeletal remains of the Baykok holds the soul of an evil fighter. This soul is seen as the creatures glowing red eyes.

The Baykok is the creation of the Goblin Deity Thax. Thax had watched for years as his goblin followers fought the humans that encroached upon their sacred lands. He watched for years, as his goblin burial grounds were desecrated by the human armies of fighting men. Finally, in a fit of rage he ordered his Goblins to hunt and capture the human general that had been responsible for the desecrations. That general was Clyde Roe. The Goblins assaulted his sleeping army and in a desperate battle found the Clyde and carried him off into the night.

He was never seen again.

The Goblins took the general deep into their lands. Months of agony and dark rituals saw the skin and flesh rot off of Clyde Roe even as he lived to scream in his agony. Finally, spent and corrupted he was allowed to die in a ritual that locked his soul within the skeleton he had become and saw the creation of the first Baykok.

Trapped Souls

The Baykok may have any number of trapped souls within itself. To see how many souls the Baykok currently has trapped, roll 2d4. Each soul trapped within gives a +1 adjustment to the Baykok's TKA and WR dice rolls.

Hunts Fighters

The Baykok has one purpose, to hunt those with a Fighting Skill Focus. If a group does not have a character that has a fighting skill focus, the Baykok will not attack it (although it will fight back if attacked first). If one or more members of the group has a fighting skill focus, the Baykok will attack the group killing off characters with a fighting skill focus first, and then killing off any

character's that tried to give aid to any it attacked.

Stun Attack

Any fighter that is hit by the Baykok's club must make a Spell Resistance dice roll or be stunned for the remainder of the current combat round plus the entire next combat round. A series of stuns is possible since the Baykok gets to re-roll its to hit dice on a stunned opponent. When the character makes the Spell resistance dice check, he or she would add an amount equal to the damage the club attack actually does.

Spell Resistance

The Baykok has one of the highest Spell Resistances of all the undead. Thax was infinitely wise knowing that killing the fighters first would leave the Baykok vulnerable to those who wielded magic unless he made it otherwise. He made it otherwise. Besides the high spell resistance rating possessed by the Baykok, there is an outright 50% chance that any spell cast at the Baykok will fail to work.

If a Baykok Kills a Character

If a character with a fighting focus dies to a Baykok, it will reach within and take the soul (one combat round pause while it does this). The taken souls move around the Baykok's body, beneath the translucent skin. Any character that sees the Baykok take a soul into itself must make a Resolve Skill check or turn and run in terror for 3d4 combat rounds (those who are immune to fear and terror are immune to this affect). A character with a fighting focus has to die outright for this to happen. The Baykok will not stand around and finish off a character that has been dropped in battle. To the Baykok, it is much sweeter if it can pull the soul from a body with a beating heart, but this will only happen if everyone fighting the Baykok has fallen in battle and it is able to move from body to body freely. The Baykok will only ever take a soul if the character has a fighting skill focus.

The Baykok holds the souls within itself until the flesh has rotted off the body of the original victim. While within the Baykok, the souls are corrupted, turned evil by the Baykok's own corrupted forces. Once the body of the victim has rotted away, the Baykok will return to it to vomit upon its remains. The slim and bile that issues forth from the Baykok's mouth carries the original soul back into the skeleton and solidifies into the translucent skin found on the Baykok. The soul is absorbed into the skeleton and its eyes glow red.

And thus does the Baykok create another of its own.

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Baykok

Threat: 4
 WR: 2d6+6
 TKA: 2d6+6
 Wounds: 60+2d10

Soul Points: 50
 Power: 25
 React: 18+6
 Resolve: 18+100

Luck: 0
 Spell Resis: 18+75
 Relative Size: 1

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Club	Total
Skill	18 + 25	
Defense Adj.	5 (18/5=3)	
Attack Rank	16 / 2d8	
Damage	1d6*	3d6+6

Armor: None
 APV: 0
 WR: 2d6+6
 TPV: 2d6+6

* Special Stun Attack

Any fighter that is hit by the Baykok's club must make a Spell Resistance dice roll or be stunned for the remainder of the current combat round plus the entire next combat round. When the character makes the Spell resistance dice check, he or she would add an amount equal to the damage the club attack actually does.

Spell Resistance

Any spell cast at the Baykok, has an outright 50% chance of failing to affect the creature. The Baykok gets its normal Spell Resistance dice roll in if it fails to make this roll.

Sight

Baykoks are aware out to a distance of about 100 feet. Real world objects do block their special form of vision. The Baykok also knows whether or not a character has a Fighting Skill focus

Damage Reduction

The Baykok takes no damage from piecing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The Baykok takes full damage from all remaining weapons.

More information

See the back of this stat sheet for more information.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	4	9	13	12	12	15	4
2	8	7	8	5	9	9	10	15
3	12	9	13	4	13	13	12	15
4	6	14	5	7	10	9	6	3
5	8	11	13	5	11	8	12	8
6	10	9	4	5	7	9	14	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	76	69	63	69	73	72	68	73
2	67	74	62	63	68	75	67	80
3	70	67	73	68	79	69	65	72
4	75	71	75	79	63	75	79	72
5	68	66	75	71	74	75	70	70
6	70	76	75	73	71	71	78	70

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Ghoul

Alignment: Evil

Nature: I live to eat the flesh of those that live or have recently died.

Type: Living Dead, Undead

Ghouls are undead creatures that feast on the flesh of the living or the recently dead. The ghoul has great strength and vicious teeth for tearing the flesh from those they fight. Their normal attack is to grab an opponent and then to bite them. One in ten ghouls are made of Clear Pliable flesh. These ghouls are invisible so long as they stand still.

The first Ghoul was created though a curse. A witch cursed the farther of a family for failure to live up to a bargain. Her curse was that he should eat of the flesh of his children and that his corruption should know no end. Normally, a curse has little affect when uttered. However, this time the Dark God Klatil was listening. Klatil felt that the curse was delivered with enough spite that he should fulfill it. On that day the man died and the first Ghoul was created. Should that first Ghoul be killed, then the curse will be lifted and Ghouls will exist no more.

Ghouls will hide in old ancient crypts or even beneath the soft forest dirt during daylight hours. Once night falls, they will make their way into graveyards clawing and scratching at the earth as they dig up the bodies of the dead. The ghouls will feed on the dead in this way although they are not adverse to eating the flesh of the living and actually prefer the recently dead to the long dead.

The bite of a Ghoul traps the soul in the body. This is not a problem if the character heals. However, if the character dies with a Ghoul's wound being unhealed, then his soul is trapped in the body and cannot be taken to the Dungeon of the Dead. As the body rots, the character's soul corrupts. It will be 1d3 days for a soul to corrupt and turn evil. The only way to stop this corruption is to kill all the Ghouls that ate of the character's flesh before the soul has finished corrupting (destroying the body releases the soul, but being tainted by evil, it may well end up in the wrong place once judged).

Once the soul has been corrupted, the character will rise from the dead, becoming a ghoul. He will claw his way out of the ground, himself craving the sweet tastes of flesh. It is a terrible fate for the craving of flesh is never ending or sated.

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Ghoul

Threat: 2
WR: 2d6
TKA: 2d6
Wounds: 30+2d10

Soul Points: 20
Power: 35
React: 12
Resolve: 18+40

Luck: 0
Spell Resis: 15
Relative Size: 1.25

Walking: 3
Charging: 9
Running: 15

Broad Jump: -
Flying: -
Free Weight: -

	Claw (*2)	Total	Bite	Total
Skill	18 + 0		18 + 0	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d6	3d6	2d6	4d6

Armor: None
APV: 0
WR: 2d6
TPV: 2d6

Concealment: 18+25
Sixth Sense: 12

(Ghoul)

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Grab Attack

The ghoul can only use its bite attack if it hits and does damage with both claw attacks. If it hits with both claw attacks, the target may make a bonus attack in an attempt to break free. If the target of the Ghoul's attack does one or more points of damage to the Ghoul, the ghoul does not get its bite attack. If the character fails to damage the Ghoul with this bonus attack, then roll the Ghoul's Bite attack ignoring any to hit modifiers due to the targets weapon or shield (pretty much a guarantee to hit at this point)

Greater Ghoul

10% of all Ghouls have clear pliable skin. If the group faces this type of ghoul, add 1d6 to its WR value. In addition, this type of ghoul is invisible if standing still.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	7	18	8	21	14	18	10	9
2	6	11	18	10	14	19	14	13
3	12	14	12	16	18	12	11	17
4	16	16	8	9	11	14	6	6
5	21	19	22	6	11	17	4	8
6	14	22	14	7	14	5	15	13

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	32	50	39	42	48	37	42	44
2	41	39	40	39	40	42	43	41
3	38	40	44	36	37	43	39	37
4	39	43	43	42	45	45	48	47
5	39	38	38	45	36	43	37	37
6	42	38	48	49	46	39	44	39

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Lich

Alignment: Evil

Nature: I have more lives to take, more innocence to destroy.

Type: Living Dead, Undead

Surprising enough, the Lich is your basic animated corpse. A Lich is created when an evil soul brings itself back to the body it had in life. In a way, the soul refuses to die and re-enters its previous body so it can take up where it left off. This is never possible since the soul cannot increase its abilities unless within a living breathing vessel. In addition to this, the body will always have decayed somewhat before the soul is able to escape from the Dungeon of the Dead.

The fact that the soul is able to escape the Dungeon of the Dead tells you something of the power, knowledge and determination of the individual when he or she lived. This power, or force of will, translates directly as power as an undead creature. Although it cannot increase its skills once it becomes an undead, the Lich has full knowledge and use of its skills in life with the added bonus of a body that in all likelihood is a lot tougher.

If you put a Lich into a dungeon or adventure, you must generate the character it was in life. The Lich will have all the skills it had in life. Its body will be changed as indicated on the reverse of this stat sheet. The sheet gives you modifiers to the Lich's original WR and TKA rolls (among other things). You can make the adjustments on the character sheet and note that the Lich is always accompanied by a horrible smell (see the reverse of this stat sheet for more information on this).

Summon the Dead

The process of coming back from the dead gives the Lich a great affinity to other undead. This gives the Lich natural control and the ability to summon the undead that may be around him or her. Each Lich may summon up to 2d4 times each day. Roll for the individual Lich when you create it. The creatures summoned come from the area's wandering monster encounter tables. Each summons will be answered by one creature. The summoned creature will appear in 1d3 combat rounds and will remain until the end of the battle. The Lich may use this before battle is joined to build up a force before assaulting a group.

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Lich

Threat: 8+
WR: 3*
TKA: 2*
Wounds: 3*

Soul Points: 70
Power: 2*
React: As In Life
Resolve: As In Life

Luck: 0
Spell Resis: As In Life
Relative Size: 1.5*

Walking: As in Life
Charging: As in Life
Running: As in Life
Broad Jump: As in Life
Flying: As in Life
Free Weight: As in Life

* this figure is multiplied by what the Lich had while alive.

The Lich's Combat Abilities are equal to what it possessed in life.

Armor: As in Life
APV: -
WR: -
TPV: -

Horrible Smell

Most souls that come back as Liches come back when the body is more than a little ripe. The smell of its decay is amplified and frozen by the magical energies that surround the souls re-entrance into its former body. For this reason all within 20 feet of the Lich must make a Resolve skill check at or fight the Lich at a penalty. The penalty is equal to the amount the character failed the dice roll by (i.e., if the character has 12+0 in the Resolve skill and rolled a 20, then all of his or her actions would be at +8 on the dice). A high synergy bonus in a character's skills will negate this penalty.

(Lich)

No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	Determined by the weapon or skill known and used by the Lich							
2								
3								
4								
5								
6								

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	Triple the number of wounds the lich had in life							
2								
3								
4								
5								
6								

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Mummy, Greater

Alignment: Evil
 Nature: All who enter... I kill
 Type: Living Dead, Undead

The process to create a Greater Mummy was developed after tomb raiding became a little to easy (step into the tomb, throw a bucket of oil on the mummy and a torch and run for it while it burnt to a cinder). Although there are still a fair number of Lesser Mummies to be found, there are also many Greater Mumies. Because of the extra cost in making greater mummies, it is possible to find a mix of Greater and Lesser mummies in the same tomb.

Special Attack

A greater Mummy will never wield a weapon. It relies on its ability to grab hold and choke its victim to death. In this attack, the mummy must grab the target with both hands. When a mummy gets its hands on the neck of a character, it will not let go until it dies, or the character dies. This means that the mummy could make a successful grab on one round, miss for several rounds (all the while having the group beat on it) and finally get its second hand on the character four or five rounds later. Once it has both hands around the character's neck, it will choke the character to death. It will not release its grip until either it dies (again) or the character dies. This means it will choke the character until there is no more life in the character. It will not release the character at zero wounds but will continue to choke the character until the character is outright dead.

The damage done by this mummy's choke attack is 3d6 per combat round (minus the character's WR and APV dice rolls).

If the mommy does make a successful grab attack, the character gets a free attack against the mummy. If this attack does even one point of damage to the mummy, the mummies grab attack fails. If both of the mummies grab attacks hit in the same combat round, then the character only gets one free attack back. This means that the mummy will end up with at least one hand on the character's throat (and possible two if the character cannot damage the mummy in his free attack.

Resistant to Fire Damage

The mummy will not burn on its own, regardless of the fire damage it takes. In addition to this, its WR dice roll is doubled versus fire and heat based damage

Breaking the Mummies Grip

A group may try to get the Mummy off the character. This is not easy to do. First, the Mummies arms are magiced to withstand a huge amount of damage before being chopped off (each arm will absorb up to half the wound total of the mummy). If you try to hit an arm with a weapon, there is a 25% chance that the character will take half the damage done to the arm. For example, a 20-point blow would mean the character takes 10 points of damage. Damage is applied to the character before the mummies WR dice roll comes into play.

A group member may also try to pry the mummies fingers from the throat of a friend. Again, this is not an easy task. The character must grab hold of the struggling creature (takes 1d3 combat rounds) and then must make a wrestling skill dice roll. Subtract the Character's Power rating from the Mummies Power rating and add it as a penalty to the Wrestling dice roll. A high level of synergy bonus in the character's Wrestling skill will negate this penalty.

Mummy, Greater

Threat: 5
 WR: 3d6
 TKA: 3d6
 Wounds: 50+2d10

Skill	Grab (*2)
Defense Adj.	18 + 50
Attack Rank	n/a
Damage	24/2d12
	Special *

Armor: None
 APV: 0
 WR: 3d6
 TPV: 3d6

Special Attack

The Greater Mummy must get both hand on the same target in order to choke it to death. Damage done by this attack is 3d6. Refer to the back of this sheet for specifics on how this attack works..

Resistant to Fire Damage

The mummy will not burn on its own, regardless of the fire damage it takes. In addition to this, its WR dice roll is doubled versus fire and heat based damage.

More Information

See the back of this stat sheet for more information on the special attacks and abilities of the Tomb King. This includes the ability to summon undead and to create Lesser Mummies.

Soul Points: 30
 Power: 45
 React: 18+0
 Resolve: 18+25

(Greater Mummy)

No Image Currently Available

Luck: 0
 Spell Resis: 18+0
 Relative Size: 1.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	17	11	11	20	8	13	15
2	6	19	9	6	15	15	18	13
3	12	15	2	13	17	12	13	15
4	7	12	18	16	14	4	20	9
5	13	6	17	8	17	22	21	10
6	4	16	12	15	2	15	21	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	60	62	59	56	66	63	64	66
2	65	62	60	65	60	61	63	62
3	59	58	66	64	68	56	67	59
4	63	62	64	58	58	68	55	53
5	61	61	57	66	56	60	57	61
6	59	54	64	58	60	54	58	68

Mummy, Lesser

Alignment: Evil
 Nature: All who enter... I kill
 Type: Living Dead, Undead

A long drawn out process ends with the mummification of a human body. Arcane rituals draw a soul back into the corpse once the body been properly prepared and preserved. The mummies hatred of life and its desire to destroy any life that comes near, make it the perfect guardian to a tomb or burial place. It is an incredible tough opponent, seeking nothing less than the death of any who come near.

Special Attack

There is a 50% chance the Lesser Mummy will wield a Halberd. If the mummy does not wield a Halberd, it will use a choke attack against a randomly determined character. In this attack, the mummy must grab the target with both hands. When a mummy gets its hands on the neck of a character, it will not let go until it dies, or the character dies. This means that the mummy could make a successful grab on one round, miss for several rounds (all the while having the group beat on it) and finally get its second hand on the character four or five rounds later. Once it has both hands around the character's neck, it will choke the character to death. It will not release its grip until either it dies (again) or the character dies. This means it will choke the character until there is no more life in the character. It will not release the character at zero wounds but will continue to choke the character until the character is outright dead.

The damage done by the mummy's choke attack is 3d6 per combat round (minus the character's WR and APV dice rolls).

If the mummy does make a successful grab attack, the character gets a free attack against the mummy. If this attack does even one point of damage to the mummy, the

mummies grab attack fails. If both of the mummies grab attacks hit in the same combat round, then the character only gets one free attack back. This means that the mummy will end up with at least one hand on the character's throat (and possible two if the character cannot damage the mummy in his free attack.

Susceptible to fire damage

The mummy is susceptible to fire damage, a weakness that is often exploited by a group or an adventurer. Each point of fire damage does two points of actual damage to the mummy. In addition, if the mummy takes more than 10 points of fire damage in a given combat round, it will start on fire and will thereafter take 2d6 points of fire damage until it is dead. WR dice rolls will not lessen this damage.

If a mummy has even one hand on a character's throat, then the character will take the same damage as the mummy (i.e., if the mummy is taking 2d6 fire damage, the character would take 2d6 damage).

Breaking the Mummies Grip

A group may try to get the Mummy off the character. This is not easy to do. First, the Mummies arms are magiced to withstand a huge amount of damage before being chopped off (each arm will absorb up to half the wound total of the mummy). If you try to hit an arm with a weapon, there is a 25% chance that the character will take half the damage done to the arm. For example, a 20-point blow would mean the character takes 10 points of damage. Damage is applied to the character before the mummies WR dice roll comes into play.

A group member may also try to pry the mummies fingers from the throat of a friend. Again, this is not an easy task. The character must grab hold of the struggling creature (takes 1d3 combat rounds) and then must make a wrestling skill dice roll. Subtract the Character's Power rating from the Mummies Power rating and add it as a penalty to the Wrestling dice roll. A high level of synergy bonus in the character's Wrestling skill will negate this penalty.

Mummy, Lesser

Threat: 3
 WR: 2d6
 TKA: 2d6
 Wounds: 30+2d8

Soul Points: 20
 Power: 45
 React: 12
 Resolve: 18+0

Luck: 0
 Spell Resis: 12
 Relative Size: 1.25

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Halbard	Total	Grab (*2)
Skill	18 + 0		18 + 25
Defense Adj.	7 (18/7=2)	2	n/a
Attack Rank	8 / 2d4		24/2d12
Damage	1d6+1d8	3d6+1d8	Special *

Armor: None
APV: 0
WR: 2d6
TPV: 2d6

* Special Attack

50% chance the mummy will wield a Halberd. If it does not it will use a choke attack. In this attack, the mummy must grab the target with both hands (i.e., make both of its to hit rolls). The damage from the choke is 3d6 minus the opponents WR and APV values. See the back of this sheet for more information on this form of attack.

Susceptible to fire damage

Double the number of wound due to fire damage (i.e., 5 actual wounds becomes 10 wounds). If the mummy takes more then 10 wounds from fire damage in a single round it starts on fire. See the back of this stat sheet for more information on this.

Greater Mummy

10% chance of being a Greater Mummy. See back of this stat sheet for details.

(Lesser Mummy)

No Image Currently Available

Pre - Rolled Attack Rank (2d4)

	1	2	3	4	5	6	7	8
1	4	3	6	5	5	5	17	5
2	6	4	5	5	6	2	3	14
3	5	2	6	5	4	3	4	7
4	5	3	6	6	7	5	20	20
5	4	4	5	4	6	5	10	4
6	4	6	5	2	7	7	13	9

(2d12)

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	35	35	39	37	34	38	44	40
2	41	39	41	38	35	38	38	39
3	41	35	41	39	37	34	39	42
4	36	33	42	38	43	42	40	41
5	41	37	34	44	42	41	41	43
6	44	33	42	39	41	45	41	37

Mummy: Tomb King

Alignment: Evil
 Nature: All who enter... I kill
 Type: Living Dead, Undead

The Tomb King is the most powerful mummy. The embalming process takes months of extra work and gives the creature extra abilities and toughness. The Tomb King's presence is very rare, being reserved for those that had the greatest wealth and power in life. Although rare, the occasional ruler has been known to allow his own body to be used in the creation of a Tomb King.

Special Attack

The Tomb King will never wield a weapon. It has the normal abilities to attack and choke a target. However, it does not actually need to get both hands on a single target to choke it. All it needs to do is to grab a target with a single attack. This means that it can attack and choke two different opponents at the same time.

When a Tomb King gets a hand on a character, it will not let go until it dies, or the character dies. This means that the Tomb King need only make one successful grab attack against a character. If it makes this attack, it has the character by the neck and is choking him or her to death. If a second character is close enough, it can use its second grab attack to grab that character by the neck. The Tomb King will not release a character at zero wounds but will continue to choke the character until the character is outright dead.

The damage done by the Tomb King's choke attack is 5d6 per combat round (minus the character's WR and APV dice rolls). If the Tomb King has both hands on the same victim, then damage is 8d6 per combat round (this is as much crushing as pure choke damage). If the Tomb King does make a successful grab attack, the character gets a free attack against the Tomb King. If this attack does even one point of damage to the Tomb King, it fails to grab the character and does not start the choke attack.

Immune to Fire Damage

The materials used to prepare and animate the Tomb King, make it resistant to fire. This means that the Tomb King will not take any damage from fire or heat based attacks (it will not burn).

Animate Mummies

The Tomb King is able to animate Mummies and turn them into Lesser Mummies for a single battle. Normal Mummies are Mummies that are not magical in any way (i.e., they are unable to animate on their own).

When you roll up a Tomb King you need to roll 2d4. This is the number of Mummies the Tomb King is able to animate in a given 24-hour period. It should be noted, that a lot of normal Mummies would be buried with a Tomb King. The intent here is to make sure that the Tomb King will never have to animate the body of the one it is protecting.

Summon Undead

The Tomb King can summon undead. When you roll up a Tomb King you need to roll 2d4 for this ability as well. The result is the number of undead the Tomb King can summon in a 24 hour period. For this ability to work, some type of undead must be on the areas wandering monster encounter tables. Each summons will bring one creature to the Tomb Kings aid (randomly determined from what is on the area's wandering monster encounter tables). The summoned creature will arrive in 1d3 combat rounds and will remain until the end of the fight (at which point it will wander off).

No healing for the victim

While the Tomb King has his hand (or hands) around a victim, healing magic will not work on the victim. This can add to the difficulty of saving a character that is being choked to death.

Breaking the Mummies Grip

A group may try to get the Mummy off the character. This is not easy to do. First, the Mummies arms are magiced to withstand a huge amount of damage before being chopped off (each arm will absorb up to half the wound total of the mummy). If you try to hit an arm with a weapon, there is a 25% chance that the character will take half the damage done to the arm. For example, a 20-point blow would mean the character takes 10 points of damage. Damage is applied to the character before the mummies WR dice roll comes into play.

A group member may also try to pry the mummies fingers from the throat of a friend. Again, this is not an easy task. The character must grab hold of the struggling creature (takes 1d3 combat rounds) and then must make a wrestling skill dice roll. Subtract the Character's Power rating from the Mummies Power rating and add it as a penalty to the Wrestling dice roll. A high level of synergy bonus in the character's Wrestling skill will negate this penalty.

Mummy, Tomb King

Threat: 7
 WR: 5d6
 TKA: 5d6
 Wounds: 90+2d20

Soul Points: 50
 Power: 65
 React: 18+12
 Resolve: 18+75

Luck: 0
 Spell Resis: 18+12
 Relative Size: 2

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Skill	Grab (*2)
Defense Adj.	18 + 100
Attack Rank	n/a
Damage	24/2d12
	Special *

Armor: None
 APV: 0
 WR: 5d6
 TPV: 5d6

Special Attack

The Tomb King may choke up to two individuals at once. Each hand alone does 5d6 crush / choke damage per combat round. If both hands are on the same individual the damage is 8d6.

Immune to Fire Damage

The Tomb King is immune to all fire damage and will not burn.

Pursue Tomb Violators

Once the Tomb King has awoken, it will not rest again until all to enter its place of rest have died. This means that it is possible for the Tomb King to wander the land, killing any it comes upon, until finally finding those it is after. It will always know the rough direction to those it must kill, but never moves much faster than a walk. This means it can take awhile to catch up to a group, but it will eventually catch a group (it will not stop until they die or it is put to rest).

More Information

See the back of this stat sheet for more information on the special attacks and abilities of the Tomb King. This includes the ability to summon undead and to create Lesser Mummies.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	12	15	15	6	10	14	4
2	20	7	20	10	13	13	8	17
3	4	18	19	8	11	18	13	12
4	20	19	5	19	11	6	13	10
5	9	9	12	22	14	11	12	10
6	18	19	10	14	23	13	3	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	119	113	103	115	116	114	116	102
2	112	123	122	124	109	98	116	115
3	103	111	116	123	121	122	103	120
4	98	109	121	110	100	117	116	109
5	112	104	112	117	127	109	108	107
6	122	119	119	112	118	115	114	106

Mummy: Tomb Queen

Alignment: Evil
 Nature: All who enter... I kill
 Type: Living Dead, Undead

The Tomb Queen can be found alone or as a mate to the Tomb King. As a mate to a Tomb King, her abilities and powers are used to complement and augment those of the Tomb King. Setting a Tomb King and Queen as guards is about as good as it gets for those that wish to protect their earthly possessions from grave robbers.

Immune to Fire Damage

Like the Tomb King, the Tomb Queen is immune to all fire damage. She will not burn.

Poison Defense

Any weapon attack made on the Tomb Queen releases a cloud of poison particles and gas; all within melee distance (base to base contact) are affected by the poison. The damage done by the poison is 4d6. Anyone taking damage from the poison receives a WR dice roll to negate some or all of its affects.

Attack Options

Roll 1d10 and refer to the following to see what attack the Tomb Queen will use on any given combat round.

1-4	Disease Touch Attack
5-8	Poison Cloud Attack
9-10	Curse Grave Robber

Disease Touch Attack

The Tomb Queen will never wield a weapon although there is a 25% chance that she will wield ceremonial scepter as if it were a weapon. She will not actually hit people with the scepter, it is there to augment her power (meaning one with a scepter is more powerful).

The Tomb Queen can make a touch attack against a target, then it will infect the target with a Magical Disease. The target of the spell must make a spell resistance dice roll or catch a horrible

rotting disease. The disease does an immediate 2d6 wound worth of damage that cannot be healed or lessened through a WR dice roll. In addition, roll 1d6. This is the penalty added to all skill checks done by the character. Until the Disease is cured, no healing magic will work on the target. In addition, for each day the disease remains in the character's system, the character takes 1d6 additional wounds (no WR dice roll allowed) that also cannot be healed until the disease is cured.

Poison Cloud

Once engaged in battle, the Tomb Queen may breath a poison cloud. The cloud is normally breathed at a person but will spread out and will affect everyone within 20 feet of the original target. Mummies are immune to the damage done by the cloud. Those on the edge of the area of affect (AoE) may make an React or Escapist skill check to avoid the affects of the poison. All others within the cloud take 4d6 poison damage (only the character's WR dice roll apply).

Curse Grave Robber

The Tomb Queen curses one of the Grave Robber. Randomly determine which individual suffers the affects of the curse. Roll 2d4 for the curse level and make one roll on the curse table (separate document).

Scepter

There is a 25% chance that a Tomb Queen will wield a scepter. The retail value of a scepter is 1d6 * 1500 Talons. If the Tomb Queen wields a scepter, make the following adjustments.

- She does not have to make a touch attack to disease someone. This means that the Tomb Queen does not have to make a to-hit dice roll but merely states the target. The range of the affect is 30 feet and the Attack Rank of the this attack is 24/2d12
- Poison cloud out to a 30' radius. For each 1d6 in damage add +3 to the actual damage roll (i.e., the damage roll becomes 4d6+12).
- When the Tomb Queen uses the Curse Grave Robber attack option, the level of the curse goes to 1d4+4. Roll twice on the curse table and apply the result that seems most appropriate to the situation.

Removing the Curse

A curse delivered by a Tomb Queen is temporary in nature. The curse will last for 3d4 weeks (the Legend Weaver should make the roll and not tell the players the result).

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Mummy, Tomb Queen

Threat: 5
 WR: 4d6
 TKA: 4d6
 Wounds: 70+2d12

Soul Points: 40
 Power: 55
 React: 18+6
 Resolve: 18+50

Luck: 0
 Spell Resis: 18+6
 Relative Size: 1.75

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Skill	Touch (*2) 18 + 75
Defense Adj.	n/a
Attack Rank	24/2d12
Damage	Special *

Armor: None
 APV: 0
 WR: 4d6
 TPV: 4d6

Attack Options

Roll 1d10 and refer to the following to see what attack the Tomb Queen will use on any given combat round.

1-4	Disease Touch Attack
5-8	Poison Cloud Attack
9-10	Curse Grave Robber

Immune to Fire Damage

Like the Tomb King, the Tomb Queen is immune to all fire damage. She will not burn.

Pursue Tomb Violators

Like the Tomb King, the Tomb Queen can leave the tomb to pursue would be grave robbers. Refer to the stat sheet on the Tomb King for more information on this.

More Information

See the back of this stat sheet for more information on the special attacks and abilities of the Tomb Queen.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	17	17	9	12	12	10	6
2	23	6	14	21	22	12	19	12
3	16	11	17	10	20	18	13	7
4	9	12	19	14	5	9	14	11
5	11	6	19	18	9	8	7	6
6	20	12	12	13	6	17	6	14

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	80	79	82	76	85	88	92	84
2	78	76	86	84	79	78	85	84
3	85	86	78	74	75	88	82	77
4	88	90	82	81	84	88	83	92
5	76	83	84	85	89	77	83	88
6	79	89	81	81	78	80	86	81

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Skeletal Warrior

Alignment: Neutral Evil
 Nature: It likes killing things
 Type: Living Dead, Undead

The Skeletal Warrior is one of the most powerful of the skeletal undead. In its creation a soul is summoned to reside in the bones. Magic allows the soul to think, much like it did in life. The soul that is summoned into the body is of a warrior that was Neutral Evil in life. As you can imagine, it may take some time to create one of these skeletons simply due to the difficulty in summoning the correct soul

The stats presented here are from an average example of the Skeletal Warrior. It is based on a human body. Any character race body can be used and all would adjust the toughness and number of wounds possessed by the creature. In addition, the fighting skill can range from 18+0 (if the creator got real unlucky or sloppy in his pick of a soul) to 18+200 or more (if the creator got real lucky in his pick of a soul).

Independent Entity

A skeletal warrior thinks and reacts. In this way it is an independent entity. It is under no obligation to perform service to its

creator. This is one of the reasons that their creation is so difficult, you must find a soul that is willing to work with or for you.

Sight

Skeletons are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life like fires in the night. Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Immunities

Skeletons are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Damage Reduction

The skeleton takes no damage from piercing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

Skeletal Warrior	Skill	18 + 100	L.Shield	18 + 100	Long Sword	18 + 100	Armor: Plate	APV: 1d8+4	Awareness: 18+50										
	Defense Adj.	6 (18/6=3)	3 (18/3=6)	9	6 (18/6=3)	3				WR: 1d8	Combat: 18+50								
Threat:	8	Attack Rank	14 / 1d8+1d6	24/2d12	14/1d8+1d6	2d12	TPV: 2d8+4	Sixth Sense: 18+50											
WR:	1d8	Damage	1d12	2d12	1d12	2d12	Long Sword Combat Options												
TKA:	1d12																		
Wounds:	100+2d20																		
Soul Points:	70																		
Power:	35																		
React:	12+50																		
Resolve:	18+50	(Skeletal Warrior)																	
Luck:	12	No Image Currently Available																	
Spell Resis:	18+50																		
Relative Size:	1.5																		
Walking:	3																		
Charging:	9																		
Running:	15																		
Broad Jump:	3d6																		
Flying:	-																		
Free Weight:	-																		
		Pre - Rolled Attack Rank (1d8+1d6)				2d12		Pre - Rolled Wounds											
			1	2	3	4	5	6		1	2	3	4	5	6	7	8		
		1	8	7	6	9	4	9	16	7	1	134	102	109	119	116	120	126	109
		2	11	5	4	11	9	7	11	13	2	114	107	127	111	132	107	119	110
		3	2	6	12	12	7	6	6	6	3	119	118	136	123	117	130	130	129
		4	7	12	6	10	11	12	18	17	4	113	129	110	119	138	127	120	122
		5	14	13	5	7	7	4	19	10	5	125	121	119	110	125	126	110	128
		6	10	9	7	6	4	3	11	16	6	104	109	136	128	132	115	131	126

Skeleton

Alignment: Evil
 Nature: I Exist To Kill
 Type: Living Dead, Undead

When we refer to a skeleton we think of a humanoid skeleton, and this is what it normally indicates. However, it is possible to animate any skeleton although many would have their own stat sheet. Although one hates to admit this, it is often easier for the truly evil to obtain the bodies of humans and humanoids than it is for them to obtain the skeletons from larger types of animals.

The skeleton that is normally used to create undead of this type come from average sized humans or similarly sized humanoids (i.e., an elf or dwarf skeleton could be used). This is still considered one of the weaker forms of undead. The basis for the combat skill possessed by the skeleton is based on psychic impressions. Any action done by life leaves a faint trace or image of itself in the objects around it. In this case, the combat skills of the person are recorded within the person's flesh and bone. The flesh rots away but the bone remains complete with the impressions given it. You must realize though, that the image of the skill held in the bones is incredibly weak in nature (just a trace) and must be amplified and fortified by the creature

or entity that creates the skeleton. It is for this reason that most skeletons end up with the same level of skill, even though they may be the animated bones of people that ranged from peasants to kings.

Sight

Skeletons are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life like fires in the night. Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Immunities

Skeletons are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Damage Reduction

The skeleton takes no damage from piercing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

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Skeleton

Threat: 1
 WR: 0
 TKA: 0
 Wounds: 15+1d12
 Soul Points: 0
 Power: 15
 React: 12
 Resolve: 18+25
 Luck: 0
 Spell Resis: 8
 Relative Size: 0.7

	Long Sword	L.Shield	Total	Long Sword	Total
Skill	15 + 0	15 + 0		15 + 0	
Defense Adj.	6 (15/6=2)	3 (15/3=5)	7	6 (15/6=2)	2
Attack Rank	14 / 1d8+1d6	24/2d12		14/1d8+1d6	
Damage	1d12		1d12	1d12	1d12

Armor: None
APV: 0
WR: 0
TPV: 0



Sight

Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Damage Reduction

The skeleton takes no damage from piercing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

	Pre - Rolled Attack Rank (1d8+1d6)						2d12		Pre - Rolled Wounds										
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8			
Walking:	3																		
Charging:	9																		
Running:	15																		
Broad Jump:	2d6-1	1	7	11	9	8	13	9	15	12	1	25	21	28	24	28	23	24	24
Flying:	-	2	11	4	5	8	6	3	12	9	2	24	22	26	19	19	27	20	22
Free Weight:	-	3	7	7	11	11	10	9	12	13	3	21	25	24	27	21	24	25	25
		4	9	5	8	5	14	6	14	13	4	25	23	27	26	22	21	22	27
		5	5	9	5	7	12	13	11	22	5	28	20	17	28	21	22	24	23
		6	9	11	9	9	11	2	12	22	6	27	23	27	25	18	26	20	28

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Skeleton, Small Animal

Alignment: Evil
 Nature: I Exist To Kill
 Type: Living Dead, Undead

Small animal skeletons are normally animals the size of a fox or small dog. Usually they are no larger than a wolf or mid sized dog. Like most of the lesser undead, they are normally restricted to a very small area, near were they died or where burried. If a small animal skeleton are present, there is another, greater evil nearby.

Like most skeletons, Small Animal skeletons exist to seek out and put an end to life. The things they kill will normally be added to their ranks so it is possible for you to find fairly large packs of these living dead creatures.

Small animal skeletons are not all that tough. This is normally not a problem since they will attack in mass, anything living, including other animals that wander near. When they are destroyed, the characters should totally destroy or bless the actual skeletons (blessing the skeletons is only possible if you worship a diety that bestows this favor on you). Unless destroyed completely or blessed, these skeletons will again be re-animated

if the evil that animated them in the first place is allowed to exist (although a few days will normally pass between thier death and re-animation).

Sight

Skeletons are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life likes fires in the night. Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Immunities

Skeletons are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Damage Reduction

The skeleton takes no damage from piecing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

Skeleton, Small Animal

Threat: 0
 WR: 1
 TKA: 1d2
 Wounds: 2+2d3

Soul Points: 0
 Power: 8
 React: 7
 Resolve: 18+15

Luck: 0
 Spell Resis: 2
 Relative Size: 0.25

Walking: 4
 Charging: 12
 Running: -
 Broad Jump: -
 Flying: -
 Free Weight: -

Skill	Bite	Total
	8 +0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d4	1d2+1d4

(Small Animal Skeleton)
 No Image Currently Available

Armor: None
 APV: 0
 WR: 1
 TPV: 1

You can find any number of these types of skeletons. They are animated through the presence of great evil. The longer the evil has been in the area the more you are likely to find. For this reason it is up to the Legend Weaver to decide on the number present based on his or her knowledge of the area.

Sight

Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Damage Reduction

The skeleton takes no damage from piecing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	8	10	4	16	7	17	8	9
2	6	10	18	13	16	22	12	16
3	15	15	17	16	19	15	5	12
4	15	15	7	4	21	8	5	10
5	11	14	11	12	12	21	21	5
6	13	8	22	7	14	16	10	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	4	5	8	8	7	8	4	5
2	6	7	7	6	5	6	7	6
3	7	6	6	8	7	8	7	6
4	4	6	4	7	7	8	8	8
5	4	6	5	5	6	5	5	5
6	5	7	5	8	8	5	6	7

Skeleton, Tiny Animal

Alignment: Evil
 Nature: I Exist To Kill
 Type: Living Dead, Undead

Tiny animal skeletons are normally the skeletons of animals that are similar in size to the squirrel or field mouse.

Small animal skeletons are often feared as much for what they represent as for what they can do. To see them is to know that there is great evil in the area; evil that is powerful enough to animate the smallest to the largest of the dead. If you die in an area where there are small animal skeletons, then you will become one of the living dead, a fate most people would rather avoid.

Small Animal skeletons do not attack in the normal way (they are just too small to be affective in combat). Rather, one might scamper up to a sleeping adventurer and bite or scratch his cheek. The bites and scratches possessed by these animal skeletons do little to no damage. The problem is that their claws and teeth carry magic that bestows diseases, poisons and curses. The slightest bite or scratch will deliver this terrible magic into the victims system.

The disease they spread is normally slow to spread but always fatal. Those who are infected die slow lingering deaths, growing weaker and weaker, the surface of their bodies filling with painful oozing sores. As the victim wastes away, they know that one day soon they will walk the world in the same service as that which gave them the disease.

The poisons are generally slower and result in mental and physical weakness. These range from lessening the character's toughness and strength to affecting the character's coordination and dexterity. The good thing about the poisons is that the various cure poisons spells will remove their affects.

The curses are much like the poisons in that they weaken those bitten or scratched. In some ways these are the most terrible of the inflictions for the only way to remove them is the kill the evil that created them. This means that you must hope to vanquish that evil while in a weakened condition.

Tiny animal skeletons are weak and easy to kill (one decent swat or smack is all it takes). However, when they are killed, the characters should totally destroy or bless the actual skeletons (blessing the skeletons is only possible if you worship a diety that bestows this favor on you). Unless destroyed completely or blessed, these skeletons will again re-animate if the evil that animated them in the first place is allowed to live (although a few days will normally pass between thier death and re-animation).

Sight
 Skeletons are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life likes fires in the night. Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Skeleton, Tiny Animal

Threat: 0
 WR: 0
 TKA: 0
 Wounds: 1
 Soul Points: 0
 Power: 1
 React: 1
 Resolve: 1
 Luck: 0
 Spell Resis: 1
 Relative Size: 0.1

A Tiny Animal skeleton does not have an attack in the normal sense of the word. They will approach a sleeping or resting character. A mouse's skeleton will rustle through the grass to climb up the character's pant leg to scratch the character. A mouse or squirrel may scamper up to a sleeping character to bite the character on the cheek. A sleeping character may awake through a sixth sense skill check, a resting character though an Awareness skill check. If the character makes the check, they avoid the bite or scratch.

(Tiny Animal Skeletons)
 No Image Currently Available

Whenever a character is bitten or scratched by a Tiny Animal Skeleton, roll 1d6 to find out the affects of the wound.

1-2	Disease
3-4	Poison
5-6	Curse

In all cases the character receives a Spell Resistance dice roll to avoid the affects. All affects are cumulative.

Curse (roll 1d4)

- 1 The character's WR dice roll gets a 1-point penalty.
- 2 The character's TKA gets a 1-point penalty.
- 3 The character's total number of wounds decreases by one. If the character's total number of wounds goes to zero, he dies.
- 4 The character receives a 1-point penalty to all skill rolls (combat, magic and adventuring).

The affects of the curse are cumulative. This means that if the character is bitten six times and each time she rolls a 3, then she has 6 less wounds. The only way to remove the curse affects is to destroy the evil that generated them (usually the big bad evil thing at the end of the adventure).

Poison (Roll 1d6)

Roll on the curse table. The difference between the poison and curse results is that the poison results may be removed by casting a Remove Poison spell. The curse results can only be removed by killing the source of evil that animates the Tiny Animal Skeletons.

Disease (roll 1d6)
 Disease represents a slow lingering death. Each time the character is bitten the character receives a 1-point penalty to all skill checks (adventuring, combat and magic). The affects are cumulative but may be removed with any type of cure disease magic. As the character gets sicker and sicker he breaks out in more and more sores as his body rots away before his very eyes. Without some type of treatment, the character will die in 3d4 months.

Skeleton, Weak

Alignment: Evil
 Nature: I Exist To Kill
 Type: Living Dead, Undead

This type of skeleton is again animated though powerful evil magic or affects. The skeleton's skill is based on Psychic impressions, skill based in real life and recorded in the creatures flesh and bone. It's hatred comes from the evil of the magic that animates it, permuting its being and acting as a primitive intelligence. Like most truly evil things, its purpose for existence is to bring an end to life. For this reason it will try to kill any life that that comes near it.

Sight

Skeletons are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life like fires in the night. Although skeletons are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Immunities

Skeletons are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Damage Reduction

The skeleton takes no damage from piecing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.) but only half damage from all remaining types of weapons.

Skeleton, Weak		Long Sword Skill 12 + 0 Defense Adj. 6 (12/6=2) Attack Rank 14 / 1d8+1d6 Damage 1d12	Shield 10 + 0 4 (10/4=2) 4 24/2d12	Total 1d4+1d12	Long Sword Skill 12 + 0 Defense Adj. 6 (12/6=2) Attack Rank 14/1d8+1d6 Damage 1d12	Total 1d4+1d12	Armor: None APV: 0 WR: 1d2 TPV: 1d2	Awareness: 5 Combat: 5										
Threat: 0						Damage Reduction The skeleton takes no damage from piecing or projectile weapons (i.e., bows, bolts, bullets, spears, etc.). The skeleton takes full damage from blunt weapons (i.e., maces, hammers, clubs etc.). The Skeleton takes half damage from all remaining types of weapons.		Night Fighting If these skeletons are fought during the night, then double the number of wounds they have.										
WR: 1d2																		
TKA: 1d4																		
Wounds: 4+2d4																		
Soul Points: N/A																		
Power: 13		Pre - Rolled Attack Rank (1d8+1d6)		2d12		Pre - Rolled Wounds												
React: 12																		
Resolve: 18+5																		
Luck: 0																		
Spell Resis: 9																		
Relative Size: 0.4																		
Walking: 3		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
Charging: 6		10	10	6	8	7	11	15	13	10	11	10	12	9	8	9	6	
Running: -		9	6	10	12	7	4	17	4	7	6	9	11	9	6	10	9	
Broad Jump: -		4	11	4	4	5	11	17	7	9	7	7	9	11	9	10	10	
Flying: -		4	11	7	5	12	5	10	20	8	11	8	8	10	12	10	10	
Free Weight: -		5	8	5	8	8	11	13	5	4	9	6	8	8	9	8	9	7
		6	9	9	11	14	11	7	11	16	7	10	11	11	12	7	9	12

Taxim

Alignment: Evil
 Nature: I Exist to Avenge
 Type: Living Dead, Spectral Dead, Undead

The diety Oonagh is responsible for the creation of the Taxim. Oonagh is a Revenge Deity that seems to be either hated or loved by the humans in Panjere. He is loved because a lot of people like the idea that he gives a chance to avenge a wrong. He is hated because once created, the Taxim will often leave a trail of innocent victims in its quest for revenge. Oonagh watches the land for instances of murder or betrayal that results in death. Upon finding such an instance, Oonagh will sometimes 'bless' the corpse of the wronged person. This blessing will draw the soul back into the body and it will animate, becoming a Taxim.

A Taxim has one purpose, that of revenge. It will seek out and kill the individual or individuals that wronged it. The Taxim may have been dead for more than a few days before becoming animated although the vast majority will get up while in the morge (morticians just hate Taxims). The Taxim will die again once it has wrote its revenge, although, if it is killed a second time while seeking its revenge, it will also stay dead. Although in this later case, the soul is not returned to the Dungeon of the Dead and may be forced to wander the Plain of Heaven for the rest of time. The Taxim's body continues to rot, even though it is a Living Dead. This means that it can get pretty ripe by the time it finally reeks its revenge (pun intended).

Immunities

Taxims are immune to all poison damage. In addition, they are immune to all magic that affects the mind or any of the senses.

Possession

The Taxim is able to use its ability to possess 1d3+1 times each day. When you

place a Taxim into an adventure, you will have to determine how many times it will be able to use its ability to possess. The Taxim is only able to possess someone if it first becomes Non-corporial.

Possessing Those Without a Soul

The Taxim is able to possess any creature without a soul indefinitely (the chance of possession is automatic). A successful possession means the Taxim has complete control over the creature possessed, being able to call upon all of the abilities and skills possessed by the creature. If the Taxim possesses a Tiger, then it thinks like a Taxim but fights like the tiger. If it possesses an Orc, it fights with the Orc's fighting skills.

Possessing Those With a Soul

If the Taxim attempts to possess a creature with a soul, then the target of the possession receives a Resolve Stat check to resist the attempt. Add in the Taxim's own synergy bonus in its resolve stat when you make this skill check. A high synergy bonus in the character's Resolve skill will negate this penalty. A successful Possession will mean that the Taxim is in complete control of the body for 4d6 combat rounds (and has full use of the skills and abilities of the possessed).

An example is in order

The Taxim has a resolve skill of 18+17. The character's Resolve stat is 18+5. This means that the Resolve skill check made by the character carries a penalty of 17 points (the Taxim's synergy bonus in its Resolve stat) but that 5 points of this 17 point penalty is knocked off due to the character's own bonus in the Resolve stat. The character rolls a d20 and adds 12 to the result. If the final result is 18 or less, the character is not possessed.

Killing a Taxim

While the Taxim is Non-corporial, it has all the advantages of being a Spectral Dead. To see how a group has to deal with a creature that has no mass or body on the Earthly Plane, refer to the separate write-up entitled *The Spectral Dead*.

Taxim

Threat: 4
 WR: 3d6+9
 TKA: 5d6
 Wounds: 80+2d20

Soul Points: 60
 Power: 50
 React: 18+20
 Resolve: 18+*

Luck: 0
 Spell Resis: 18+20
 Relative Size: 2

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Skill	Touch	Total
Defense Adj.	12	n/a
Attack Rank	24/2d12	
Damage	1d6*	6d6

Armor: None
 APV: 0
 WR: 3d6+9
 TPV: 3d6+9

Non Corporeal Form

Oonagh's blessing gives the Taxim the ability to become non-corporial (i.e., a spectral dead). This allows the Taxim to move through walls and to perform its major attack against the person or person's it is after (more on this later).

Aura of Terror

The Taxim carries with it a Aura of Terror. However, despite how decomposed and totally horrid its appearance may actually be, the Aura of Terror only affects those it is actually after. If you are among those the Taxim is after you have to make a Resolve check or be paralyzed by fear for the remainder of the current combat round plus the entire following combat round.

* Resolve Stat

When you create the Taxim roll 1d100 and subtract 75. Treat a negative result as zero. This is the Taxim's synergy bonus in its Resolve Stat.

More information

Refer to the back of this stat sheet for more information on the special attacks and defenses available to the Taxim, specifically, the Taxim's ability to possess living beings.

(Taxim)
 No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	12	13	9	13	7	9	10
2	8	13	10	13	11	7	10	19
3	13	20	20	10	8	13	13	16
4	12	11	17	17	11	16	13	10
5	15	9	23	15	20	14	15	22
6	13	17	17	17	19	11	12	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	94	96	102	96	119	99	92	98
2	95	100	111	99	108	99	107	85
3	120	101	98	103	99	84	98	96
4	103	107	113	102	97	104	106	88
5	99	100	85	95	98	98	90	100
6	104	97	112	86	100	109	94	115

Vampire, Greater

Alignment: Evil

Nature: I exist to drink the Blood of the living

Type: Living Dead, Undead

There is normally only ever one Greater Vampire in an area. When this vampire is killed, all the lesser vampires he created become greater vampires. **SO KILL THIS ONE LAST!** The Greater Vampire has complete control over all the lesser vampires he or she creates plus indirect control over all the lesser vampires his "minions" create.

Shape Shift and Summon Wolves

A vampire can summon 4d6 normal wolves once per day. For this ability to work, wolves must be included on the areas wandering monster encounter tables.

The vampire can assume the form of a bat, wolf or rat at will. In addition to this the vampire can become gaseous. If killed in battle, the vampire will become gaseous to return to its resting place to heal. The next morning it will rise, fully healed and rested.

Damage from Sunlight

Direct Sunlight damages a vampire. Unless stated otherwise, direct sunlight does 4d6 damage per round to a vampire. The Vampires WR dice roll does not negate this damage. If the vampire dies from this type of damage, it stays dead.

Steak in the Heart

A vampire may be put to rest by having a steak pounded into its heart. However, to make sure the vampire remains dead, it should be re-buried with its head cut off, its mouth filled with blessed wafers and its head placed face down in the coffin.

Sleep during the day

The Greater Vampire must sleep during the day, in its burial dirt. During this period of time the Lesser Vampire can awake and defend itself. The greater Vampire is considered to be in a light sleep and will awake from any loud nearby sound.

Affect of Certain Religious Symbols

The vampire fears CERTAIN religious symbols. This means that many religious symbols are totally useless when used against a vampire. The symbols that will affect the vampire must come from and be wielded by a follower of the appropriate Deity. It must say specifically in the description of a deity that a holy symbol may be used against the undead; if no such statement is made, then the symbol is useless against any undead, including the vampire. Symbols that can be used against the undead will describe their affect in the Deities write up.

Drink Blood and Drain Soul

A vampire that dominates a character may drink the characters blood (see *Dominate Character* on the front of this sheet). When the Greater Vampire drinks the victim's blood roll 2d6. The result is equal to a penalty given the victim for all future actions until the vampire dies or the character dies. It also equals the number of soul points taken by the vampire. The vampire will drink the blood of a character once per day, each days affects are cumulative with previous blood drinking (i.e., if you roll a five three days in a row, the vampire takes 15 soul points and the character suffers a 15 point penalty to all dice rolls). The character dies, when his or her soul points go to zero. The character may be helpless and bed ridden long before death sets in. The character is bed ridden when the penalty is greater than the character's highest skill level. To find the character's highest skill level, add the character base skill level plus his or her synergy bonus in the skill.

Control Victim

Once a vampire has taken soul points from a victim, it can try to

use the soul points to dominate the victim. The way control is done is to roll 1d100 and add in the current number of soul points taken from the victim. The victim rolls 1d100 and adds in his remaining soul points. If the vampire wins the roll, he gains control over the victim. A controlled victim will do nothing to harm the vampire. In addition, he or she will actively try to protect the vampire. Lastly, the vampire may (at will) see through the victim's eyes and hear through the victim's ears.

Breaking Control

The character may try to break control once per day. To do this, the character rolls 1d100 and divides by two (rounding down) and then adds in his or her remaining soul points. The Vampire rolls 1d100 and adds the number of soul points taken from the victim. If the vampires total is higher, it retains control of the victim. If the character's total is higher he or she breaks free of the control and the vampire must again dominate the character if he wishes to drink the character's blood again. Note that a character that is free of the control is free for 24 hours. The Vampire may attempt to re-exert control on the following day whether or not he manages to drink the character's blood.

Distance and Getting Your Soul Back

There is no distance limits to the vampires ability to control. You cannot simply leave. Even should you travel a thousand miles, the vampire will still be able to influence your actions. The only way to stop the Vampire from controlling you (and to get your soul back) is to have someone else kill the vampire. So long as the vampire has control of you, you work for him. You get your soul back when the vampire dies (permanent death).

Skills Known In Life

Given time a Greater Vampire will remember and be able to use the skills it possessed in life. Like all undead, it cannot increase these skills, but does have access to them. This process is slow and can take centuries, but it is an option if you are putting a Greater Vampire into your campaign.

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Vampire, Greater

Threat: 6+
WR: 3d6+9
TKA: 5d6
Wounds: 80+2d20

Soul Points: 60
Power: 50
React: 18+20
Resolve: 18+*

Luck: 0
Spell Resis: 18+20
Relative Size: 2

Walking: 3
Charging: 9
Running: 15

Broad Jump: -
Flying: -
Free Weight: -

* Roll 80+2d20 to find the bonus to the Greater Vampires Resolve skill

Skill	Punch	Total
Defense Adj.	18 + 25	
Attack Rank	n/a	
Damage	24/2d12	
	1d6*	6d6

Armor: None
APV: 0
WR: 3d6+9
TPV: 3d6+9

(Greater Vampire)
No Image Currently Available

Dominate Opponent

When a vampire is alone with someone, it will try to dominate that individual. If it can dominate the individual it will be able to drink of the victims blood.

A vampire can try to dominate any character at any time. For obvious reasons, this is done when alone with a single character since the vampire can only try to dominate a single character at a time. To prevent the attempt, the character must make a resolve stat check, adding in the Vampire Synergy bonus in the Resolve Stat skill. If the attempt to dominate a single character fails, the vampire cannot try to dominate that character again for a period of one day.

Once dominated, the character will stand and let the vampire drink his or her blood. If two or more vampires try to dominate a single character, the character must make a roll against each vampire.

More Information

See the back of this stat sheet for more information on the special attacks, weaknesses and abilities of the Greater Vampire. These include such things as shape changing and draining a character's soul points.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	18	14	11	11	14	19	13	10
2	17	12	19	9	11	14	16	13
3	12	11	15	17	6	7	13	5
4	10	11	10	6	13	16	16	23
5	5	12	21	14	22	10	8	4
6	17	3	8	12	4	8	16	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	101	105	112	108	92	95	92	96
2	102	104	84	91	107	106	96	112
3	110	113	111	111	90	82	93	100
4	84	102	99	115	92	96	90	106
5	93	103	101	98	83	101	112	113
6	110	105	93	89	93	95	102	112

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Vampire, Lesser

Alignment: Evil
 Nature: I exist to drink the Blood of the living
 Type: Living Dead, Undead

A character will die once his or her soul point reach zero. A character that is killed in this way cannot be raised from the dead. In fact, to prevent the character from coming back as a vampire, his or her head must be cut off and the mouth stuffed with blessed wafers (blessed by a deity of Good Alignment). You must then bury the character head down in the coffin (the body is positioned so that the head would be face up if it were still attached. Only if you do this, will a victim of a vampire remain at rest. If you do not do this, the victim of the vampire will rise from the dead and become a lesser vampire, the servant of the Vampire that drained his or her soul.

Shape Shift and Summon Wolves

A vampire can summon 2d6 normal wolves once per day. For this ability to work, wolves must be included on the areas wandering monster encounter tables.

The vampire can assume the form of a bat, wolf or rat at will. In addition to this the vampire can become gaseous. If killed in battle, the vampire will become gaseous to return to its resting place to heal. The next morning it will rise, fully healed and rested.

Damage from Sunlight

Direct Sunlight damages a vampire. Unless stated otherwise, direct sunlight does 4d6 damage per round to a vampire. The Vampires WR dice roll does not negate this damage.

Steak in the Heart

A vampire may be put to rest by a having a steak pounded into its heart. However, to make sure the vampire remains dead, it should be re-buried with its head cut off, its mouth filled with blessed wafers and its head placed face down in the coffin.

Sleep during the day

The Lesser Vampire must sleep during the day, in its burial dirt. During this period of time the Lesser Vampire cannot be awakened, even by a group of adventurers stumbling around the burial crypt opening coffins and pounding steaks into the variety of bodies they find.

Affect of Certain Religious Symbols

The vampire fears CERTAIN religious symbols. This means that many religious symbols are totally useless when used against a vampire. The symbols that will affect the vampire must come from and be wielded by a follower of the appropriate Deity. It must say specifically in the description of a deity that a holy symbol may be used against the undead; if no such statement is made, then the symbol is useless against any undead, including the vampire. Symbols that can be used against the undead will describe their affect in the Deities write up.

Drink Blood and Drain Soul

A vampire that dominates a character may drink the characters blood. The Dominated character will do nothing to prevent this (see *Dominate Character* on the front of this sheet). When the Lesser Vampire drinks the victim's blood roll 1d6. The result is equal to a penalty given the victim for all future actions until the vampire dies or the character dies. It also equals the number of soul points taken by the vampire. The vampire will drink the blood of a character once per day, each days affects are cumulative with previous blood drinking (i.e., if you roll a five three days in a row, the vampire takes 15 soul points and the character suffers a 15 point penalty to all dice rolls). The character dies, when his or her soul points go to zero. The

character may be helpless and bed ridden long before death sets in. The character is bed ridden when the penalty is greater then the character's highest skill level. To find the character's highest skill level, add the character base skill level plus his or her synergy bonus in the skill.

Control Victim

Once a vampire has taken soul points from a victim, it can try to use the soul points to dominate the victim. The way control is done is to roll 1d100 and add in the current number of soul points taken from the victim. The victim rolls 1d100 and adds in his remaining soul points. If the vampire wins the roll, he gains control over the victim. A controlled victim will do nothing to harm the vampire. In addition, he or she will actively try to protect the vampire. Lastly, the vampire may (at will) see through the victim's eyes and hear through the victim's ears.

Breaking Control

The character may try to break control once per day. To do this, the character rolls 1d100 and divides by two (rounding down) and then adds in his or her remaining soul points. The Vampire rolls 1d100 and adds the number of soul points taken from the victim. If the vampires total is higher, it retains control of the victim. If the character's total is higher he or she breaks free of the control and the vampire must again dominate the character if he wishes to drink the character's blood again. Note that a character that is free of the control is free for 24 hours. The Vampire may attempt to re-exert control on the following day whether or not he manages to drink the character's blood.

Distance and Getting Your Soul Back

There is no distance limits to the vampires ability to control. You cannot simply leave. Even should you travel a thousand miles, the vampire will still be able to influence your actions. The only way to stop the Vampire from controlling you (and to get your soul back) is to have someone else kill the vampire. So long as the vampire has control of you, you work for him.

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Vampire, Lesser

Threat: 4
 WR: 2d6+6
 TKA: 3d6
 Wounds: 40+2d10

Soul Points: 20
 Power: 30
 React: 18+0
 Resolve: 18+*

Luck: 0
 Spell Resis: 18+0
 Relative Size: 2

Walking: 3
 Charging: 9
 Running: 15

Broad Jump: -
 Flying: -
 Free Weight: -

* Roll 1d20 to find the bonus to the Lesser Vampires Resolve skill

	Punch	Total
Skill	18 + 25	
Defense Adj.	5 (18/5=3)	
Attack Rank	24 / 2d12	
Damage	1d6*	4d6

Armor: None
 APV: 0
 WR: 2d6+6
 TPV: 2d6+6

Dominate Opponent

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Once dominated, the character will stand and let the vampire drink his or her blood. If two or more vampires try to dominate a single character, the character must make a roll against each vampire.

More Information

See the back of this stat sheet for more information on the special attacks, weaknesses and abilities of the Lesser Vampire. These include such things as shape changing and draining a character's soul points.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	16	9	12	18	19	12	13
2	17	4	14	4	12	15	14	8
3	9	12	11	9	10	5	13	19
4	19	15	14	16	14	5	16	4
5	14	9	21	13	10	14	11	12
6	17	8	14	6	16	7	18	17

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	61	56	59	70	72	58	63	66
2	51	69	53	54	69	69	64	55
3	59	60	75	55	70	68	71	62
4	66	48	51	56	62	72	59	76
5	64	47	69	63	53	59	79	65
6	63	48	65	63	59	43	62	61

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Zombie

Alignment: Evil
 Nature: I serve the master
 Type: Living Dead, Undead

A Zombie is an animated corpse. It is normally created through the blessing of a Dark God, or, like a skeleton, when great evil is in the area. It is normally considered among the weaker of the undead, not even able to wield a weapon. Its attack is generally to amble over to the victim, grab on and choke or bite. They normally only represent a danger when found in great numbers.

Sight
 Zombies are aware of their surroundings much like Constructs are. They feel what is around them. This form of sight is different from the sight possessed by constructs in subtle ways. First, living breathing creatures radiate their life like fires in the night. Although zombies are aware out to a distance of about 50 feet, real world objects do block their special form of vision. This means that a skeleton will not know there is a living being nearby if there is something present that would block normal line of sight.

Grab Attack
 The zombie is a slow moving creature. It will only attack if it is aware of a creature. This means that when the creature leaves the room, the zombie settles down.

An attacking Zombie will try to grab hold of a character. In a single round up to four zombies will try this attack (one from each side). Regardless of how many Zombies have already grabbed the character, if there are four fresh zombies and they can reach the character, they will all get an attack to grab hold (like I said above, zombies are dangerous in mass). The character gets one bonus attack against one zombie that succeeds in its grab attack. If the attack does even one point of damage to the zombie then the zombie does not grab hold of the character.

For each zombie that grabs hold, roll 1d4. The result is a cumulative penalty to all the skill checks made by the character (if enough zombies grab hold of the character, the character will be effectively helpless). Once helpless, it is considered that more than a few of the zombies are clawing at the character's armor and equipment (slowly removing pieces of it to allow better access to the flesh beneath).

Once a zombie has grabbed a character it will get a bite attack against the character from that round on. The bite attack cannot be blocked but it can miss (i.e., if you roll an 11+). If it hits, then it will do 2d6 damage. Once the character is helpless, the damage done by the bite attack is double normal. The character is helpless if the penalty to his dice rolls exceeds his highest skill level (his highest skill level equals his base skill level plus his synergy bonus in the skill).

Zombie
 Threat: 0
 WR: 1d2
 TKA: n/a
 Wounds: 10+2d6
 Soul Points: 0
 Power: 15
 React: 5
 Resolve: 18+0
 Luck: 0
 Spell Resis: 1
 Relative Size: 1

	Grab	Bite
Skill	12+0	10+0
Defense Adj.	n/a	n/a
Attack Rank	24/2d12	24/2d12
Damage	Special*	2d6 Special*

Armor: None
APV: 0
WR: 1d2
TPV: 1d2

Grab Attack
 A zombie will try to grab hold of a character. In a single round up to four zombies will try this attack (one from each side). The character gets one bonus attack against one that succeeds (one must succeed to get this attack). If the attack does even one point of damage, that zombie does not grab hold.

For each zombie that grabs hold, roll 1d4. The result is a cumulative penalty to all the skill checks made by the character (if enough zombies grab hold of the character, the character will be effectively helpless).

Once a zombie has grabbed a character it will get a bite attack against the character from that round on. The bite attack cannot be blocked but it can miss (i.e., if you roll an 11+). If it hits, then it will do 2d6 damage. Once the character is helpless, the damage done by the bite attack is double normal. The character is helpless if the penalty to his dice rolls exceeds his highest skill level (his highest skill level equals his base skill level plus his synergy bonus in the skill).

See the back of this stat sheet for an expanded explanation on the Grab Attack.

	Pre - Rolled Attack Rank								Pre - Rolled Wounds										
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8			
Walking:	3																		
Charging:	-																		
Running:	-																		
Broad Jump:	-	1	9	4	8	3	17	19	8	23	1	18	16	13	18	15	17	18	18
Flying:	-	2	18	5	7	20	10	17	13	14	2	13	15	19	16	18	16	19	15
Free Weight:	-	3	12	8	17	14	16	6	13	7	3	15	16	12	17	16	12	17	16
		4	12	20	8	13	14	13	12	10	4	19	18	20	15	22	15	21	14
		5	12	6	15	14	12	15	14	8	5	16	16	20	22	15	20	16	15
		6	16	14	12	15	20	18	5	14	6	16	21	21	13	18	20	15	19

Zombie, Worker

Alignment: Evil
 Nature: I serve the master
 Type: Living Dead

Zombie Workers are among the most cursed of the Living Dead. Dark arcane rituals summon the living soul from the body of a victim and trap it within a small clay pot. With the removal of the soul the body seems to die. Relatives will give the deceased a decent burial not realizing the dark forces that caused the death.

Late in the night, the body is removed from the grave. The practitioner sews the eyes and mouth shut and then commands the body to get up and to do his bidding. So long as the soul is trapped within the jar, the body will shamle about and work as it is ordered to do. It is a terrible fate for the soul is still connected to its original body and is able to feel it slowly rot into nothingness.

Non-Combatants

Zombie Workers do not fight. They suffle around doing the bidding of their master. However, that said, they will often be found with regular Zombies. Regular Zombies will fight and are often created and used as guards by evil creatures.

Killing a Zombie Worker

A Zombie Worker cannot be killed in the normal sense. No amount of damage will end its cursed existance. Even if its limbs are cut off, they will struggle and twitch as they try to complete the master bidding. The only way to save the soul from this fate is to break the jar that contains the soul. When the soul is released, the body dies for the final time.

Sight

Zombie Workers are aware of their surroundings much like Constructs are. However, they do have a very limited range of awareness, less than 10 feet in most cases.

Zombie Worker

Threat: 0
 WR: 0
 TKA: 0
 Wounds: Special *
 Soul Points: Special *
 Power: 15
 React: 1
 Resolve: 18+100
 Luck: 0
 Spell Resis: 1
 Relative Size: 1

A Zombie Worker will not fight, it is a cursed soul forced to do the bidding of the creature that created it.

Armor: -
APV: -
WR: -
TPV: -

The presense of Zombie Workers is another indication that great evil is in the area. Although normally not a threat on their own, the work they do is often overseen by other, more powerful undead.

Smells Bad

Most Zombie Workers are corpses and carry with them a horrible oder. Although not enough to affect combat, it should be noted.

* Special

A Zombie worker has no wounds and no soul points. The soul of the worker is trapped in a jar and must be released if you want to kill a Zombie worker.

	Pre - Rolled Attack Rank								Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
Walking: 2																
Charging: -																
Running: -																
Broad Jump: -	1	A Zombie Worker will not fight.							1	See *Special above for information on killing a						
Flying: -	2								2	Zombie Worker						
Free Weight: 5 VL items	3								3							
	4								4							
	5								5							
	6								6							