Apparition

Alignment: Evil
Nature: To look at me, is to know fear. I am your worst nightmare.
Type: Spectral Dead, Undead

The apparition is one of the more brutal of the Spectral Undead. The apparition does not have the possession attack. Oddly enough this tends to make it a lot harder to kill since you must rely on skills and items that can actually affect the Spectral Undead and such items and skills are normally fairly rare. The attack of the apparition is meant to scare the target to death. As such, the apparition can appear in any form and will always appear as something horrid to any who see it. It is such a powerful undead, it will appear as something different to each person that sees it.

Fear Attack

When a character sees an Apparition, he or she must make a Resolve stat check, adding in the difference between the synergy bonus i n the character's resolve skill and the apparition's resolve skill. This check is made each round. If the roll is failed, the character looses 2d6 soul points to the apparition and will stand there paralyzed by fear and terror and unable to take action for the remainder of the combat round. The Attack Rank for this attack is 24/2d12. Anyone that is in line of sight and is within 30 feet of the apparition is subject to this attack. Since it is an attack on the character's very soul, you cannot just look away to avoid it (you know that something horrid is before you and is about to take action against you).

Please note that this from of attack is based on fear and terror even though it drains soul points. A character that is immune to fear and terror is immune to the damage done by this attack. A dwarf character gets an automatic re-roll versus any type of fear or terror check, so such a character is very resistant to this attack.

Immunities

The Apparition is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Fighting the Group

The apparition does not fight like normal creatures or characters. It will not chase a group through the hallways of a mansion, as the group runs in terror. Rather, the apparition will tend to move into an area and wait in ambush. All you have to do is enter the room with the Apparition and it will rise up and come towards you. Its fear attack is automatic when it does this.

On rare occasions, an apparition may be more aggressive towards intruders. This will depend on the circumstances surrounding the presence of the apparition or may be a result of the apparition's personality (in life, the apparition may have been a person that was very aggressive). Although it is uncommon for personality traits to continue on in an apparition, it is not unheard of.

The Spectral Dead Document

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*.

Wounds

An apparition's wounds do not represent actual damage to the apparition. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Lost Soul Points

The character dies when his or her soul points go to zero. The apparition damages the soul; it does not drain or take the soul into itself. This means that the character's soul will return to the character with normal rest or healing (or via the appropriate magic).

Apparition

The apparition has one attack. See the write up on the back and to the side for more information.

Threat:	8
WR:	0
TKA:	0
Wounds:	50+2d20
Soul Points:	60
Power:	0
React:	0
Resolve:	18+*
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	2
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

* Roll 4d20 to find the bonus to the Apparition's Resolve skill

(Apparition)
No Image Currently Available

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

Non Corporeal Form
The pretas is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Fear Attack
The apparition's fear attack affects everyone to a distance of 20 feet and has an attack rank of 24/2d12.

Characters must make a Resolve stat check, adding in the difference between the synergy bonus in the character's Resolve skill and the Apparition's Resolve skill. A successful attack drains 2d6 soul points from the victim. The attack takes place every round.

Additional Information
See the back of this stat sheet for additional information on the apparition.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	8	13	9	11	11	13	16	14
2	11	24	15	20	3	6	15	17
3	17	10	12	15	14	13	5	20
4	7	15	8	16	16	20	23	5
5	6	11	9	11	23	18	9	13
6	20	9	17	14	21	14	16	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	81	72	74	90	73	69	61	58
2	77	56	79	78	64	77	68	81
3	69	81	55	62	74	64	62	62
4	76	75	85	57	69	71	65	64
5	85	74	72	70	59	67	84	76
6	62	61	60	68	59	77	78	67

Banshee

Alignment: Evil
Nature: I collect souls for Demon
Type: Spectral Dead, Undead

The Banshee is Darkheim's corruption of the Ben Sidea (the Ben Sidea are servants and messengers for the gods). Darkheim created the Banshee as a reward for one of Demon's many military campaigns against humanity.

When Darkheim takes a soul and raises it as a Banshee, he gives it the ability to move about an area. The soul that is summoned back into the world must have been supremely evil in life and must not have been buried on consecrated ground. The banshee is unable to move over ground consecrated or blessed by the priests of a good aligned deity.

When summoned back, the banshee may exist and dwell anywhere within a mile of its earthly resting place. In addition, the creature can move up to 20 or so miles from its burial patch in search of victims. The banshee will only ever attack at night and will never kill more than one person in a given night.

The Banshee's Wail Attack

A banshee will always attack humans first. The wail attack has a range of 30 feet and an attack rank o f24/2d12. The banshee turns to the victim, its ghostly mouth opens and it wails. Only the target of the attack can hear the wail. When the wail is heard, the target of the attack must make a Resolve stat check or fall unconscious. Once a character has fallen unconscious, the banshee vanishes and leaves.

Unless at the site of the banshee's earthly remains, the banshee will never use its attack twice against the same individual in a given night In addition, it will use it against humans first and will not switch to non humans until it has made attacks againts all the humans it is able to see in the area, or until someone has fallen to its attack.

When rolling against the character's Resolve stat, the character should add in the difference between the character's Resolve synergy bonus and the apparition's bonus in its Resolve stat.

Unconscious Character

It is very bad for a human to be put unconscious by the banshee (it is bad for everyone, but worse for a human). Nothing can wake the character so long as the banshee exists. The only way to save the character is to find and destroy the banshee. A group has until the next full moon to do this. You should keep in mind, that the banshee will be roaming the countryside every night searching for victims. As you get closer to its resting place, you have a greater and greater chance of meeting it again.

The only time the banshee does not search for victims is when the moon is full. On the next full moon (2d4 days away), the banshee summons the souls of all that have fallen unconscious to its wail. A character will not die until summoned, even if unconscious for a full 24 days. A summoned non-human victim dies at this point with any attempt to resurrect the individual costing two times the normal amount in soul points. If the victim is human, then the soul is taken and eaten by the banshee. Souls eaten by the banshee are not destroyed, but are held by the banshee for up to a year or two before being collected by Demon. What Demon does with these souls is unknown, but it is assumed to be very bad that she gets them. So long as a soul is held by the banshee or by Demon, it cannot be resurrected. If the Banshee can be destroyed before it hands the souls over to demon, then they can be resurrected at four times the normal cost in soul points.

The Banshee's Corporeal Body

The banshee's body always buried within a mile of its haunt. Banshee's are not made by people, so the bodies tend to be in graveyards that are not attached or part of a church's property. If the group can find who the banshee was in life (astrology and research) they can exhume the body and force the banshee to confront them. They should only do this if they have the means to destroy a non-corporeal being. If in the presence of its original body, the banshee will be able to use its wail. In addition, it will not hesitate to use its attack multiple times against a single target.

Immunities

The Banshee is immune to mind control and to anything that harms a physical body. This means that you will find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

The Spectral Dead Document

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*.

Wounds

A banshee's wounds do not represent actual damage to the banshee. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

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Fold along the dotted line.

Banshee

Threat: 10
WR: 0
TKA: 0
Wounds: 60+2d12

Soul Points: 70
Power: 0
React: 0
Resolve: 18+*

Luck: 0
Spell Resis: 0
Relative Size: 0

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

* Roll 3d20+20 to find the bonus to the Apparition's Resolve skill

The Bashee's attack is decribed in detail on this stat sheets back or in brief to the side.

(Banshee)
No Image Currently Available

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

Non Corporeal Form

The pretas is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Wail Attack

Range is 30 feet. Attack rank is 24/2d12. Will try to kill humans first. Target must make a resolve stat check or fall unconscious onto the ground.

Characters must make a Resolve stat check, adding in the difference between the synergy bonus in the character's Resolve skill and the Apparition's Resolve skill.

Additional Information

See the back of this stat sheet for additional information on the banshee.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	10	10	14	11	12	18	13
2	3	16	6	17	21	15	6	4
3	21	13	18	9	24	12	10	14
4	12	7	20	5	4	14	6	9
5	14	17	14	10	6	11	12	17
6	10	4	20	15	14	6	19	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	70	75	80	70	75	80	72	76
2	71	79	68	71	73	71	71	75
3	80	72	72	79	77	75	73	73
4	70	82	65	74	74	82	82	70
5	69	83	82	68	73	74	84	79
6	73	70	70	71	81	76	67	81

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Duppy

Alignment: Evil
Nature: I am vengeance
Type: Spectral Dead, Undead

The duppy is a very weak revenge ghost. It is summoned on behalf of a family that has been slighted in some way. An evil witch is normally needed if you wish to summon a duppy.

The duppy is the spirit of someone that was not buried in consecrated ground. The duppy will rise out of the ground and can be given a name. The duppy will go to the person and live in that person's house, wreaking its revenge on all who sleep or stay at that house.

As people sleep the duppy is able to possess them (it can only possess someone that is asleep. Although it is rare, the duppy will sometimes have a possessed person pick up a weapon or axe and make an attempt to kill the named person. As I said, this is rare since the duppy's task is to make that person suffer. The longer it can do this, the better.

Sickness

The duppy will touch one person a night and that person will become sick. Whoever is touched will be unable to eat or drink for the following day and will run a fever.

Fear

The duppy will often appear to one of the people in the house after dark. Any person that see's the duppy must make a Resolve stat check or run in terror. If the named person runs and does not come back to the house, the duppy will follow him or her and take up residence in the new dwelling on the following night.

Convulsions

The duppy will often approach a person from behind and place its hand within the persons back. When it does this, the individual will start to suffer from horrible convulsions, being unable to perform any action for 1d6 hours.

Immunities

The Duppy is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead.*

Fighting the Group

The duppy will use its attacks against the group, but as is obvious, the attacks tend to be non lethal. A speak with dead spell can be used to talk to the duppy. Depending on circumstances, the duppy may even tell a character who wanted the revenge (if the victim does not know). The duppy will seldom give its own name, since this would allow the group to exhume its body. Once its body is exhumed, the group could have it laid to rest by having it buried in consecrated holy ground (consecrated by good gods only).

Wounds

A duppy's wounds do not represent actual damage to the duppy. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Since the duppy is used for revenge, a group may not want to just kill it off. Doing this may just give the victim a brief break from the thing, if the person that had it summoned feels strongly enough, a second or third duppy may be sent after the victim.

Fold along the dotted line.

Duppy

The Duppy has several non lethal attacks that are descibed in detail on the back of his sheet or in brief to the right.

Threat:	0
WR:	0
TKA:	0
Wounds:	20+2d10
Soul Points:	60
Power:	0
React:	0
Resolve:	18+0
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	3
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

(Duppy)
No Image Currently Available

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

Non Corporeal Form

The pretas is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Possession

The duppy can only possess a sleeping character (any good slap will normally wake them).

Sickness, Fear and Convulsions

The duppy can make one character a day sick. It will appear to one character a night (make a resolve skill check or run away). It can touch one character a day and give them convulsions (take no action for 1d6 hours)

Additional Information

See the back of this stat sheet for additional information on the Duppy.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	13	15	22	9	7	12	7
2	6	17	17	10	11	14	10	14
3	13	3	6	12	20	6	8	9
4	5	14	14	12	11	15	19	5
5	7	15	12	6	10	13	18	15
6	19	9	15	24	6	20	12	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	27	31	31	31	34	35	27	32
2	32	25	26	27	31	27	40	31
3	30	23	31	30	29	33	30	33
4	35	31	30	23	32	38	32	27
5	27	28	27	25	30	27	35	35
6	30	22	34	33	37	30	28	28

Forso

Alignment: Neutral
Nature: I am the curse that will never go away
Type: Spectral Dead, Undead

The forso is an undead spirit that will return from the Dungeon of the Dead to curse a character. It may be created when its resting place has been disturbed. It returns to bring attention to its plight. For this reason, a proper burial or the restoration of its burial site (or the return of items to it) will instantly exorcise the forso.

Bad Luck

The forso represents bad luck. Once it has found a person, it will enter the body. It does not fight for domination, as some of the spectral dead will. What it will do is bring extreme bad luck with it. This means that the character must roll two dice or sets of dice for each action and apply the least favorable results to the action they are attempting. A character has no normal way of knowing if he or she has a Forso within, although a fairy would be able to see a second soul within the individual. The astrology and research skills can aid in discovering who the forso was and possible what has caused it to come back.

Wounds

A forso's wounds do not represent actual damage to the forso. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off of the earthly plane.

Since the Forso returns to have a wrong righted, a group may not want to just kill it off. Doing this may banish the forso to eternal unrest within the dungeon of the dead. May just give the victim a brief break from the thing, if the person that had it summoned feels strongly enough, a second or third duppy may be sent after the victim.

Fold along the dotted line.

Forso

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

The Forso represents bad luck. It has no attacks.

Threat: 0
WR: 0
TKA: 0
Wounds: 20+2d10

Soul Points: 60
Power: 0
React: 0
Resolve: 18+20

Luck: 0
Spell Resis: 0
Relative Size: 0

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

(Forso)
No Image Currently Available

Non Corporeal Form
The pretas is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Possession
The forso will enter the body of a sleeping character. The forso will not try to control the character but so long it is within the charactert the character must roll all dice or sets of dice twice and apply the worst results to the action they are attempting to perform.

Additional Information
See the back of this stat sheet for additional information on the forso.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	7	8	10	15	23	19	10
2	16	15	14	11	17	13	10	18
3	20	7	16	12	3	4	18	14
4	9	11	12	16	9	10	16	15
5	7	13	14	10	11	11	14	13
6	8	17	17	13	5	7	24	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	40	23	39	25	27	36	30	34
2	35	31	40	31	30	27	34	29
3	29	29	32	34	37	36	26	28
4	31	35	38	34	27	34	30	37
5	29	39	27	39	39	26	34	28
6	30	35	38	28	32	36	27	30

Ghost

Alignment: Any
Nature: Depends on Alignment
Type: Spectral Dead, Undead

The ghost is the continuation of the soul. Darkheim creates ghosts. He will create them from evil, good or neutral souls, so long as the desire to continue living is strong enough (or if the shock of death is great enough). If a good or neutral character is turned into a ghost, it is considered a curse.

Resolve Stat

When you create the Ghost roll 1d100 and subtract 25. Treat a negative result as zero. This is the Ghost's synergy bonus in its Resolve Stat.

Non-Corporeal Form And Immunities

The ghost is non-corporeal. This means that it has no physical body. Because of this, anything that can damage a physicall body is useless against the ghost (objects pass right through the ghost). This means that you have to find things that will harm a ghost. Refer to the separate write up entitled *The Spectral Dead* on how to harm a ghost.

Summon the living dead

A ghost may summon the living dead. This will work so long as there are living dead listed on the areas wandering monster encounter tables. Randomly determine from the tables what comes. The summoned creature(s) will wander into the area in 1d3 rounds. The ghost may use this ability once each 1d4 rounds.

Animate Item

A ghost is able to animate the objects around it. This is a tough power to use since it means you will have to determine how tough the item is. The following four constructs can be used, as an indication as to how touch the animated objects should be.

Construct, The Crystal statue
Construct, The Crystal Warrior (will not be able to turn invisible)
Construct, The Jade Gargoyle (will not have the poison touch of the real one)
Construct, The Metal Warrior

You can use the stat sheet on the one that seems to fit the closest. Keep in mind that if the ghost where to animate a lion or other such animal stature, the resulting creature would have the same stats as the construct of similar type (the difference is that the ghosts ability only lasts for one battle). The ghost may animate up to 1d3+1 statues or objects each day.

Possession

The Ghost is able to use its ability to possess another any number of times each day.

Possessing Those Without a Soul

A ghost is able to possess any creature without a soul indefinitely (the chance of possession is automatic). A successful possession means the ghost has complete control over the creature possessed, being able to call upon all of the abilities and skills possessed by the creature If the ghost possesses a Tiger, then it thinks like a ghost 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 ghost 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 ghost'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. Successful possession will mean that the ghost is in complete control of the body for 4d6+12 combat rounds (and has full use of the skills and abilities of the possessed).

An example is in order
The ghost 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 ghost'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.

Wounds

A ghost's wounds do not represent actual damage to the ghost. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off of the earthly plane. Refer to the separate write up entitled *The Spectral Dead* for more information on doing damage to a ghost.

Fold along the dotted line.

Ghost

Threat: 10
WR: 0
TKA: 0
Wounds: 80+2d20

Soul Points: 80
Power: 0
React: 0
Resolve: 18+*

Luck: 0
Spell Resis: 0
Relative Size: 0

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

* Roll 3d20+20 to find the bonus to the Apparition's Resolve skill

The Ghost's attack is decribed in detail on this stat sheets back. Any action taken by a ghost carries with it a 24/2d12 attack rank.

(Ghost)
No Image Currently Available

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

Non Corporeal Form

The ghost is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Only those that can see the soul can see a ghost once it has vanished.

Animate Item

The ghost may animate 1d3+1 statues or other similar sized items each day.

More information

Refer to the back of this stat sheet for more information on the special attacks and defenses available to the Ghost, specifically the ghost's ability to possess a target.

Pre - Rolled Attack Rank

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

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	93	99	87	89	97	100	87	95
2	98	103	110	104	84	99	105	102
3	97	104	92	96	101	93	98	99
4	103	97	120	117	100	110	107	103
5	91	103	95	114	112	104	104	92
6	104	108	90	90	103	87	100	95

Mane

Alignment: Evil
Nature: I make the strong sick
Type: Spectral Dead, Undead

Manes are viscious little spirites that return to earth if there is great evil nearby. Usually you will only ever find one or two of these vile little spirits, although more have been reported. They are always of a horrible visage, floating or flying through the air wailing their disgust of all things living.

Sickness

Manes will often fly into a person in a very weak form of possession. The mane is unable to possess a character if the character can make a Resolve stat check. If the character makes the check, then the mane trying to enter the character's body is never able to enter it.

While in the body, the character becomes sick. All actions performed by the character while the Mane is inside, carry a +4 penalty to the characters dice roll. This sickness will not affect those that are immune to disease. The mane will remain inside the individual until exorcised or destroyed.

Aura of Terror

A mane is a horrible looking ghost. In size, it is seldom larger than a human torso. Upon seeing a Mane, the character must make a Resolve stat check or run away.

Immunities

The Mane is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds

A mane's wounds do not represent actual damage to the duppy. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Mane

Threat:	0-1
WR:	0
TKA:	0
Wounds:	10+2d8
Soul Points:	30
Power:	0
React:	0
Resolve:	15
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	6
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

The mane may possess a target and make the target sick. This attack is decribed in detail on this stat sheets back or in brief to the side. Any action taken by a Mane carries with it a 24/2d12 attack rank.

(Mane)
No Image Currently Available

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

Non Corporeal Form
The mane is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Aura of Terror
Upon seeing a Mane, the character must make a resolve stat check or run away.

Sickness
A mane will try to enter a character's body. It will do so unless the character is able to make a resolve stat check. If the mane enters a character's body then the character becomes sick and must add +4 to all of his or her action dice rolls.

More information
Refer to the back of this stat sheet for more information on the Mane.

Pre - Rolled Attack Rank

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

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	24	23	17	24	18	14	20	17
2	23	21	13	16	16	23	14	19
3	15	19	24	15	13	20	13	17
4	20	24	19	23	19	18	21	25
5	21	18	19	21	22	21	16	14
6	18	16	22	20	25	19	22	21

Phantom

Alignment: Evil
Nature: I am death itself to the one that sees me
Type: Spectral Dead, Undead

The Phantom is a very powerful undead. It can prove a subtle and difficult to deal with and should only be placed in a campaign if you have a well-organized group. It has a very unique way of attacking and will only ever attack a single character at a time.

The phantom will always haunt an area such as a castle, dungeon or graveyard. It is normally associated with protecting or guarding a treasure or item of great value to it while it lived. The Phantom will not leave the area, so it will not follow a group or character once they leave the area.

The phantom does not normally appear on the earthly plane. Except for one instance, you do not see the phantom as a ghostly image. Except for one exception, you cannot see the phantom unless you have some way of seeing a soul (even if you see a soul, you only see it is a small wisp like patch of smoke). The exception to this rule comes from the phantom's attack. The phantom will concentrate its efforts on one character at a time. The phantom will pass through the chosen character's body. At this point, it is not trying to possess the character but is tuning the character to its presence. Thereafter, that individual can see the phantom. The character can take action against the phantom and the phantom will take action against the character.

Only people that can see the phantom can take action against it (detecting invisible does not allow you to see a soul). This means that a character that does not have some way to see a soul will be unable to deal with a phantom.

Horrible Disease

Each time the phantom's victim fails its resolve stat check against the phantom's Aura of Terror (described on the front of this stat sheet) the phantom will move towards the victim and will pass through the victim's body. The first time it does this, the character becomes sick. Each time after that, the character becomes sicker. The result of the disease is to give the character a +1 cumulative penalty to all of his dice rolls in addition to a progressively more horrible appearance. The character's skin will break out in a rash of open weeping sores. The character's eyes start to tear blood. The character's gums, ears and nose also start to weep blood. The character's teeth start to turn black, and loosen to fall out. Each time the character fails a save versus the Aura of Terror the phantom will pass through the character's body and the character will gain an additional +1 penalty to all of his or her dice rolls (all the while the character taking on a more grotesque and horrible appearance). The disease cannot be removed or cured until the phantom has been killed.

Possess sleeping target

A phantom can possess its target while it sleeps with automatic success. Once the phantom has passed through a target it will always know if that target is in a deep sleep so will always know when to make this type of attack.

The phantom has two options with a possessed character. It can have the character make one attack against another group member (this is where you see the character get up, pull her sword and try to cleave her friend in two). A sleeping character must make a normal to hit and damage roll against the target (and will only ever make one attack before the character wakes and is forced to leave the body).

The second option the phantom has is to walk the character off in an attempt to put the character in harms way. For example, the phantom may have the character walk to the castles wall and jump. Just as the jump is being made, the phantom will leave the body. Such actions always allow the victim to make a react roll to see if she "takes the plunge" and even if the plunge is taken the character may have equipment or gear that will negate the fall. Jumping off a castles wall is just an example. Use your imagination when possessing a character. You could have a character walk into a den of lions and walk over one.

To prevent this type of attack, all you need do is to keep someone on watch and awake any sleeping character that gets up and starts to wander off.

Possessing a Victim that is Awake

The phantom may possess a victim that is awake. It may try this up to one time each day. In this case the target of the possession attack receives a Resolve stat check to resist the attempt. Add in the phantom'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. Successful possession will mean that the phantom is in complete control of the body for 3d4 combat rounds (and has full use of the skills and abilities of the possessed).

The phantom may do one of several things with a controlled victim; have a victim run screaming through the hallways, have the victim turn against the group and do one attack (melee or spell) against a fellow group member or have the victim scream accusations that one of its members is going to betray them all. At this point, the phantom will try to break up the group, get them working against each other rather than for each other. The phantom may try to possess the victim at a critical point (i.e., just as he or she is trying to check for a trap the phantom knows is there). The victim would turn to the group and say the passage is safe. Use your imagination and have fun.

Fold along the dotted line.

Phantom

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

The phantom will concentrate on one victim at at time, trying to build distrust in a group or convincing a group that the target is insane. All of the Phantom's actions have an attack rank of 24/2d12.

Threat:	10
WR:	0
TKA:	0
Wounds:	80+2d20
Soul Points:	70
Power:	0
React:	0
Resolve:	18+*
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	4
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

* Roll 2d20+40 to find the bonus to the Apparition's Resolve skill

(Phantom)
No Image Currently Available

Aura of Terror
A phantom can take on a horrible appearance at any time. Only the phantoms chosen victim can see or be affected by this form of attack. Upon seeing the phantom, the character must make a Resolve stat check or stand screaming for 1d3 combat rounds. Add in the phantom'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 some or this entire penalty.

Immunities
The phantom is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds
A phantom's wounds do not represent actual damage to the phantom. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	23	24	22	13	14	11	19	14
2	8	10	9	18	9	22	7	16
3	7	4	9	8	18	5	20	8
4	18	13	7	18	6	8	3	12
5	13	14	17	11	24	7	6	9
6	4	6	12	14	2	12	12	4

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	112	97	101	103	110	107	94	87
2	89	103	96	114	100	108	101	94
3	114	95	101	101	97	105	114	98
4	115	90	110	110	114	97	96	95
5	94	98	105	103	112	102	103	100
6	100	104	102	101	94	101	98	106

Poltergeist

Alignment: Any
Nature: I want to see the living suffer as I have
Type: Spectral Dead, Undead

One of the key indications of a poltergeist is the number of loud noises that can be heard late at night. These can range from the sound of footsteps in the hallway to doors and windows opening and then slamming shut.

There are two main types of poltergeists: neutral and evil. Neutral poltergeists are normally of very young children that have died and have not been taken to the Dungeon of the Dead. This type of poltergeist tends to be mischievous in nature, doing all manner of prank but seldom hurting anyone (it is this poltergeist that will take your coin pouch and hide it deep beneath the straw of your bed).

The second type of poltergeist is much more dangerous. It is created when an evil soul decides not to be taken to the Dungeon of the Dead. The soul resists the tug when Kaminari checks to see if it is free of the body. This type of soul will normally inhabit the dwelling it died within or one where it once lived. Being evil, this type of poltergeist is seldom willing to share its home and will do whatever it must to drive those in it out.

Point of Power

Even though the poltergeist inhabits an object (i.e., a house) it is not aware of the entire place at one time. Its consciousness is normally restricted to a room at a time. In this way, a poltergeist acts like a normal flesh and blood creature. It will seem to stay in a room, resting or watching the fire burn, and then will move through the house as if a person. Its periods of inactivity are often seen as rest periods to the living. . It may be memories or echoes of past life that cause it to behave like this, but whatever the reason, it does. The poltergeist's current location is called its Point of Power. This Point of Power moves with the poltergeist. If the poltergeist moves from one room to the next its Point of Power moves with it.

Move Objects

A poltergeist is able to move objects. Roll 1d8+2 to determine the largest sized object the poltergeist can move. A great 2 handed sword would be a size 3 object. A large chair would be a size 5 object. A couch would be a size 7 object and a huge statue would be a size 10 object (they would only be able to knock over a size 10 object).

When a poltergeist attacks, it exerts its will into the real world. This is not easy and the poltergeist will eventually tire. When you enter the poltergeists Point of Power it may attack (depending on circumstances). When it does attack it will start flinging items at the group. Roll 2d4 for the number of items the poltergeist can throw per combat round. Also roll 3d4 for the number of rounds the poltergeist can maintain the attack. Once the poltergeist has run out of attacks it will leave the area and must rest for 2d12 hours before being able attack again.

Appearance

The poltergeist inhabits an area. It will never take a physical form within the area.

Immunities

The poltergeist is immune to mind control and to anything that harms a physical body. Since it inhabits an area, you must actually exorcise it from the area, you cannot even use a weapon that would harm a spectral undead because poltergeists never manifests a form that you can attack. For more information, you should refer to the separate write up entitled, *The Spectral Undead.*

Killing the Poltergeist

You must perform an exorcism on a poltergeist (its the only way to get rid of it). Not every deity blesses its followers with this form of magic. Refer to the write-ups on good aligned deities for details.

Fold along the dotted line.

Poltergeist

Threat:	3	Armor:	None
WR:	0	APV:	0
TKA:	0	WR:	0
Wounds:	70+2d10	TPV:	0

The poltergeist does not attack in the normal sense. See the side and back of this stat sheet for details.

Soul Points:	60
Power:	0
React:	0
Resolve:	18+*
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	3
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

(Poltergeist)
No Image Currently Available

* Roll 3d20 to find the bonus to the Apparition's Resolve skill

The poltergeist can be hard to confront but when you finally stumble into the same room with it, it may attack. The module should set up the situation and let you know what actions the poltergeist will take (as based on the creatures reason for being).

Throwing objects

Roll 1d10 to determine the size of object the poltergeist can throw.

1. Large book (1d4 damage)
2. Long sword (half normal damage)
5. Large Chair (2d8 wounds)
7. Coach (2d12 wounds)
10. can knock over a large Statue or pillar (2d20 wounds) .

The item thrown will hit the character unless the character can make a React or Escapist skill check (character chooses which to roll against.

The poltergeist can throw 2d4 items per round for 3d4 rounds before it will tire (each item has a 24/2d12 attack rank).

Additional Information

See the back of this stat sheet for additional information.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	22	11	5	12	14	17	16	18
2	10	12	12	20	17	10	10	21
3	17	16	19	14	11	14	21	7
4	15	8	11	15	6	12	10	18
5	8	15	19	10	8	13	13	6
6	22	17	22	16	12	4	24	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	79	84	81	82	74	78	72	82
2	78	83	82	79	82	86	79	73
3	80	81	76	87	83	82	76	75
4	89	82	79	89	80	77	83	85
5	77	76	72	84	86	82	79	87
6	80	82	84	82	83	85	86	83

Pretas

Alignment: Evil
Nature: I want to see the living suffer as I have
Type: Spectral Dead, Undead

Many areas within the Dungeon of the Dead are reserved for the punishment of the evil. Pretas come from such areas. They return for one reason, to see the living suffer some of the pain and suffering they themselves have had to endure.

Aura of Terror
A prestas can appear as a naked man or woman. In this form it looks fairly harmless (albeit a bit unnatural). However, it is able to change into an apparition of such horror that the character must make a Resolve stat check or stand paralyzed for 3d6 combat rounds. Once a character passes a Resolve stat check to a particular pretas, he or she need never make another one against the same pretas.

A pretas can perform one of three attacks against a victim that has been paralyzed by fear: choke attack, crippling disease or confusion. Roll to randomly determine which attack the pretas uses. It will only ever do one attack a night, at which time it vanishes to return on the following night.

Choke Attack
The Pretas drifts over to the character and places its ghostly hands inside his or her throat. At that point the pretas begins to attack. The character will take 2d4 wounds per combat round until dead or the paralysis breaks (or the pretas is destroyed). The character's WR or APV dice rolls do not lessen this damage.

Crippling Disease
The Prestas drifts over to the character and places its ghostly hands into the characters stomach and chest area. You can see it moving its hands and seemingly working on the organs within, the whole time the character's face contorting in terror and fear as he feels the things it is doing. It takes 1 combat round to reach the character and 2d4 rounds to finish messing with his or her insides. If the pretas finishes it work before being killed or before the character snaps out of the fear and runs for it, the character will suffer the apparent affects of a crippling disease. Roll 1d6. The result is the penalty that is applied to all future weapon or adventure skill checks. This is not a disease in the normal sense. The Pretas marks the character's soul. Each point of penalty represents one point of blemish on the character's soul. The character's soul must be healed to remove the blemish (one point of blemish requires one point of soul to be healed).

Confusion
The pretas drifts over to the character and reaches into the character's mind. Its ghostly hands seem to move and work on the brain itself. It takes 1 round to reach the character and 2d4 rounds to finish its work. If allowed to finish, roll 1d6. The result is the penalty that is added to all spells or spell related skill checks made by the character. This attack marks the character's soul. Each point of penalty represents one point of blemish on the character's soul. The character's soul must be healed to remove the blemish (one point of blemish requires one point of soul to be healed).

Immunities
The pretas is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds
A pretas's wounds do not represent actual damage to the pretas. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Fold along the dotted line.

Pretas

Threat:	2-3
WR:	0
TKA:	0
Wounds:	30+2d10
Soul Points:	40
Power:	0
React:	0
Resolve:	18
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	6
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

The pretas has one of several forms of attack, each of which are described on the back of this stat sheet.

(Pretas)
No Image Currently Available

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

Non-Corporeal Form
The pretas is non-corporeal (i.e., a spectral dead). This allows it to move through walls and disappear at will. Once it has vanished, only those able to see a soul can see where it goes.

Aura of Terror
The pretas can appear as a man or woman or can make itself into a horrible looking apparition. If it does the later, all viewing the pretas must make a resolve stat check or stand paralyzed by fear for 3d6 combat rounds

Special Attacks
The pretas can make one of three attacks against any character that is paralyzed by fear: choke attack, crippling disease or confusion (pick one or randomly determine which one it uses and who it uses it against). Refer to the back of this stat sheet for more information regarding these attacks.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	8	15	14	15	15	5	22	11
2	21	19	22	18	13	13	13	16
3	17	2	6	4	5	18	18	20
4	14	17	16	12	20	11	20	24
5	5	12	22	17	6	16	13	12
6	9	8	12	7	11	5	14	23

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	48	37	37	40	43	41	39	38
2	38	40	40	44	45	38	34	33
3	33	41	41	35	40	40	42	41
4	35	37	42	49	42	47	41	38
5	41	47	41	37	41	44	44	42
6	48	45	34	35	44	36	45	39

Revenant

Alignment: Any
Nature: Remember me, and what I did
Type: Spectral Dead, Undead

Revenants are generally spirits that believe they are fading from memory. They will return from the dead and give vigorous or sometimes violent reminders to the living that they are not to be forgotten.

The jokester god Fyodor created the revenant. On the one hand, the revenant is able to come back to the world that is forgetting him or her but in doing so looses any means to communicate with that world. Since they are unable to communicate who they are and what they want, their actions tend to become more and more violent as time goes on as they try to get your message across. It does not help that they act much like a poltergeist and are often treated as such.

Alignment
The revenant may be of any alignment so you have to take its alignment into account when deciding on its actions. An evil revenant will be much more likely to try to harm and hurt those around it (i.e., act much more like a poltergeist). A good or neutral revenant will not intentionally hurt the living.

Move Objects
A revenant is able to move objects. Roll 1d10 for the revenant for the largest sized object it can move. A long sword would be a size 2 object. A large chair would be a size 5 object. A couch would be a size 7 object and a huge statue would be a size 10 object. (they would only be able to knock over a size 10 object). Once they get desperate they have been known to throw a sword or two as they try to get your attention (evil revenants may do this before they get desperate). See the front of the sheet for more information on thrown objects.

Appearance
One difference between a poltergeist and a revenant is that a revenant may appear in a ghost like form (semi-transparent body). It may not do this more than once a week and only for a very short time. This form can often be indistinct, making identification difficult unless the person viewing the ghost has a great knowledge of who the revenant was in life.

In contrast, the poltergeist inhabits an area and will never appear as a ghost at any time.

Immunities
The revenant is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds
A revenant's wounds do not represent actual damage to the revenant. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

The revenant generally wants to be remembered. Even if of evil alignment this is its primary goal. It may be of a person that was killed and whose body was dumped in a swamp (i.e., it wants to have its body found and given a proper burial) or it may not like the fact that its living family never visits its tomb. Every revenant has its own reason for wanting to come back. Find that reason and you can put the revenant to rest. Do not find it, if you just kill it, then the soul may be lost and may well roam the plane of heaven for eternity, a fate considered by many to be just a small step up from condemning a soul to the blackest and foulest sections of the Dungeon of the Dead.

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Fold along the dotted line.

Revenant

Threat:	3
WR:	0
TKA:	0
Wounds:	40+2d10
Soul Points:	50
Power:	0
React:	0
Resolve:	18+*
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	3
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

The revenant does not attack in the normal sense. See the side and back of this stat sheet for details.

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

(Revenant)
No Image Currently Available

* Roll 2d10 to find the bonus to the Apparition's Resolve skill

The revenant can be hard to confront but when you finally stumble into the same room with it, it can throw a temper tantrum and start throwing things around. The module should set up the situation and let you know what actions the revenant will take (as based on the creatures reason for being).

Throwing objects
Roll 1d10 to determine the size of object the revenant can throw.

1. Large book (1d4 damage)
2. Long sword (half normal damage)
5. Large Chair (2d8 wounds)
7. Coach (2d12 wounds)
10. can knock over a large Statue or pillar (2d20 wounds) .

The item thrown will hit the character unless the character can make a React or Escapist skill check (character chooses which to roll against.

The revenant can throw 1d3 items per round for 2d4 rounds before it will calm down (each item has a 24/2d12 attack rank).

Additional Information
See the back of this stat sheet for additional information.

Pre - Rolled Attack Rank

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

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	47	51	51	52	54	56	49	51
2	45	59	52	49	56	53	55	53
3	49	56	49	48	45	47	53	44
4	51	58	58	43	51	44	52	49
5	53	54	58	45	48	51	49	52
6	51	49	50	54	53	52	53	56

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Shade

Alignment: Evil
Nature: Darkness is their friend, the living their enemy
Type: Spectral Dead, Undead

Shades are very powerful undead that radiate darkness. Although no one knows where they stay during the day, they are known to wander and inhabit graveyards during the night. No one has actually ever seen a shade. All that is ever seen is the wall of darkness that moves towards you as they approach. Those that can see a soul have reported its faint spherical glow once inside the darkness but other than that, there are no reports as to what their ghostly form may look like.

Radiate Dark
Shades radiate darkness. The darkness they radiate suppresses all light, even sunlight or the light the elf is able to generate.

The only way you can see through the darkness is to see the soul, and even then you will only see the indistinct and blurred sphere that represents the souls natural form. No other form of sight is known to work within the darkness generated by the Shade.

Telling Souls apart
If you are able to see a creature's soul, you will have to make an Awareness skill check to tell which soul belongs to a shade and which does not.

Attacking in the darkness
If a character wishes to attack one of the shades (i.e., they can see the shade or see the shades soul surrounding the soul of one of their companions), then they must make their to-hit rolls twice (i.e., re-roll if their first to hit roll indicates a hit). Any penalty given to a character's awareness rolls are also given to the character's to hit rolls. This penalty only applies when a shade is not in a character's body!

Confusion and Possession
The shades fight by possession and confusion. They will move into a body and will have that body start to flail and strike out at those around it. To prevent the possession the character must make a Resolve stat roll, adding in the Shades own synergy bonus in the Resolve Stat. The characters own bonus in the Resolve stat may take off some of or this entire penalty. If the character makes the check, the shade must wait 24 hours to try again.

Should the character fail the roll, he or she will be possessed. The possession will only last for 2d4 combat rounds, but during that time the character will be attacking anyone close enough to swing at or cast spells at (the shade is actually able to control the body and it is believed that it can see in the darkness it creates). Also during this time, roll 1d4 for each round the character is possessed. This is the penalty to the Awareness skill and to hit rolls made by the character. This penalty leaves the character at one point pre day, once the shade has left the character's body.

Once the shade has left, it will randomly pick another character to possess (it will not pick one that has made its save against it). The shade may return and try to possess the same character multiple times in a row.

Immunities
A shade is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds
A shade's wounds do not represent actual damage to the shade. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Fold along the dotted line.

Shade

The shade does not attack in the normal sense although its actions still carry a 24/2d12 attack rank. See the side and back of this stat sheet for details.

Threat: 8
WR: 0
TKA: 0
Wounds: 80+2d10

Soul Points: 70
Power: 0
React: 0
Resolve: 18+*

Luck: 0
Spell Resis: 0
Relative Size: 0

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

* Roll 40+2d20 to find the bonus to the Apparition's Resolve skill

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

(Shade)
No Image Currently Available

Shades are believed to be a type of Spectral Dead that was created by a very evil god. Nothing much is known about them except that they are very powerful and very ruthless. Even though they frequent grave-yards and burial grounds, they are only ever seen (if that is the right word) at night.

Radiate Darkness
Shades radiate darkness. There is no known sight that can see thought this darkness.

Possess Target
The shades are able to possess creatures. If the creature has no soul the possession is automatic and will last until a short time before daybreak or when the shade decides to leave the body.

Possession of creatures with souls is a bit tougher. Refer to the back of this sheet for more information on this and other things related to this monster.

Pre - Rolled Attack Rank

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

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	89	94	94	94	88	98	96	94
2	94	85	95	99	91	90	91	100
3	94	93	91	94	89	93	84	95
4	99	92	99	87	88	97	91	93
5	85	94	91	86	99	97	87	91
6	83	93	90	86	88	90	95	84

Specter

Alignment: Evil
Nature: I kill the living
Type: Spectral Dead, Undead

Specter's are powerful undead that want nothing more then to kill anything with a soul.

Aura of Terror

A specter can appear as an apparition of such horror that the character must make a Resolve stat check or stand paralyzed for 3d6 combat rounds. Once the paralysis ends, the character will run away. When the character makes her Resolve stat roll she must add in an amount equal to the Specter's Resolve skill synergy bonus. The character's own bonus in her Resolve skill may negate some or all of this penalty.

If a character is able to resist the Specter's appearance then she can fight the specter (see the seperate document entitled *The Spectral Undead* for more information on this).

Drain Soul

A character that has been paralyzed may be attacked by the specter. The specter will approach the character and place its ghost like hands around the character's throat. It will seem that the character is choking and gasping for breath. However, the specter is not actually choking the character but draining the character's soul. The specter will drain 2d6 soul points per round until it changes targets or the character manages to break free. It will normally not want to kill a character right away, but would rather control a character through the soul. A controlled character would do the bidding of the specter, so it is conceivable that a specter would let such a character go so that he or she might kill other people

Control Victim

Once a specter has taken soul points from a victim, it can try to use the soul points to control 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 her remaining soul points. If the specter wins the roll, he gains control over the victim. A controlled victim will do nothing to harm the specter. In addition, she will actively try to protect the specter. Lastly, the specter 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 her remaining soul points. The specter rolls 1d100 and adds the number of soul points taken from the victim. If the specter's total is higher, it retains control of the victim. If the character's total is higher he or she breaks free of the control for a period of at least 24 hours (this much time must pass before the specter attempts to control the individual again.

Distance and Getting Your Soul Back

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

Immunities

A specter is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Wounds

A specter's wounds do not represent actual damage to the specter. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off the earthly plane.

Fold along the dotted line.

Specter

The specter does not attack in the normal sense although its actions still carry a 24/2d12 attack rank. See the side and back of this stat sheet for details.

Threat:	7
WR:	0
TKA:	0
Wounds:	80+2d10
Soul Points:	70
Power:	0
React:	0
Resolve:	18+*
Luck:	0
Spell Resis:	0
Relative Size:	0
Walking:	3
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

* Roll 40+2d20 to find the bonus to the Apparition's Resolve skill

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

(Specter)
No Image Currently Available

Dominate Opponent

Once the specter has possession of part of the character's woul it will try to dominate the character. Refer to the back of this stat sheet for information on the specters soul attack.

A specter 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 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	18	10	13	12	8	3	14	8
2	8	13	6	19	17	20	23	14
3	15	10	4	3	8	8	10	10
4	5	8	19	16	10	12	6	8
5	10	14	12	11	15	13	10	3
6	9	11	8	14	5	8	11	16

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	70	52	71	71	51	64	56	72
2	72	68	77	73	72	53	59	56
3	73	51	67	54	63	46	59	62
4	66	63	51	75	72	71	67	64
5	57	55	59	51	66	51	59	53
6	51	67	61	46	64	58	62	69

Spirit

Alignment: Any
Nature: Depends on the Alignment
Type: Spectral Dead, Undead

There are three types of entities that are called spirits. The first type happens when someone has suffered a deep lose of belief that corresponded with its death (i.e., a betrayed lover, deserted children). This type of spirit returns each night to the location of its death to moan and wail its anguish. They are harmless and should be released from their anguish. The secret to their release is always interwoven with the circumstances surrounding their death.

The second type of spirits come back to warn loved ones of impending danger. Once their warning has been delivered, they will vanish to return to their place within the Dungeon of the Dead.

The third type of spirit is a creation of Darkheim. Darkheim punishes some of those that he feels were evil, but just not evil enough to please him. In a way this is a curse to these individuals. They come back with the power of possession, hating life and knowing that should they be banished from the earthly plane, they will wander the plane of heaven forever denied the Dungeon of the Dead.

Possession

An evil spirit is able to use its ability to possess another 2d4 times each day. You should roll this number when you place a spirit into your campaign.

Possessing Those Without a Soul

A spirit is able to possess any creature without a soul indefinitely (the chance of possession is automatic). A successful possession means the spirit has complete control over the creature possessed, being able to call upon all of the abilities and skills possessed by the creature If the spirit possesses a Tiger, then it thinks like a ghost 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 spirit 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 spirit'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. Successful possession will mean that the spirit 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 spirit 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 spirit'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.

Wounds

A spirit's wounds do not represent actual damage to the spirit. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off of the earthly plane. Refer to the separate write up entitled *The Spectral Dead* for more information on doing damage to a ghost.

Immunities

A spirit is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Fold along the dotted line.

Spirit

Threat: 6
WR: 0
TKA: 0
Wounds: 40+2d10

Soul Points: 40
Power: 0
React: 0
Resolve: 18+*

Luck: 0
Spell Resis: 0
Relative Size: 0

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

* Roll 1d20+10 to find the bonus to the Apparition's Resolve skill

> A spirit does not attack in the normal sense although all of its actions carry a 24/2d12 attack rank. The spirit attacks via possession as described in detail on the back of this stat sheet.

(Spirit)
No Image Currently Available

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

Non Corporeal Form

The spirit is non-corporial (i.e., a spectral dead). This allows it to move through walls and disappear at will. Only those that can see the soul can see a spirit once it has vanished.

Possession

The spirit may possess up to 2d4 times each day (number rolled when the spirit is rolled up). See the back for additional information.

Pre - Rolled Attack Rank

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

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	53	47	55	45	55	39	48	48
2	41	45	47	48	46	57	50	48
3	44	54	45	44	55	58	54	49
4	56	43	55	51	53	48	48	44
5	43	45	48	53	42	47	48	38
6	41	56	48	47	51	53	41	50

Wraith

Alignment: Evil
Nature: I look for terror in the eyes of those I kill
Type: Spectral Dead, Undead

The wraith appears in the exact likeness as seen immediately before or at the time of death. Like many of the undead, it has a great hatred of life in its continued existence.

A wraith will pick away at a group of characters, trying to possess and kill off one each night as it whittles away at the groups ability to fight it.

Possess sleeping target

A wraith has a very weak form of the possession ability. It can only possess someone that is sleeping and then only if that individual is in a deep sleep. If not in a deep sleep, the victim will simply awaken with the wraith's hands inside his or her body. If this happens, the victim suffers an automatic intellect, dexterity or strength attack (DM decides which) as described further below.

The wraith will try to kill off group members with its possession attack. It will take a sleeping person and walk that person into harms way. For example, the wraith may have the character walk to the castles wall and jump. Just as the jump is being made, the wraith will leave the body. Such actions always allow the victim to make a react roll to see if he or she "takes the plunge" and even if the plunge is taken the character may have equipment or gear that will negate the fall. Jumping off a castles wall is just an example. Use your imagination when possessing a character. You could have a character walk into a den of lions and walk over one.

To prevent this type of attack, all you need do is to keep someone on watch and awake any sleeping character that gets up and starts to wander off.

Possessing Those Without a Soul

The wraiths ability to possess creatures without a soul carries the same restriction as possessing creatures with a soul, that is, they must be in a deep sleep or it is unable to do it.

Intelligence, Dexterity or Strength Attack

The wraith has three special attacks; one that attacks the target's intellect, one the target's dexterity and the third the targets strength. It can use any one in a combat round. It makes its attack by placing its hands into the victim. This is automatic (no to hit roll).

If the Wraith attacks the character's intellect, roll 1d6. The result is added to all of the character's to cast dice rolls.

If it chooses to attack the target's dexterity, roll 1d6. The result it the added to all of the character's to hit dice rolls.

If the Wraith attacks the character's strength, roll 1d3. The result is subtracted from the damage done by the character's melee attacks.

The affects of the attacks are cumulative. If the wraith attacks a character's dexterity for 3 rounds and rolls a 5 for each attack, then the character suffers a 15 point penalty to all of its to hit dice rolls (this penalty is negated though a high synergy bonus in a weapon skill).

The penalty remains until the wraith dies!

Wounds

A wraith's wounds do not represent actual damage to the wraith. The wounds on any Spectral Undead represent the creature's tie to the earthly plane. This means that once the creature's wounds are decreased to zero, it has not actually died, but has been forced off of the earthly plane. Refer to the separate write up entitled *The Spectral Dead* for more information on doing damage to a ghost.

Immunities

A wraith is immune to mind control and to anything that harms a physical body. This means that you will have find objects that are built to kill the spectral undead. For more information, you should refer to the separate write up entitled, *The Spectral Undead*.

Fold along the dotted line.

Wraith

Threat:	7
WR:	0
TKA:	0
Wounds:	60+2d10
Soul Points:	60
Power:	0
React:	0
Resolve:	18+40
Luck:	0
Spell Resis:	18+15
Relative Size:	0
Walking:	2
Charging:	-
Running:	-
Broad Jump:	-
Flying:	-
Free Weight:	-

A wraith does not attack in the normal sense although all of its actions carry a 24/2d12 attack rank. See the back of the stat sheet for information regarding the wraith's attacks.

(Wraith)
No Image Currently Available

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

Non-Corporeal Form
The wraith is non-corporeal (i.e., a spectral dead). This allows it to move through walls and disappear at will. Only those that can see the soul can see a wraith once it has vanished.

Possess Sleeping Target
The wraith is only able to possess a target that is in a deep sleep. See the back of this stat sheet for more information.

More Information
See the back of this stat sheet for more information on the wraith's special attacks.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	17	19	21	14	13	15	8
2	10	8	21	17	6	14	9	12
3	23	13	13	10	10	4	4	11
4	8	8	14	4	16	9	16	8
5	10	21	21	16	17	12	15	20
6	19	16	17	17	13	4	14	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	72	69	75	77	69	73	71	67
2	68	71	69	74	65	75	69	69
3	65	69	70	75	73	74	70	70
4	73	65	68	73	74	73	77	78
5	72	70	65	72	80	70	72	67
6	70	72	78	75	75	70	64	70