

TOME OF THE UNDEAD



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Tomb of the Undead

I have traveled the worlds, in every clime and land to find the knowledge of these vile creatures that arise for whatever reason. It started when I was a young man at Galor's of Raven, the School of Priestly ways. My father, Redes Hangen, was a Healer, and my mother, Grill Haster, a Celestial Cleric. They thought it would be good for me to walk in their understanding, but destiny had other plans for me.

The Kingship of Raven proper was a vast fortress with thousands of units when the war started between the Horde and these lands. During these days of siege and battle, I learned the basics of healing and burying the dead. It was a late Autumn, and we had had a brutal siege on the city in which many died. The burial team I was a member of totaled 20; we were collecting the dead to bury and some to burn. We cremated those that had the grayish blisters in the courtyard fire. The blisters were a sign of Coffe's Disease. We had to wear blessed ceremonial gloves to handle each body and then burn the dead bodies with the gloves. The sores, I was told, would ooze for weeks even after death, and the disease spreads very quickly. It does not seem to bother the rats and wild dogs, but they can carry the disease and pass it on.

That evening, we were nearly done when we heard a grumbly, growling voice from the wagon. When we turned, standing there, oozing like rain, was the gate guard. We had buried him the night before, but he had no sores then. He hissed at us and lunged for Elgar, the tallest one of us. Elgar instinctively cast a blessing and word of fire at the thing. It burst into flames, and we grabbed our staves and pushed him into the large pyre that was burning. We ran to tell the headmaster and the duty cleric. He summoned the whole citadel it seemed, although for what, we did not know at the time. Hundreds arrived like there was a terrible thing about to happen. It was the first undead I had seen.

The Clerics, Bishops, Druids, and the Healers made groups of eight; 2 healers, 3 clerics, and 3 heavily armored soldiers in each group. They all had large urn-like containers filled with oils and holy water. Three of the 20 groups had relics. They were dressed for war. Little did I know that it was becoming one quickly. We were ordered to stay with the Magistrate, Paladins, and a detachment of Holy Blades. There was a massive uproar on the east side of town. A huge fire started; we ran to the top of the gate spire to see what was happening. There were hundreds of things crawling out of the ground. It was over within an hour. In the northern part of the internal citadel, by the chapel, there were sounds of wailing and hideous screams. It made my skin crawl; we saw the skeletons, zombies, and other half-rotted corpses meandering towards the chapel. We quickly rang the bell and shot a marker arrow towards the chapel. Fortunately, the Paladins had already set up an ambush and slaughtered them as if they were nothing. From the back part of the graveyard, a hulking thing stood up; it was 10 feet tall!

The Paladins had started a pyre of blessing in the area in front of the chapel. That thing wandered into the firelight. It was hideous: multiple heads, arms, rotting flesh, and carrying a large, stone blade of sorts. The Paladins had readied themselves for it. Consecrated ground did not seem to bother it, though its feet burned as it walked on the hallowed ground. It howled and gnashed its teeth and flung its fingers in a funny shape and the undead that had not yet been burned, re-animated. There was 15 Paladin down there, and they had their hands full. They slowly cut down the dead things, and a few in the rear tossed the bodies in the pyre. The magistrate Cleric and an older man in robes mumbled, and the fire grew to a hellish blaze that even we could feel up in the North Tower. We began to head down to see if we could help when one of the dead things, which we did not know could scale walls and had been crawling up, reached us to our dismay. It grabbed Nathan and pulled him over the side, and he fell. Fortunately, not before Nathan had been able to stick him with a blessed dagger that caused it to pause to pull it out. Gaint smacked it with his staff of holy light, and it wailed, scaring me, so I ran. I heard the screams of my friends. After a few minutes, I regained my composure and headed back up the stairs with a lit torch. I drew the Bluestone dagger my father gave me from its sheath and readied two flasks of holy water.

I reached the top of the stairs to see Gaint standing over the dead thing, which was mangled beyond recognition. He was pouring oil on it as I topped the stairs. I quickly tossed my torch on the oil, and it flared up. That is when I saw Elgar, with bites on his leg, shivering and Ordella, laid on the ground with her throat, part of her arm and shoulder ripped open. Gaint had bites on his arm and leg, with slashes on his face. I screamed down from our perch, and in no time, there was a healer up there. I turned and tripped over Merick and fell on his bloody body; he groaned and cried in pain. The healer bound all of them with ropes and laid them on the ground. Ordella was laid in the fire, as I stared helplessly in disbelief. We had been the best of friends; my heart ached so for her. Anger welled up in me with such a hate for these creatures. The healer was Madam Cordia of the Elven Pyres, a warring clan of healers. She instructed me to pour holy water on the wounds, then to rub the flask of blessed oil on the open wounds and light the oil on fire.

"Yes, it will hurt them, but they won't be undead, and god knows what disease they may have now that can be prevented. We will heal them," she said. Then she said the same words my father had just said to me months earlier with a heavy Elven accent. "Elya noa Elmuinis kroll Daiy Tola." I knew a little Elven from classes and various conversations I had had with the Elves. What she said was, "Kill ya not, to be more, ya stronger in the day." My father said this way: "What doesn't kill ya, will make ya stronger: for the day." I determined that priestly stuff was okay, but the Paladin had a better hand in all of this undeath and war.

Gaint let out a howl, and a scream when I lit his arm and leg on fire. Ahhh, ooh, I cried and sobbed; the pain in my soul was something I never want to feel again. This is more than anyone should have to bear, doing this to their friends. I thought: Maybe I could have prevented it if I had not fled like an infantile baby. Tears rolled down my face, and sorrow filled my soul as the screams and wails of Gaint, Elgar, and Merick burned into my soul as we burned and cleaned their wounds. The pain and the bone-aching screams, you n-e-v-e-r, e-v-e-r forget.

I had forgotten the events down in the courtyard of the chapel. I peered over the wall to see Lord Ellis Long Blade drive his massive glowing claymore through the center of the creature's chest. Saying something, which I could not make out, the putrid rotten mass of fleshy creature burst into flames and turned to dust. Ellis immediately went to the graveyard, consecrated the earth, had them pour oil and build a Holy Pyre in the midst of it. That's what I want to do, I said to myself. I will never let this happen on my watch again.

Madam Cordia rubbed my head, kissed my brow, and said, "You did a good job of caring for your friends." It was the last thing I remembered as I awoke in the following morn in the Clerics' ward. My father and several others were talking as I awoke. Madam Cordia was sitting next to me, singing and humming softly, something I did not understand. The group turned to me and asked me how I was feeling. I replied, hanging my head, feeling the ache in my chest, sorrow in my heart, and the guilt in my soul. "My heart aches, I fled last night like a baby amid the chaos and the fear in me." My dad sat down and said, "The wail of that ghoul can scare the best of us. It's not your fault. Madam Cordia had informed us of your remarkable work last night. You checked your friends."

Madam Cordia rubbed my head playfully and said, "If you feel sick or weird, find a cleric. You could have some curse or disease or something worse." That was unnerving to me, but I felt it would be right if I caught something or worse for fleeing. After all was said and done, I determined that priestly stuff was okay for some folks. Me, it was a paladin; they had a better handle in all of this death, war, and undead. I asked my father if it was okay if I became a Paladin. He smiled and said, "It is your life, and you need to make that decision yourself. I will support whatever you decide. A Paladin is a worthy walk for one, but a dangerous one as well. Are - you - sure?" It was then that I began my travels and life of hunting the dead and destroying evil.

This tome is a manual of sorts for those in the research of, investigation of, or in the hunting of those vile, not living creatures. The undead have become a menace in the last few decades and are getting worse. If you are interested in a life of real work and challenge, become a Mist Gazer, Justice Paladin Knight or Fury Saladin Knight and help cleanse the lands of this growing evil.

In your travels and struggles, if perchance you find something not listed in these pages, please send me your findings or visit the Shadow Sanctuary so we may update your findings.

The Shadow Sanctuary has a school with formal training for Clerics, Mist Gazers, Paladin, Holy Blades, and others if you should need some guidance or some fortification in what you already know. We have a fortified mountain monastery in Tulis of Galishole on a sprawling 300 acres.

One thing I have learned over the years: It is hard to keep an undead down. You have to utterly destroy them.

Lord Bareck Hangen of Shadow Sanctuary, Tulis Galishole

Damage Classes Discussed in this Tome

Abbreviation	Damage Class	Die Type	Description
CD	Corruptive Damage	D4	This damage is the least amount of damage done on a die type. This damage tends to give the target instability in its structure.
SD	Suffering Damage	D6	This damage is the most common type of damage done to the undead. This damage usually results in the removal of limbs or causes severe suffering of the dead.
AD	Afflictive Damage:	D8	This damage is usually highly destructive to the undead, and few can deliver it.
MD	Mutilation Damage	D10	Most combatants achieve this style of damage when using heavy arms and know their business.
GD	Godly Damage	D12	Rare damage and those who can deliver it are usually few and far between. I witnessed it that night of Long Blade.

What is an Undead

To start, let us define the term ‘undead’ according to some of those who hunt them professionally. Basic principles to think about in noting the undead: they are dead, yet they can walk, run, some talk, some reason, some cast spells, and some are pitiful creatures just wanting to die.

Stugart, the cleric of Windsore Keep, defines them as “organic creatures” that are technically dead but are still wandering around. Sound like the boys after a night at the bar.

Wordharn, of the Black Cauldron, defines them as “humanoid creatures” that are semi-dead, self-propel, and resonate evil. Very picky, I think. What of all the other things that are dead walking around that don’t know what evil is?

Grainger, of the Holy-hand, defines them as creatures that are technically without life but appear otherwise. Very simple and direct.

Aldolas, of the Spectral-Hand, defines them as anything that is technically dead but still exhibits the actions of life, such as thinking, attitude, language, purpose, and reasoning. I can see why he was the first to catalog an undead fire elemental—still trying to figure that one out, though.

Lady Estella, of the Healing-hand, defines them as “once-living creatures” that are technically dead now but act as if living and exert their foul influences wherever they roam.

Madam Cordia, of the Warring healers, says, ‘They are vile creatures, whose hearts are of hell, their minds are of hell, and their flesh is of hell.’ I sense a little bit of hatred of them in her.

To some extent, they are all valid explanations, but I, myself, agree with Lady Estella and Aldolas. Listed in the following pages are skill abilities, attacks, and a catalog of wild creatures (some of which defy understanding), from first-hand reports from every corner of our world.

Spells and Prayers

Many classes of individuals have tools available to them to help alleviate the undead or help you get away when nothing else works. Let us define some of them. First, simple spells or applications to help deal with some of the undead creatures that may be a burden are listed below. Perhaps your belief, or your calling, is to rid the world of these menacing creatures. In any case, knowledge will help you deal with them quickly.

Class	Abilities, Spells, and Prayers
Paladins	2 nd level Holy Divine Strike [HDS] or Devine Smite if they are not Lawful Good, 3 rd level Turn Undead [TU], 4 th level Turn Unholy [UT], Holy Consecration [HC], and 5 th level Destroy Undead [DU] abilities to handle these creatures.
Clerics	1 st level Turn Undead [TU], 2 nd level Expel Death [ED], 3 rd Level Holy Divine Strike [HDS], 3 rd level Holy Light [CL], 4 th level Destroy Undead [DU], 6 th level Holy Clerics can acquire Chaos Light and request the Encrypt [ET] at 6 th level.
Mist Gazers	1 st level Know Undead [KU], 2 nd level Turn Undead [TU], 3 rd level Expel Death [ED], 4 th level Soul Sundering [SS], 6 th level Encrypt [ET]
Druids	2 nd level Desecrate Unholies [DU], Know Undead [KU]
Healers	2 nd level Turn Undead [TU], 7 th level Expel Death [ED], 9 th level Know Evil [KU], 13 th level Encrypt [ET]
Holy Blades	2 nd level Know Undead [KU], Holy Light [CL], 3 rd level Holy Ground Smite [HGS], 6 th level Soul Sundering [SS]
Sigil Sage	3 rd level Turn undead [TU], 4 th level Know Undead [KU], 7 th level Soul Sundering [SS]

Spells and Prayers Descriptions

Desecrate Unholies [DU]:	You learn this prayer at the 4 th level for Nature Cleric or 2 nd level for Druid. The caster must have ground, blessed bone (a handful), a vial of holy water, and a Lawful Neutral or Good religious symbol. The caster kneels and prays, casting forth the bone dust into the air between themselves and the undead. Placing the sacred religious symbol on the ground, they sprinkle the holy water around themselves, completing the prayer in 1 round. All Unholies within 20 feet of the caster must make a check vs Spirit. A failure will destroy half the Unholies' Spirits and result in 3d12 physical damage. The Unholy will lose 1 point of Spirit for each level that the caster is above the level of the target for four rounds. If the target moves more than 100 feet from the caster, the damage ceases. If the target checks, they will be pushed back 3d4 feet and will lose one point of Spirit for each level the caster is above that of the target per round. This spell is quite painful to the Unholy, so they tend to leave at lower levels. Vampires and similar creatures (see willed undead) are immune to this prayer.
Destroy Undead [DU]:	This Lawful Good ability enables the prayer caster to present their holy symbol and invoke a Celestial Smite on a 6' square area at which the undead or a celestial chaotic evil creature resides. If the creature's level is higher than the prayer caster's level, divide the damage in half. If the undead rates a check vs Spirit, this will change the damage class received: they get Corruptive Damage { CD } equal to the caster level + 4 and will move away from the evoker for 1 minute. If the undead fails, it will receive Mutilation damage { MD } equal to the caster's level + 8 damage. The undead is utterly destroyed if the damage delivered exceeds the creature's Spirit points. Nothing will be left, not even dust. No other movement or function may be utilized during the prayer round.

Encrypt [ET]:	<p>This spell/prayer is usually not the best form of attack on the undead but, in many cases, will do the job. It merely binds the undead to a particular spot so that it cannot move for some time. The spell physically encases the undead into a small stone-like crypt after two rounds. One round is for preparation, and one round is to activate. The caster takes a handful of ground bones and holding their holy symbol, casts the prayer spell, and marks out a symbol on the ground resembling a coffin. They then complete the magic, and the symbol disappears. Then, turning their concentration to the undead, they cast the holy symbol at the creature. The caster's level must be at least equal to the undead, or the spell will require someone else to cast a miracle when casting, otherwise, it will not have any effect on the undead.</p> <p>The Undead must make a Wisdom check. If it succeeds, it must remain at least one mile away for three rounds, or it is drawn back to the location at which the Encrypt spell was cast and is bound until freed. Willed undead can usually break the Encrypt within a week or two unless fortified. Even then, it cannot be kept bound forever. The longest Encrypt on record is just over 3 years. Lord Aclia encrypted a Lich and fortified it with a holy relic. The Lich eventually got free and was destroyed during a 3-day war prayer vigil.</p>
Expel Death [ED]:	<p>This marvelous prayer, my favorite, has checked my soul a few times. It will strike the undead with a forced gate equal to the prayer caster's level plus any bonuses of holy blessings. If the creature fails a Spirit check, it is cast away to a resting place of the undead. This does not work well against Vampires, Lich, and Soul Leaches. They get a little ticked off and hunt you down if you are in their resting place, so it is not so good for you. However, if the creature checks, it takes the caster's level in CD damage.</p>
Expel the Wicked [EW]:	<p>The Druid and the Holy Cleric are the only ones who have this spell/prayer, but both classes view wickedness very differently. From the Druid's point of view; 'wicked' is anything that violates the sanctity of nature. For the Holy Cleric, 'wicked' is anything opposite to their alignment. However, for both, the results are the same when casting the spell/prayer. A holy symbol is raised towards the target, which is believed to be wicked, and the incantation prayer is given. If the target is indeed evil in nature, an aura will begin forming around the target. It takes three melees to complete. When completed, the aura will collapse onto the target with a soul fire-like event, causing 1d4 damage per every 3 levels of the evoker. The wicked see an angelic or Natural Grove Lord-like creature coming at them. They must make a success roll, an Intelligence and Wisdom check, or they are sent away from the immediate area of the caster (usually one mile). If they check, their movements and attack abilities are cut in half for as many rounds as the caster's level is above that of the target or at least 1.</p>
Holy Consecration [HC]:	<p>The Paladin receives this ability at the 4th level, and the lawful Cleric gets it at the 5th level. A circular area equal to their level in yards is created that is consecrated holy or unholy. Those creatures with an alignment base opposite the consecration must check vs Spirit for each round or take the consecrator's level in CD damage.</p>
Holy Devine strike [HDS]:	<p>This spell of the 3rd level Cleric, 6th leveled healer, the skill of a 2nd level Holy Blade, 4th level of the Paladin, and 3rd level of a Mist Gazer enables the caster to summon into existence a blessing on a weapon they bear. If no hand weapon is available and their class has Domain, Sphere of Influence or Prayer Influence of the celestial base, a hammer or maul of glowing light appears in their hands after one full round. The usage of the Hammer or Maul cannot occur in the same round that it materializes. This blessed item exists for as many rounds as the wielder has Spirit. It is available for use after any short rest. It does damage equal to the character's level in SD x 2 against the Undead.</p>

Hallowed Ground Smite [HGS]	<p>A Holy Blade or Paladin consecrates the ground that they are standing on by striking their blade against the earth in a kneeling position. Any creature within 10 ft + the Holy Blade's level in feet must make a check versus Spirit. On a check, damage is reduced by 3. Regardless if they check or not, their Movement rate, MR, is cut in half. Any undead that enters the hallowed ground must make a check each round while on it or receive half the Holy Blade's level in CD.</p> <p>If they fail, they will be pushed back 10 ft from their current position and knocked prone.</p> <p>If any creature is evil or undead, they will also take an additional 1d4 damage per round, while standing on the hallowed ground.</p> <p>Those that are good or are sided with the Holy Blade or Paladin will receive 1 point of healing per round per level of the caster while on the hallowed ground, and they cannot be slain there. They can be dropped to 0 LP, or even be at death's door, but will not die while on hollowed ground. It can be performed once after a short rest. Hollowed ground duration lasts half the Holy Blade's or Paladin's level in rounds.</p> <p>Some forms of undead creatures are immune to the sacred ground's damaging effects.</p>
Holy Light [CL]:	<p>This 3rd level ability causes a sphere of pure celestial light to materialize. All undead and chaotic evil material creatures receive 1 AD damage. They must check vs Spirit. If they fail and their level is less than the level of the prayer ability, they will turn to dust, unless they have some form of protection (i.e., Item of preservation, item of life channeling, or an item/ability/spell/dweomer of earth warding).</p>
Know Evil [KU]:	<p>This prayer ability grants the caster basic knowledge about what kind of evil/undead a creature is, and what category of the evil/undead it fits into. Some items that can be known are:</p> <ul style="list-style-type: none"> • Does the undead have Celestial protection? • Is the undead of the same domain/realm as the caster or from another? • The general health of the Undead • What is its prime form of damage? • Is this undead a spectral entity?
Raise Dead [RD]	<p>This spell/prayer will raise a new undead back to restored life. The new undead must be something that had died and was raised as an undead within the last 48 hours, or at least one not fully succumbed to its evil demise. Older undead or those undead accepting of their fate may be affected differently depending on their type and their will in the situation at hand. A fresh undead or dying individual will immediately be restored to their previous living state with 1 life die of points.</p> <p>Simple animates will be turned to dust, while cursed animates will lose half their hit points and be driven to rage. Noncorporeal creatures will be displaced back to the plane of the dead. All other types of undead will experience little to no effect.</p> <p>A living creature, which has been cursed to an undead state for more than 48 hours, who makes a successful spirit check, will have the curse temporarily alleviated for as many days as the caster's level. This gives them time to have a holy consecration mass with a Raise Dead spell performed to permanently remove the curse.</p>
Soul Sundering [SS]:	<p>6th level Holy Blades can use this sundering as a typical sundering. It smites an undead target with a soul strike type attack, doing 4 MD + the evoker's level in damage.</p>
Turn Undead [TU]:	<p>The prayer-caster presents their Holy Symbol and speaks a prayer censoring the undead. Each undead within 30 feet that can hear must make a check vs Spirit. On a failed check, the creature must use all its resources to move away from the prayer-caster. It must use run, dash, dodge, or fly, whichever is available, to go as far away from the prayer area for half a minute + one minute per three levels of the caster.</p>
Turn Unholy [UT]:	<p>The prayer caster presents their holy symbol and evokes sacred words. All fiends, cryptic undead, and celestial evils within 30 feet must make a check vs Wisdom. On a failed check, a creature must use all its resources to move away from the prayer caster for one minute unless it takes damage. If the undead is currently in another unnatural form (whether by illusion, shapeshift, beguilement, shade view, etc.), its true form will be visible during the turning.</p>

Know Undead
[KU]

This Prayed of the Lawful or Good reveals the nature of the creature in question.

- Wicked: One who is morally bad in principle or practice.
 - Evil: One who is morally wrong and intentionally vile
 - Ultimate evil: Supreme Wicked Evil. One that is not of a mortal nature and their intent is destruction of the living at any cost. In fun they enjoy the screams of their tortured victims.
-

Types of Undead

Now that we have those details out of the way, let us turn our attention to the Undead themselves. They come in many forms, so we will break them down into families for a better understanding of abilities and provide several examples for each category.

Animates	<p>These are the simplest form of undead. Some magic, spell, or such enabled them to be animated. These undead have relatively no intelligence or any other reasoning ability. They follow simple commands. Any form of removal or dispel magic will reduce them to harmless bones or flesh.</p> <p>UNDEAD: <i>Common Skeleton, GoGrog, Horg, Minotaur Skeleton, Skeletal Knight, Warhorse Skeleton, Zombie</i></p>
Spectral Animate	<p>These creatures are evil through and through. Some evil being usually created these diabolical creatures for a purpose. As a created animate, they possess a mind and a will. They are fearsome with a distinct hatred of the living. They may be made from a collection of bones, wood, stones, rope, flesh or any other parts that suit their needs. Sometimes these creatures, created to be amiable beasts, may turn out to be uncontrollable.</p> <p>UNDEAD: <i>Erville, Ghoul, GoGrog, Horg, Mummy, Skeleton Lord, Bog Lord, Tree Dragon</i></p>
Cursed Animate	<p>This undead is the most fearsome of the animates. At one time, these animates were living creatures, but something evil happened to them, and cursed them to an undead state. As the years go by, the ability to remove the curse grows smaller and smaller. The mind of the cursed creature loses hope, so why try to return to the living? Their reasoning skills are blighted from the curse. There is a story of a Hunting Dead who had his curse removed several years after having been cursed. It has not been proven, but it lends hope to those bewitched in this cursed state.</p> <p>UNDEAD: <i>Certain types of skeletons, Ghoul, Hunting Dead, Minotaur skeletons, Mummy, Mummy Warrior, Ogre Zombie, Skeleton Lord, Zombie</i></p>
Daemon source	<p>This undead is an entity that enters a body at the point of death and takes over the dying creature. It gains full knowledge of the creature's memories and such but flavors it with its own hell-bent hate. These creatures tend to be the most dangerous of the undead. Most of these have defiance to turning.</p> <p>UNDEAD: <i>Death Knight, Dispikable, Ghast, Horg, Lacrea (Elvish for 'hater'), Spectral Wraith, Wight, Vampire, Vampire Spawn, Vex Caller</i></p>
Non-Corporal entities	<p>These undead are dangerous as well. These ghostly creatures will themselves to the state between life and death and have a personal vendetta of some form they wish to achieve. For the most part, they remember their earlier life and its events. They can learn and craft. They are tough to get rid of since some can come back if they are not utterly destroyed, and many have defiance to turning.</p> <p>UNDEAD: <i>Banshee, Cryptic Shade, Doehna, Effigy, Haunt, Phantom, Shadow, Soul Leach, Shades, some Ghosts, Will-a-Wisp, Wraith.</i></p>
Spectral or Celestial Entities	<p>These creatures possess a dual identity: a material essence and a spectral essence. They can never be genuinely destroyed unless you can find and destroy their physical essence, bind the spectral essence to that same location, bathe the area in a high-level celestial light or intense sunlight and perform the Ritual of Desecration on the remains. At that point, it will not come back anymore and is utterly destroyed. At least, this applies to many spectral or celestial entities, but not all. Some high-level Wraiths, Bane, Deaths, and Death Hounds have been known to revive or return, but is very, very rare.</p> <p>UNDEAD: <i>Arch Wraith, Black Fairy, Crimson Bane, Crimson Fiend, Death Angel, Death Hound, Dispikable, Fallen, Ghast, Lore Lich, Lich Lord, Lordald, Major Death, Masha, Masha Hexer, Minor Death, Mummy, Mummy Lord, Specter, Zombie Farren</i></p>
Vapers	<p>These are undead with non-corporal forms. Something about their life left some remembrance of something which they must resolve but can't. They tend not to take damage from any physical attacks. Magical weapons will damage them, but only the magic will harm them, not the physical item itself. Many try possessing a target victim to do their work since there is not much else that they can do.</p> <p>UNDEAD: <i>Some Ghosts, Shadow, Vaper Mist, Vaper Shade</i></p>

Willed Dead

These very evil, dangerous, undead have, by their very will, kept themselves animated and semi alive, in a way of speaking. They are powerful and never to be trifled with. They tend to be MUCs or Clerics wanting power, with a desire to overcome human limitations and be immortal. "Everything dies if I can help it"--Lord Bareck.

UNDEAD: *Death Knight, Heckling Dead, Lich, Mummy, Mummy Warrior, Mummy Lord, Ornacon Wraith, Revenant, Sinister, Spectral Wraith, Vex, Vex Hunter, Wight, certain types of Banshee and Specters.*

Undead that Can Evolve

Dispikable can evolve into a Sinister or devolve into a Ghast.

A young or newly established Dispikable may appear as a gaunt, undead creature of lesser stature, but don't be fooled, it gains power; it can even learn spells and knowledge in general. After some time, learning and claiming souls and strength from others with its abilities, it reaches a point at which its Soul force causes it to manifest into its true form of a Sinister, although some that have no learning may revert to a Ghast.

Soul Leach can evolve into a Vex Hunter

The Soul Leach draws off spirit energies and knowledge from the living. By some means beyond our understanding, a few of these undead manage to incorporate the minds and souls of their victims into themselves and become something more, with authentic spell-casting power.

Spectral Wraith can evolve in Arch Wraiths or devolve into a Wraith

These Wraiths grow very powerful over eons of time if not destroyed. With power comes knowledge, and knowledge with power; in the hands of any hungry dead, this produces nothing good, but only results in the existence of a viler Wraith.

Ghouls can evolve into Ghosts.

With enough power and a blessing from Olrusa, a Ghast can become a Wight.

Damage by the Undead

Many undead causes typical damage with claws, bites, or during a scare, while other types of damage inflicted by the undead are quite varied. In some cases, the damage is quite gruesome and diabolical. We will do our best to outline the known kinds of foul, corruptive damage, and the ways by which the undead deliver said damage, so that you can prepare yourselves as best as possible. Specific damage information will be noted in the descriptions below.

The # symbol is a place holder for a numerical value. This value is supplied in the information found for the particular undead to which it pertains. If some descriptions are vague, they are for a reason. Extra detail is located in the descriptor for the undead, since it can vary. Many of the damages and specific effects are also detailed in these descriptors.

Type of Effect	Description
Aura of Death	The undead has an aura that shrinks and grows as it moves. As the undead moves, the aura grows out in all directions by up to 10 feet. When it is stationary, it shrinks back down 10 feet to a base diameter of ## feet. Any creature that enters this aura, which is invisible unless you have True Sight, must succeed on a Spirit check, or they will lose 1d# life permanently each round that they remain in the aura. A Major Restoration or a wish spell will return the lost life, but only if performed within 24 hours.
Bite	Melee Attack reaching 5 feet, for one target, doing piercing-type damage. Some undead transmit diseases or curses with their Bite. It is defined under the detailed info for each type of undead.
Blight's Hand	<p>This curse is unnerving in that the victim does not know anything is wrong. It begins like a cold, and then the target gets well. Then, very slowly, the victim starts to feel suspicious of everyone around them. This can take many months. The infected will come to believe that weapons are dangerous for anyone to have except for themselves. Children are vile, evil, goblin-like creatures and must be killed. The curse can be transmitted by the victim by merely wishing the curse they have received on someone else.</p> <p>The curse does 1d4 necrotic damage whenever the target is struck and receives damage. Blight's hand has destroyed many good folks and towns before it was recognized as a curse. The curse entirely overran the city of Mal'aros, and the city guard even executed most of the children of the town during its overtake.</p>
Chilled Touch	This is a melee attack that causes movement rates and attack rates to halve. Usually rates a check vs Dexterity D°C ## if they can move, dodge, or run, etc.
Claws	Melee attack reaching 5 feet, for one target, doing slashing-type damage. Some victims may have to make a check D°C ## vs their Constitution or be paralyzed for 1 minute. The damaged target can repeat the Check at the end of each of its turns, ending the effect on itself with a successful roll. Some Undead pass diseases and curses with this type of attack.
Coffer's Disease	This disease is named after the first individual known to have died of the illness, Jaco Coffers. The disease appears as flu-like symptoms within 1 hour of failing the constitution D°C ## Check. The victim begins losing 1 point each of Strength, Constitution, and Endurance per hour. They get grayish blotches and sores on their body. When any one of their stats reaches 50%, the target reaches Exhaustion Level 2. Delirium and schizophrenia set in. They must succeed on a Check vs Intelligence D°C 14. If failed, they believe someone around them is trying to kill them, and they must defend themselves with a need to execute what they perceive to be their potential murderer. A Cure Disease, Remove Curse, or Minor Restoration will remove the disease. Healing will restore the points to the Endurance and Constitution split evenly. This disease rates a check versus Cure Disease spell at a + 1. They must fail their Check to be healed.
Corrupting Touch	This is a spell that attacks any single creature within 30'. Each creature must succeed on a check vs Intelligence D°C 14. On success, the spell only causes minor diseases. Failure causes paralysis for 1 turn and a Life Corruption curse. See the curse description below.

Crypt Disease	This disease is a sure killer without intervention. Fast-acting, it only takes about 10 minutes to kill a victim. If the victim does not succeed on a Constitution Check D°C 14 or drink a special disease potion (no check roll), the target loses 1d6 Constitution points, and every minute after that - 2 Constitution points. When their Constitution reaches 0, the target goes unconscious. They begin losing 1 hit point per round, doubling each round until 0 Life points are reached at which, they die. If the cause originates from an undead, the victim becomes an undead as well. If caused by a potion or curse, the victim becomes a Heckling Dead or Sinister, depending on the potion. Cure Disease and Remove Curse will eliminate the Crypt Disease before a victim dies.
Dark Eye	This curse is not hard to spot. Many adventurers have gotten this one. After fighting a few undead and being hunted by several, the victim begins to see undead in every shadow and hear them crawling about. They have nightmares about the undead and will try to attack them in their sleep. After several months of this, the victim may be rendered useless, fearful of the night, and of adventuring. My son never recovered from this one. The curse gains a + 2 on checks of Remove Curse spell D°C 14. The victim must fail their Check to be healed.
Dead Silence	This attack can rob a creature within 60' of its senses, leaving it in total darkness. A successful check renders the target just blind, and all other senses work fine. If the victim fails their Check, all their senses are nulled or halted from any use. The darkness is a blanket against reality. Hearing, sight, smell, and even touch is numbed and dulled for the duration of the curse. Check vs Wisdom D°C 20 roll.
Disrupt Life	Each non-undead creature within 20 feet of the undead makes a D°C 20 Constitution Check against this magic, taking 42 (12d6) necrotic damage on a failed check, or half as much damage on a successful one.
Frightening Gaze	The undead fixes its gaze on one victim that it can see within 10 feet. The target must succeed on a D°C 18 Wisdom Check against this magic or become frightened for 1 minute. The Frightened target can repeat the Check at the end of each of its turns, ending the effect on itself if a success. If a target's Check is successful or if the effect ends naturally, the target is immune to the gaze for the next 24 hours.
Galnor's Plague	A simple touch transfers this diabolical disease. It dries up the body until it dies, turning to stone. A victim may prolong its effects by drinking massive amounts of water. The first symptoms appear as high fever, and then an unquenchable thirst sets in. In 1 day, if the victim cannot maintain water intake, they will begin losing 1 stat point across the board until every stat, except Spirit, is at 0. If Intelligence or Wisdom hits 0 first, the character will die. If any of the other stats hit 0 first, then the target will go unconscious. Once they die, they will literally turn to stone. The spirit is trapped in the area of death. Unless a Remove Curse is performed on the dead statue, the spirit will be trapped forever.
Grave's Touch	This is usually achieved as a melee attack for most, causing cold damage. The victim must succeed on a constitution check of D°C 20 or become petrified, encased in ice until the end of the next turn. While cased in ice, the victim will lose ¼ of their life points. The touch is active even on burned undead flesh, pieces of undead and has found its way in usage as a trap.
Heart Attack	A successful melee attack of this sort by the undead allows the undead to reach into the chest of a target creature and magically remove its heart. The undead will usually, on its next turn, torture the heart with malign laughter before devouring it, killing the target. Greater Restoration, Dispel Magic, or Celestial Light will counter the magic of the Heart Attack before a victim's heart is destroyed.
Heckler's Cursed Disease	When bitten, the target must make a check on Constitution every hour for the next 4 hours per bite. If the disease does not manifest in the 4 hours, the target's immune system has countered it. The disease curse manifests as cold sweats, a thirst for blood, aching muscles, severe fatigue, and a wandering mind. To be stricken with Heckler's Cursed Disease is to turn into one of these vile undead, slowly. A victim permanently loses 1 LP per hour until -1 LP, at which time the conversion to a Heckling Dead will occur. Before the change, Cure Disease may be performed to stop the disease, but it will not restore the life points lost. Only a Greater Restoration spell will do so, but only if delivered within 24 hours of the Cure Disease. If any blood of the infected target gets upon another person's open wounds, they also begin the process of coming down with the disease.

Horrifying Visage	<p>Each non-undead creature within 60 feet of the undead that can see it must succeed on a D°C 13 Wisdom Check or be Frightened for 1 minute. If the check fails by 5 or more, the target also ages some years as described in the information of the undead.</p> <p>A Frightened target can repeat the Check at the end of each of its turns, ending the frightened condition on itself if a success. If a target's Check is successful or the effect ends naturally, the target is immune to Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring.</p>
Howl or Wail	<p>This attack applies to all creatures who can hear the howl or wail. It causes fear if a Check of D°C 10 on Wisdom fails. If the victim has been scared, they tend to run wild or frantic. Giving rise to a 60% chance, they will run into an object, causing damage during each turn while feared. If damaged, there is an 80% chance the victim will knock themselves unconscious. If their LP goes below zero, they are unconscious. If the target goes unconscious, there is a 10% chance that the undead will attempt to possess the target and try to kill all around it. Victim rates a check each turn D°C 12 against Intelligence. If success, they cast off the undead. Holy Light, Remove Curse, Restoration, or Bless breaks the possession.</p>
Life Corrupting Curse	<p>This sorrowful curse should not be bestowed upon even the dead as it is vile even by the dead's definitions (at least those that reason). It starts by causing a fire in the flesh that slowly creeps from the contact point or initial wound to eventually cover the entire body. It makes the body glow with a smoky amber color as if it had turned into hot coals. Every minute, the area that has changed will erupt into a fire, doing 1+1d4 fire damage. Any burnable material around and on them will burn, causing more damage. Any place that has sustained half damage will stay afire and burn to ashes. Eventually, if not stopped, the target will become an ash pile. The bones, on the other hand, take on a crystal looking form that will remain animated. The creature is slightly aware of who it was and of the perpetrator of the curse which caused the corrupting of its heart to evil. To some extent, they believe that all creatures around them could have stopped this but chose not to; thus, hate begins to develop, and a new Dispicable is formed.</p>
Life Drain	<p>This is a melee attack for many types of undead. It rates a Spirit or Intelligence Check D°C ## roll. If it fails, the victim's max hit points are permanently reduced by the damage delivered by the undead. If the victim reaches 0 LP, death occurs.</p>
Paralyzing Touch	<p>This is a melee spell attack, with a reach of 5 ft and targeting one victim. On a hit, 10 (3d6) cold damage is done. The target must succeed on a D°C 18 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.</p>
Phase Attack	<p>Melee type attack. Armor is ignored in this type of attack unless it has special considerations. The undead will simply pass into a person, then re-materialize doing massive damage to both of them. This action rates a Dexterity or Awareness Check roll of D°C to dodge it or to counter-attack. Placing an organic object where the undead is materializing will result in critical damage to the vile undead but also the object. This type of attack is thwarted by armor with an Aura of Holiness, Protections, Holiness, or a Blessing that is higher level than the undead or a bearer to the undead.</p>
Plague Disease	<p>This disease makes the target ill. Removes 1 point of Strength and Endurance every other day, stops the healing factors of the body, plus strikes the target with a high fever and an inability to concentrate. Their skin becomes thick and dark until eventually, the sores break open and ooze, contaminating everything that touches them. Usually, the target dies within a week from an inability to eat and drink and from a lack of healing. The disease may be eliminated with Cure Disease, but not by a potion.</p>

Possession	<p>Some undead can attempt to possess one humanoid within visible range and within 5 feet. The target must succeed on a D°C 14 (+ any offsets/bonuses) Charisma Check or be possessed by the undead. During possession, the undead disappears; the target is incapacitated and loses control of its body. The undead now controls the body but doesn't deprive the victim of awareness. The undead can't be targeted by any attack, spell, or other effects, except ones that turn undead. The target also retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed or frightened. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 Life points, the undead ends it voluntarily as a bonus action, or the undead is turned or forced out by an effect such as the <i>Dispel Evil or Good</i> spell. When the possession ends, the undead reappears in an unoccupied space within 5 feet of the body. The target is immune to the undead possession of them again for 24 hours after succeeding on a Check or after the possession ends.</p>
Soul Charm	<p>This ability enables the undead to charm a person. The target must roll a check vs their Intelligence. If the victim fails, they are Charmed and must roll again once per hour, check D°C 14 to break the Charm.</p> <p>The Charmed person believes that they are helping the undead be laid to rest for its own good and everyone else's as well. In actuality, the undead is having the Charmed individual hunt down everyone that it thinks had anything to do with their miserable death and kill them as evil. Some alignments are restricted: lawful alignments cannot be charmed by undead.</p> <p>If the Charmed individual is struck with any form of mental attack or another charm etc. the active charm is removed.</p>
Soul Drain	<p>This is a melee attack for some unique undead. This attack rates a Check vs Spirit D°C 14. If the target fails, the victim's spirit points are permanently reduced by damage delivered by the undead. If the victim reaches 0 soul points, a form of death occurs. The body of the victim remains alive and can be possessed by a creature capable of possession. The possessing spirit will have only the minimum knowledge of the victim, primarily those memories of the last year or so and things very dear to the individual.</p>
Spell Casting	<p>Many undead are highly intelligent and have spellcasting abilities. In general, when spell casting, all spells are cast 1 level higher than the spell base. Some of these undead appear as ordinary individuals, luring their prey into a false sense of security and friendship before turning on them to gain them to their family, gang, force, and their resources.</p>
Spirit Curse	<p>The Spirit Curse causes a victim to lose their Strength, Constitution, and Endurance. At some point (at a 1d20 roll higher than the target's Endurance), the loss of stat points stops, and will not return until the Curse is removed. While in this state, the victim's ability to reason is negated, and they are like a Zombie. The curse is removed by a 'Remove Curse' spell.</p> <p>This is a melee attack. When the victim is struck, they must succeed on a Charisma Check D°C ##. If successful, the victim is immune for 24 hours to the Curse. If a target fails their check, they will receive 1d4 damage as a burn mark. Target will drop weapons and fall prone from shock. Target enters level 1 exhaustion and then will lose 1 point of Strength, Constitution, and Endurance every other round. The target can reroll at the end of each minute to negate the curse.</p> <p>A full rest is required to recuperate 4 points of Strength, Constitution, and Endurance. Celestial or Major healing will slow the loss. Restoration or Remove Curse eliminates the curse, but the victim still needs a full rest to recuperate lost abilities and recover from exhaustion.</p>

Spirit Breath	<p>This attack is a breath weapon type attack from high-level undead. It usually will only occur on a 1 or 10 on a 1d10 roll at the beginning of each turn. All creatures/characters caught in this attack must succeed in a Spirit Check or receive one of the following effects. This attack does not affect undead or constructs.</p> <ol style="list-style-type: none"> 1) Unreasonably enraged that everybody is trying to kill you. (Act accordingly 1d6 rounds) 2) 1d4 permanent Spirit damage (reduces your Check on future attacks) 3) Stunned for 1d4 rounds, knocked into a prone position 4) Weakness, lose 1d6 Strength and Endurance (requires long Rest to recover) 5) Nausea for 1 round 6) Pass out for 1d4 rounds 7) Fall asleep for 1d4 rounds 8) 1d8 suffocation damage (roll a fear check D°C 14, failure renders one unconscious) 9) Charmed/Possessed for 1d4 rounds. Roll a Check D°C14 for any commands you would not normally perform. A failure causes you to perform command immediately. 10) Spectral separation: one's Spirit is knocked/separated from the body. (Roll a Charisma Check to see if you can reconnect with your body). Failure will cost you 1d4 spirit points per round of separation. At 0 spirit points your body will begin dying. 1d8 per round suffocation damage.
Spit	<p>This is a ranged attack. It is an acid-like substance that burns and passes on the Heckler's Cursed Disease to a victim. Some undead transmit Coffin's or Crypt Disease as well with this style attack. The Check varies with the undead.</p>
Stench	<p>Any creature that starts its turn within 5 feet of some undead having a rancid stench must succeed on a D°C 10 Constitution Check or be poisoned until the start of its next turn. On a successful Check, the creature is immune to the undead stench for 24 hours. If one fails their Check, they will be incapacitated by throwing up and losing 5 Strength and they will need to reroll their Check again to see if they succeed or fail if still in range of the undead with the stench. If they fail their Check, they continue being incapacitated for another round.</p>
Sundering Darkness	<p>AOE type attack. An undead summons dense, cold darkness at a point within 60' of itself. This darkness is lvl 6 – 18 based on the undead. It occupies a 20 - 60' radius sphere centered on the target point. Any living creature residing within the sphere must succeed on a Spirit Check or take damage. Usually lasts 2 +1d4 rounds.</p> <p>This darkness is like moving through very rough terrain or traipsing through a pool of mud. It reduces all movement rates by half and attacks to 1. Free movement type spells and devices that are not greater than or equal to the darkness spell will have no effect in the darkness. Only a Holy Light or Dispel Magic of the appropriate level can negate or dispel the darkness.</p> <p>Those creatures with celestial, ethereal, or true sight can see in this darkness. For each additional round that a creature/person remains in the sphere, they take some form of damage listed under the information on that undead. Most undead have normal movement in this type of darkness. Cursed animates are susceptible to this darkness as well.</p>

Temples Death	<p>This is the fourth curse in that the curse must be removed from the application point before it can be removed from the target. This makes it very tricky to check a person with this curse.</p> <p>It starts when the target fails a Spirit Check of D°C 22 at a hexed location. The victim begins having nightmares for about a month of the dead coming to get them and physically eating them. Certain spells and prayers give bonuses to the check: a Blessing +1, Aura Purity +3, standing on hallowed ground +6, any bonus from a Spirit Protection spell/device, Life Protection Spell bonus, and any Class abilities benefit as well.</p> <p>This Hex type curse causes the victim to awaken with bruises that resemble bite marks on their body, delivering 1 Damage each (roll 1d20 for quantity). This will go on for up to 6 months. The injuries grow in size weekly, doubling the damage until they cover most of the body. The bruises will rupture and not heal as time goes on, causing the target to bleed very slowly, 1 point per hour per rupture. At the end of 6 months, the body's healing mechanism is made ineffective, the individual will succumb to bleeding to death, and their body begins falling apart.</p> <p>Major Restoration will eliminate the bruising and seal any ruptures, but the curse will immediately start from scratch. The target is magically connected to the hex point, and until it is destroyed, death will continually encroach on them.</p> <p>The Cleric Alistor Melcome was inflicted with this spiritual disease, and it took him 8 years to find the hex point before he was fully restored.</p>
Turning Defiance	<p>Some undead, within a given distance from a prayer/spell of turning, gain luck on Checks against effects that turn or destroy undead. Some undead are not affected by the turning prayer/spell due to an unknown ability.</p>
Wail	<p>Once a day, some undead may release a mournful wail, provided they are not positioned in sunlight. There is no effect on undead or constructs. All other creatures within 30' that can hear the wail must succeed on a constitution check D°C13 or take damage.</p> <p>On a failure, they receive enough damage to set them at 0 LP until the beginning of their next turn. At that point, they will gain 1 life point back per round, doubling each round. If they take any form of damage before being fully restored, the hit point gains stop until after the battle and healing is performed. If they succeed, they receive no damage.</p>
Whirlwind	<p>AOE of a frigid whirlwind that drains life away from nearby creatures. One must succeed on a Dexterity Check of D°C 20 or receive cold and necrotic damage and on a check half as much damage.</p>

Curses

Name		Description
3	Dark Eye	This curse is not hard to spot. Many adventurers have gotten this one. After fighting a few undead and being hunted by several, the victim begin to see undead in every shadow and hear them crawling about. They have nightmares about the undead, and will try to attack them in their sleep. After several months of this, the victim may be rendered useless, fearful of the night, and of adventuring. My son never recovered from this one. The curse gains a + 2 on checks of Remove Curse D°C 14.
7	Unholy Darkness	This is a curse that crowds the mind with darkness. The victim cannot see and they are haunted by voices and vile words that can drive them mad and make them want to kill themselves.
11	Blight's Hand	<p>This curse is unnerving in that the victim does not know anything is wrong. It begins like a cold and then the target gets well. Then, very slowly, the victim begins to feel suspicious of everyone around them. This can take many months. The infected will come to believe that weapons are dangerous for anyone to have except for themselves down to that children are vile, evil, goblin-like creatures and must be killed. The curse can be transmitted by the victim simply by wishing the curse they have received on someone else.</p> <p>The curse does 1d4 necrotic damage whenever the target is struck and receives damage.</p> <p>Blight's hand had destroyed many good folks and towns before it was recognized as a curse. The curse entirely overran the city of Mal'aros, and the city guard even executed most of the children of the town during its overtake.</p>
22	Corruption	This curse causes the body of the individual to slowly fall apart, similar to leprosy. The victim gets white patches on their skin and smells horrible. The difference is that the white patches grow and eat the flesh, eventually corrupting all the body. I hear it is a horrendous way to go.
44	Desecration	This ability is used by willed undead, enabling them to cause an area of the earth to be linked to the grave. All creatures passing through the area must make a check vs Spirit or become infected with a disease: Graves call, Soul succor or Graves clothes. Reword this
55	Life Corruption	<p>This curse is fast-acting and very deadly. When inflicted, the victim will lose 1 point of Constitution per round. They must check vs their Constitution each time or will lose a point (D°C 14). When Constitution is at half, movement rates are halved, and healing stops. All concentration abilities require a constitution check vs the source in order to utilize the ability each time. When Constitution reaches ¼, the target must make a Constitution check each round to even perform a single action. At 0 Constitution points, the victim collapses on the floor and begins dying. They lose 1 point of life, the loss of which doubles each round to include the guaranteed point of one, until dead (i.e. 1, 3, 7, 15, 31, 63, 127, etc).</p> <p>Once they are dead, they arise again, becoming undead with memories that their comrades failed to check them and are imbued with a hatred giving them motivation to kill them all.</p> <p>A creature, if they have not yet died, may be restored with a ritually cast Remove Curse and Major Restoration.</p>

66 Temples Death

This is the fourth curse in that the curse must be removed from the application point before it can be removed from the target. This makes it very tricky to check a person with this curse.

It starts when the target fails a Spirit Check of *D°C* 22 at a hexed location. The victim begins having nightmares for about a month of the dead coming to get them and physically eating them. Certain spells and prayers give bonuses to the Check: a Blessing +1, Aura Purity +3, standing on hallowed ground +6, any bonus from a Spirit Protection spell/device, Life Protection Spell bonus, and any Class abilities benefit as well.

This Hex type curse causes the victim to awaken with bruises that resemble bite marks on their body, delivering 1 Damage each (roll 1d20 for quantity). This will go on for up to 6 months. The injuries grow in size weekly, doubling the damage until they cover most of the body. The bruises will rupture and not heal as time goes on, causing the target to bleed very slowly, 1 point per hour per rupture. At the end of 6 months, the body's healing mechanism is made ineffective, the individual will succumb to bleeding to death, and their body begins falling apart.

Major Restoration will eliminate the bruising and seal any ruptures, but the curse will immediately start from scratch. The target is magically connected to the hex point, and until it is destroyed, death will continually encroach on them.

The Cleric Alistor Melcome was inflicted with this spiritual disease, and it took him 8 years to find the hex point before he was fully restored.

Diseases

	Name	Description
1	Acute Arthritis	Within 1 round, the target will experience stiffening of all their joints, causing severe, debilitating pain. It can cause the most agile acrobat to become a quadriplegic in a week. However, the common Cure Disease will render the Arthritis void of any effects.
2	Blood Blight	This disease causes an infection in the target's blood that renders the individual sterile, causes them to lose control of motor functions, and causes atrophy of the body within two weeks. It is a slow and debilitating disease. Cure Disease will remove the infection.
3	Coffer's Disease	This disease is named after the first individual known to have died of the illness, Jaco Coffers. The disease appears as flu-like symptoms within 1 hour of failing the constitution D°C ## Check. The victim begins losing 1 point each of Strength, Constitution, and Endurance per hour. They get grayish blotches and sores on their body. When any one of their stats reaches 50%, the target reaches Exhaustion Level 2. Delirium and schizophrenia set in. They must succeed on a Check vs Intelligence D°C 14. If failed, they believe someone around them is trying to kill them, and they must defend themselves with a need to execute what they perceive to be their potential murderer. A Cure Disease, Remove Curse, or Minor Restoration will remove the disease. Healing will restore the points to the Endurance and Constitution split evenly. This disease rates a check versus Cure Disease spell at a + 1. They must fail their Check to be healed.
4	Corruption Disease	This curse causes the body of the individual to slowly fall apart, similar to leprosy. The inflicted form gray-yellow patches on their skin which smell horrible, are gooey to the touch and which spread the disease. The difference from leprosy is that the patches harden in a couple of hours after forming, which causes them to rip away with movement. This, in turn, spreads the disease that is under the hard, scaly patch, eventually corrupting all the flesh. These sores are painful and restrictive.
5	Crypt Disease	This disease is a sure killer without intervention. Fast-acting, it only takes about 10 minutes to kill a victim. If they do not succeed on a constitution Check D°C 14 or have drunk a special disease potion (no check roll), the target loses 1d6 Constitution points, and every minute after that another 2 Constitution points. When Constitution reaches 0, the target goes unconscious. They begin losing 1 hit point per round, doubling each round until 0 Life Force Points are reached, when they die. If the cause originates from an undead, the victim becomes an undead as well. If caused by a potion or curse, the victim becomes a Heckling Dead or Sinister, depending on the potion. Cure Disease and Remove Curse will eliminate the Crypt Disease before a victim dies.
6	Galnor's Plague	A simple touch transfers this diabolical disease. It dries up the body until it dies, turning to stone. A victim may prolong its effects by drinking massive amounts of water. The first symptoms appear as high fever, and then an unquenchable thirst sets in. In 1 day, if the victim cannot maintain water intake, they will begin losing 1 stat point across the board until every stat, except Spirit, is at 0. If Intelligence or Wisdom hits 0 first, the character will die. If any of the other stats hit 0 first, then the target will go unconscious. Once they die, they will literally turn to stone. The spirit is trapped in the area of death. Unless a Remove Curse is performed on the dead statue, the spirit will be trapped forever.
7	Grave Clothes	This nasty disease is truly from Hell's hole. Where it originated from, no one knows but it seems to have a mind of its own and infests new clothing or clothing that is in clean condition. It will begin to corrupt the wearer of the clothes. Once the clothes are put on, if the wearer fails their constitution check, the disease infests them. Their cleanliness declines, and their well-kept ways will wane and be replaced by filth and squalor. They will begin to form festering sores on their bodies as their flesh literally rots from the body at an accelerated pace. It takes roughly 2 months to kill a body. The body must be burned. Cure Disease or a bath in holy sanctified water can destroy the infection.

8	Graves Call	This silent but deadly disease starts like a chill, felt regardless of the environment around the victim (sunny, warm, or even midday). The chill progresses to a point where light irritates the victim and they prefer to be in dark places. Dank and cold make them feel better. Their appetite begins to wane and food has no interest for them. This all occurs within 2 weeks of contracting Graves Call. The individual will then start running a fever, sweat, and become cold to the touch, taking on the pale-grey appearance of someone dead. After another week, they will lose 1 LP an hour and eventually die, but not lose consciousness. They begin to hunger for life. They can draw off 1 Spirit point per hour when touching someone living. This gives them strength. They become a grave leach. Once they convert to a leach, they must be destroyed. Binding the diseased victim in daylight before they are converted will stay the call, at least until the sun goes down. Minor Restoration or Cure Disease will remove the Graves Call.
9	Graves Disease	This disease causes the target to begin rotting. It starts as patches of dry skin, which, when scratched or rubbed, will peel off, leaving purulent craters or holes in the skin. The target is contagious at this point. The pus is the rot. The target takes 1d4 general health damage. It is at the GM's discretion to select to apply the damage to physical stats or to take it off Life Force.
10	Heckler's Cursed Disease	When bitten, the target must make a check on Constitution every hour for the next 4 hours per bite. If the disease does not manifest in the 4 hours, the target immune system has countered it. The disease curse manifests as cold sweats, thirst for blood, aching muscles, severe fatigue, and a wandering mind. To be stricken with Heckler's Cursed Disease is to turn into one of these vile undead, slowly. Victim permanently loses 1 LP per hour until -1 LP, at which time the conversion to a Heckling Dead will occur. Before the change, Cure Disease may be performed to stop the disease, but it will not restore lost Life Force Points. Only a Greater Restoration spell will do so, but only if delivered within 24 hours of the Cure Disease. If any blood of the infected target gets upon another person's open wounds, they also begin the process of coming down with the disease.
11	Meningitis	Within 3+1d4 days, the target will get a severe fever, headache, stiff upper back and neck. Shortly thereafter, their eyes become light-sensitive, they become confused and have a loss in understanding things. At about 10 to 15 days, the target will begin having seizures, eventually ending in a coma and die. The target must rate a constitution check against contracting the disease. If they fail their check, for the next three days, they gain another chance at a check, after which the victim rates no more checks. If they failed all three days, they fully contract the disease and need a Cure Disease quickly. This disease can be passed on to another by coughing and touching.
12	Plague Disease	This disease makes the target ill. Removes 1 point of Strength and Endurance every other day, stops the healing factors of the body, plus strikes the target with a high fever and an inability to concentrate. Their skin becomes thick and dark, until eventually, the sores break open and ooze, contaminating everything that touches them. Usually, the target dies within a week from an inability to eat, drink and from a lack of healing. The disease may be eliminated with Cure Disease, but not by a potion.
13	Sonder's Death	<p>This disease is transferred by a simple touch of flesh to flesh. The victim must succeed on a constitution Check or contract the disease. This flu-like disease usually fools everyone until it is too late. It begins with coughing, aches, fever, nausea, weakness, and lack of hunger. After about a week, the symptoms vanish but a feeling of weakness remains. Sensitivity to light develops, resulting in uncontrollable eye watering. After a couple of days, dry mouth and stiff, painful joints set in. All movement bonuses and modifiers are gone. At this point, 2d4 Endurance points per hour are lost until the victim cannot even stand. They will go to sleep and never wake up. Any creature that touches the sleeping or dead individual must succeed a constitution Check.</p> <p>Curse Disease works in the early stages but as the disease progresses, Restoration and then a Cure Disease will be required.</p>
14	Succor	The disease of succor causes the body to stop any normal healing ability. This disease makes one continuously in need of help in healing. The body often can bleed to death and even bruises can kill an infected individual.

15	Zombie Plague	<p>This disease is hideous in appearance once the disease takes its toll on an individual. It starts as a sore or as a blotch, such as a scab, which is gray to faint green in color. It itches horribly, oftentimes enough to drive one mad. If scratched, it rips open, and the pus flows like a river. Everywhere the fluid touches develop into scabs. As you can see, it is horribly easy to get all over the body. To limit spread, it is generally recommended to tie the person up and coat them in a mixture of creamed sap and fodder to take some of the itch away. After about a month, the sores will dry, and the itch ends.</p> <p>In about a week, the individual will begin feeling dazed and not be able to remember what they are doing or anything. Within a week of these symptoms, you will find them gray-eyed, just sitting, standing, or lying staring out as if tranced. Their skin will be covered all over with the scabs. Any movement will cause the scabs to rupture, leaving an oozing festering plague.</p> <p>This disease can survive for almost two weeks without a host. Sunlight causes the sores to dry up and crack, showing the degenerating flesh underneath. To be cured, an individual has to have a Cure Disease cast on them once a day for 3 days. The location at which the individual was residing must be burnt to the ground to get rid of the Plague. If it is not burnable, then enough oil and wood to light a fire large enough to cover the area should suffice.</p>
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Descriptors for the Following Undead Tables

	<p>The amount of experience that is gained for destroying the creature.</p> <p>XP If not destroyed, but only banished or sundered in this world, half the Experience points are gained.</p>
Alignments	NE ~ Neutral Evil, CE ~ Chaotic Evil, LE ~ Lawful Evil
Size	S ~ Small 1 to 3 foot, M ~ Medium 2 to 8 feet, L ~ Large 7 to 10 feet, H ~ Huge 9 to 15 Feet, G ~ Giant 13 to 30 feet, GR ~ Gargantuan 26+ feet
Speed	## Fly, Crawl, Walk, Run, Dash, Swim etc. Natural movement.
Stats	The Value that the creature carries as standard to it right is the Modified that is awarded for that value
Armor Class	Armor Class (AC) is the defensive value against attacks from monsters or players. Natural AD is given without armor or anything which might contribute to additional AD points.
Notes	Notes are given in cases where there is additional information on rolling checks.
Senses	Lists any physiological senses and what they are.
Vulnerabilities	Those events, spells, or applications that do additional damage to a Creature. If not specifically noted, a vulnerability means that damage is calculated at 1.5x.
Immunities	Immunities which are listed will not affect a creature in any way, or cause damage to be taken.
Resistance	Those events or applications that a creature has luck in saving against.
Conditional Immunity	Similar to immunities, except that these immunities are based on circumstances or abilities which renders the creature temporarily immune to effects.
Attributes	A creature's standard natural abilities, skills or magic abilities
Actions	What type of movements, attacks and applications a creature may have special to them and how they are used.

Catalog of Undead

Arch Wraith: 50000 XP


An Arch Wraith is a person who became an undead horror either through a very powerful ritual, via an unknown accidental death that caused undeath, because of a powerful deity or because of a host which turned them into an Arch Wraith. They look like a person dressed in black robes and metal armor. However, they have no face, only a ghostly look, much like a wraith with an unnatural body which makes people run for the hills—if they are still alive, that is.

The Arch Wraith has a more physical presence in the realm of the living, unlike their lesser cousins who are more ghostly and less tangible. The Arch Wraith can fly a little bit but not really far, see living things near them and can sense magical items or things but have a weakness to fire.

The Arch Wraith has a black breath power that inflicts fear on foes that wander too close and the Arch Wraith has unnatural armor gained through their undead transformation. They can, utilizing their power of Make Dead, make undead monsters to command. The type of undead the Wraith may make depends on what kind it is and how many bodies are lying around (e.g. graveyards are a free open market...unless warded). When creating the undead, it takes about a day for them to rise with no spells or magic items needed. The Arch Wraith just uses its raw undead powers to reanimate them.

The Arch Wraith can telepathically control its undead minions and see through their senses from anywhere, as long as the master is on the same plane as the minions.

Note: The Arch Wraith can make powerful undead, such as a Banshee, but it will take way longer. (It is up to the GM to see how long it takes, depending on what is being made. A general rule of thumb is that normal Zombies, Skeletons and Ghouls take a day for 4 and anything else takes a bit longer). Arch Wraiths can command almost any undead at will, excluding Lich, Vampire, Dispicable, Sinister **** and Heckling Dead.

Level	22	Life Force	28d12 +240
Alignment	NE	Armor Class	21 Natural
Size	H	Notes	Checks Str +16, Con +15, Int +12, Cha +14
Speed	80 Fly	Senses	Dark vision 120', Awareness 13'
Str	28 +9	Vulnerabilities	Fire
Dex	18 +4	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, slashing from non magical weapons that aren't silver
Con	27 +8	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing
Int	20 +5	Languages	All it knew in life, Telepathy
Wis	14 +2	Condition Immune	Charmed, Exhaustion, Fear, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	24 +7	Attributes	Detect Life in its current domain knowing its direction.
Spirit	72		Incorporeal movement: can pass through things as if difficult terrain. Takes 1d10 damage if its turn ends inside something.
		Actions	Legendary Resistances:
			Turn Immunity
			Life Drain: Melee Weapon: +16 to hit, 10', 5d8 +9 necrotic damage. Check D°C 20 Con or Max Life Force reduced by damage. If either reaches 0, death.
			Graves touch: Melee weapon attack: +16 to hit, 10', 5d10 +9 cold damage. Check D°C 20 Con, target becomes petrified, encased in ice until the end of the next turn.
			Whirlwind: It turns into a frigid whirlwind draining life away from nearby creatures. Check D°C 20 Dexterity, take 6d6 +21 cold damage and 6d6 Necrotic damage on a failure or half as much checked.
			Dead Silence: The Wraith can rob creatures within 60' of it senses, leaving them in total darkness. Check vs D°C 20 Wis.

Banshee: 1100XP

Banshees are the undead spirits of humanoids, filled with sufficient rage and anguish to remain on the mortal plane after their death. However, unlike other undead, such as Revenants or Ghosts, Banshees have little unfinished business. Instead, they are tethered to our world by their pride and indignation at having died.

All Banshees were once beautiful in life. These humanoid individuals, usually elves, born with great beauty and powerful wills may use their gifts to enrich the lives of those around them, or to arrogantly manipulate and use others for their own gain. After lives of corruption and pride, it is no wonder that these spirits face their deaths with such rage and denial.

After death, Banshees resemble incorporeal versions of their mortal selves, but with visages grotesquely twisted by rage and anguish. As they age, the memories of their previous lives fade and their anger grows, blurring and distorting their frames and faces into horrors that are barely recognizable as human.

What truly sets Banshees apart as creatures to be feared are their horrible wails and cries. Banshees' wails have been known to drive men insane, paralyze them from fright, or even physically age them. On clear nights, these wails can be heard from miles away, warning all in the area of their malevolent presence.

Banshees resent and envy all living creatures, which serve as reminders of that which they have lost. Banshees can sense life around them and it fills them with a violent rage. This loathing is sometimes so intense that plant and wildlife near the Banshee's domain gradually wither and die, with this decay occurring faster the more powerful the Banshee is.


Although Banshees hate the living, they have been known to permit lesser undead and spirits to live within their domain, provided these inferior entities show proper respect and deference to the Banshee (proving that their egos persist, undimmed by rage). However, any living creature attempting the same will likely meet a grisly fate, as Banshees usually perceive the very act of being alive as a deep personal insult.

This hatred is not entirely one-sided. The destructive and disruptive nature of Banshees means that their wails are viewed as omens of death. Therefore, clergy and other individuals of faith often view Banshees as more heinous than other types of undead, because of the often-wicked lifestyle that leads to their origin and the blind wrath that controls their behavior.

Types of Banshees: Hollowed Banshee, Spectral Banshee, Banshee

The Hollowed Banshee has an additional bonus action: Touch of Paralysis. On a hit, the target must make a Charisma Check D°C 14 or be paralyzed for 1d4 rounds. They tend not to wail, but still have the ability. They also lure people to their doom by pretending to be a spirit that needs help to be laid to rest.

Spectral Banshee: These always appear as a human shaped light. Beckoning creatures to come to the light. Just in time for a scream of a time.

Level	4	Life Force	13d8
Alignment	CE	Armor Class	12
Size	M	Notes	Checks Wis +2, Cha +5
Speed	40 fly	Senses	Dark vision 60', Awareness 10'
Str	1 -5	Vulnerabilities	None?
Dex	14 +2	Immunities	Cold, Necrotic, Poison
Con	10 +0	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	12 +1	Languages	None?
Wis	11 +0	Condition Immune	Charmed, Exhaustion, Fear, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	17 +3	Attributes	Detect true life within 5 miles.
Spirit	26		Incorporeal movement: can pass through things as if difficult terrain. Takes 1d10 damage if its turn ends inside something.
		Actions	Corrupting Touch: Spell attack +4 hit, 1 target, 3d6+2 necrotic damage
			Horrible visage: Each non-undead creature within 60 ft of the ghost that can see it must succeed on a D°C 13 Wisdom Check or be frightened for 1 minute. If the check fails by 5 or more, the target also ages 1d10 years. A Frightened target can repeat the Check at the end of each of its turns, ending the Frightened condition on itself if a success. If a target's Check is successful or the effect ends naturally, the target is immune to this ghost's Horrible Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring.



Wail. Once a day, the banshee releases a mournful wail, providing she is not in sunlight. No effect on undead or constructs. All creatures within 30' that can hear, must check D°C 13 Con. On fail, they drop to 0 LP. If they succeed, they take 4d6 damage.




Detect Life. The Banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they are in but not their exact locations.

Black Fairy: 800XP

The Black Fairy is an earthly creature, created from the mysteries of magic, and killed by Elmon Knol King of the renegades. These renegades were an attempt to rid a forest area of all the Fairies and claim it for their headquarters, as it was the perfect spot. What the relegating party did not count on, was the wrath of the guardian of the forest, Alia Rose, whom they crushed under a stone after tying her up and lighting her on fire.

During her death, her heart cried out to the Dark One to grant her revenge on these evil beings that would destroy the forest and kill her kind in jest and fun. It heard her call and gave her the freedom to roam among the living once again in exchange for the use of her gifts to destroy the monastery at White Mountain. She agreed under a condition that when it was destroyed, she would be freed of any binding to the Dark One.

It laughed and said: Can anyone walk among the living after death and not rely on me? In her response, she stated that did not care, she would find a way, and it agreed. She soon discovered her new form and the problems of the deal. The Black Fairy appears as a rotting corpse, slightly resembling her general form in life. She is partially spectral and can wink out to be invisible, as long as she is not in direct sunlight. She still has all her powers and abilities as a guardian fairy, excluding her ability to heal.

Level	3	Life Force	8d8 +15
Alignment	CE	Armor Class	15
Size	S	Notes	Checks Wis +2, Cha +5, Spell check +6 D°C 14
Speed	50 fly	Senses	Spectral Vision 100 ft, Awareness 17 +8 feet with spell
Str	8 -1	Vulnerabilities	Sunlight, Celestial magic
Dex	18 +4	Immunities	Cold, Necrotic, Poison, Fear, Exhaustion, Prone, Fire, Charmed, Piercing and slashing from non-magical attacks
Con	8 -1	Resistance	Acid, Lightning, Thunder, Bludgeoning
Int	16 +3	Languages	Foren, Trent, Arnava, Dryad, Aiknia
Wis	17 +3	Condition Immune	Grappled, Petrified, Restrained
Cha	18 +4	Attributes	Detect true life within 5 miles.
Spirit	32		Incorporeal movement: can pass through things as if difficult terrain. Takes 1d10 damage if its turn ends inside something.
			Innate Charisma spell caster. Considered 5 th level in casting
			Speaks with plants and rodents.
		Actions	Corrupting Touch: Spell attack +4 hit, 1 target, 3d6+2 necrotic damage
			2 claws: melee attack, reaches 4ft, +4 to hit, 1d4 damage. Must succeed on a constitution Check D°C 15 or be paralyzed for 2d4 rounds. A check negates paralysis.
			Poison bite: Class I poison lasts 5 rounds, D°C 15. 1 st round: no effect, 2 nd round: being drunk 1d4 damage, 3 rd round: 1d8 damage and extreme nausea, 4 th – 5 th round: collapse and -4 Strength.
			Spells: Cantrip Druidcraft, Change, Distract, and Sundering Bolt 3 times a Day: Absorb Elemental MANA, Animal Friendship, Beast Bond, Charm Monster/Person, Enlarge, Entangle 2 Times a Day: Earth Bind, Gust of Wind, Heat Metal, Locate Object, Spike Growth 1 Time a Day: Call Lightning, Conjure Animal, Dispel Magic, Flame Arrow, Glyph of Warding, Plant Growth
		Lair Spells	If you are found in a Black Fairy's lair, they can also perform these special abilities 3 times each.
			Graves Touch: This is a melee attack causing cold damage. The victim must succeed at a constitution Check of D°C 20 or become petrified, encased in ice until the end of the next turn. While cased in ice, the victim will lose ¼ of their Hit Points due to the cold.
			Paralyzing Touch: Melee attack targeting 1 victim. Doing 3d6 cold damage if they fail a constitution Check of D°C 18. The paralysis last 2+1d4 rounds.
			Sundering Darkness: Level 6, 30' Radius, 2d8 +6 Necrotic damage on a failed check and 1d6 each round that they are in the darkness. Lasts 2 + 1d4 rounds

Bog Lord: XP 16850

During the Red Horde War, in the swamps near Anleenia (the Elven Citadel in the southern Elven kingdom of Galishole), creatures known as Bula (Elven for creature of the swamp) flourished there. The Horde ran into great difficulties passing through the swamp, but there was no other way to Anleenia. It was protected on the East by a towering mountain range with sheer cliffs. The West and the North were blocked by the great chasm of Sergrinel (Elven for Earth Scar). Ambitious, ruthless, and hateful, the Horde was towards their brother the elves that had to destroy them since they would not allow them to dwell in the area with their foul ways.

The Horde mounted a siege against the Bula and could not defeat them. They would disappear as fast as they would find one. The swamps would open up and swallow many of the Horde, never to be seen again. The High priest Deshel (Elven for Devil) withdrew and summoned the vile plague from the 'Pit of Hell'. It devastated the swamp, killing many of the rare and beautiful trees and creatures/animals that lived there. The Bula was no exception. The Elves ran to the aid of the Bula and tried as they could to check them, but not many were checked. Necras, a Horde leader, ordered that the Bula be raised and used to destroy the Elven city of Anleenia. The horde did not bargain for what came to pass.



Several of the dead Bula arose as undead-like creatures but were very different than the living Bula. At first, they would listen to the Horde Lords, but after enough of the Bula had been raised, they turned on the Horde and the Elves of Anleenia. The beasts were tall and looked like moldy piles of bog gunk. No apparent eyes were discernible, resulting in their front side resembling the back side. It did not matter what ever side you attacked from; the Bula would attack as if they could see everything. These undead devastated everything in their path, including the living, Bula. This greatly disturbed the Bula, forcing them to leave the swamp and find a new dwelling place. The Elves redirected part of the river into a beautiful garden and turned into a new swamp in the center of Anleenia, where it is to this day. The once beautiful swamp became a place of decay, filth and death to be labeled the 'Bog of Deshel'. The Horde never reached Anleenia and thus it was not taken by the Horde.

Now the Bula that lived in the bog became known as 'Buna Kung' (Elven for Bog Lord). Bog Lords are defiant to any form of turning while in the bog area. They can disappear into the bog in a blink. They can cause the ground of the Bog to open up and swallow most things. They can hurl large globs of disgusting clumps of ooze and filth at a target every other round. These clumps carry disease and a foul stench. Anyone struck by them must succeed on a Strength Check of D°C 15 or be knocked prone, covered with 20 to 40 pounds of mulch. If covered in much, the victim must succeed in a constitution Check for D°C 17 or be infected by disease; 1) Galnor's Plague, 2) Corruption, 3) Blood Blight, 4) Graves clothes, 5) Graves Disease, or 6) Plague Disease. It is possible if the victim fails the Constitution Check by more than half that they can be infested with 1d4 diseases.

These Bog Lords will heal 3d12 per round if they submerge into the bog. They can heal 2d4 just walking in the bog. The area of these Bog Lords can have traps you cannot see. Typically, they are pits willed with Paranis weed, which grows only 3 to 4 feet high. It is an active weed that will slowly wrap around things that touch it. Consequently, if you slip into or slide into one of these pits, you will need to succeed on a Dexterity Check D°C 14 to get out the weeds and swim to freedom in the murky water before the Paranis has a chance to bind you. The Paranis weed grows wild in this bog, so be careful where you walk. These weeds have beautiful flowers with 10 -12 tendrils that lay on the surface, sticking straight out. Sensors for dinner. You will find bones and other disgusting things around these weed beds.

The Bog Lords do have lairs of sorts. If you can swim and breath underwater, you can find these caves they use to raise young Bula in. The lair is a large spacious cave with several room and side caverns. There are dead things with all their equipment everywhere. You will also find patches of Paranis weed here and there. The cave floor is layered in decay and mire. Also, within the confines of this lair, are a 1d8 quantity of 7 foot eels, accompanied by plants that squirt an effervescent compound. If the compound is inhaled, it will cause 2d4 bludgeoning damage to your lungs directly. This causes internal hemorrhaging of 1d4 damage for 1d4 rounds. The lair, as stated earlier, is usually filled with creatures the Bog Lord has killed. They take their hatred out on these dead things; breaking bones and crushing them, creating filth and disease in the bog. No one can truly understand why but do you blame them? By the way, it is nearly impossible to kill a Bog Lord as long as it is in the Bog or fresh water. If you do find a lair, be ready for a fight like no other. These Bog creatures can cause all the dead things to animate and attack, adding the targets to the piles of the dead. They actually do not truly animate; a Bog Lord's will makes them move and attack. You can roll 6d20 for the quantity of dead things and their belongings in the lair. The Bog Lord also has another attack: it can cause the muck and mire of the lair to engulf a target. The target must succeed on a Strength Check D°C 14 to fight one's way out of the sludge attempting to engulf them. Failure will enable the gunk to completely engulf the victim and in the next round deliver 1d8 damage from suffocation (no air no water) each round they are caught in the gunk. They can attempt a Strength Check each round to attempt to break free of the gunk. Any form of current or moving water will also clear the gunk. The last form of lair attack is usually devastating as the Bog Lord causes a cave-in of the lair. Every creature within a 60' area from a point must succeed on a Dexterity and Strength Check for each of 1d6 rounds to break away from the cave-in. Any failure will cause 2d8 damage and add 1 round to the count.

Level	16	Life Force	12d8 +40
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Alignment	NE	Armor Class	17
Size	M - L	Notes	
Speed	40, Swim 60'	Senses	Awareness 20
Str	12 +1	Vulnerabilities	Fire, Extreme heat, no water, Curse Disease, and Teleporting
Dex	16 +3	Immunities	Thunder, Cold, Necrotic, Grappling, Poison, Bludgeoning, Piercing or slashing weapons.
Con	21 +5	Resistance	Acid, Lightning, Exhaustion, Petrification, being knocked prone.
Int	14 +2	Languages	Human Tongue and Olien
Wis	17 +3	Condition Immune	Paralyzed
Cha	10 +0		Natural healing per round of 2d4 in movement. 3d12 when submerged in bog.
Spirit	50		
		Attributes	Extreme awareness of anything that moves within 20 feet of them in any direction.
			Can attack in multiple directions on each turn.
			These undead have an 80% option of 6 attacks every three rounds.
		Actions	<ul style="list-style-type: none"> • 2 ranged attacks per round of hurling 20 to 40lb clumps of decayed swamp gunk. It is infused with diseases. If a victim is struck with the gunk, they must succeed on a constitution Check for D°C 17 or be infected by disease. 1d6 for type: 1) Galnor's Plague, 2) Corruption 3) Blood Blight, 4) Graves clothes, 5) Graves Disease, or 6) Plague Disease. If the victim fails the Constitution Check by more than half, they can be infested with 1d4 diseases. If the victim succeeds in their Strength Check, they receive 2d8 blundering damage only. • 1 water weird (Elemental) appears like a serpent. Last 4 rounds. Can strike with a bludgeoning attack 1d8 +2. On a 1 for a 1d6 roll, can attempt a strike to wrap around you and toss you 3d10 feet delivering 1d6 damage per 5 feet. • 1 Spit attack with an acidic compound that causes extreme corrosion on organic material, 1d6 per round. • 1 wave smash which if targets succeed on a Dexterity Check, they take ¼ damage. Can deliver 3d6 +3 damage for a 20' wide wave. • Plant Bind: can cause the area's weeds, trees and other plants within a 20' diameter to attempt to bind all creatures. The victims must succeed on a Strength Check or be bound for 1d6/2 (round up) rounds. Requires an 8 Strength to break free. Free movement items and spells will negate this affect for the individual with them. • 2 melee attacks doing 2d8 +6 damage each.
			Standard attacks can utilize any one of the above attacks each round.

Crimson Bane: XP 6500

Ambitious, ruthless, and hateful, Crimson Bane are humanoids who trade part of their souls for death. The Crimson Bane knows no master; he serves his own ways. Death is their calling, their purpose, and their delight. Each Crimson Bane undergoes a dark rebirth that transforms him or her into a creature of stealth and secrecy, caught between life and death. Their souls are filled with rage and hate any who have come against them. They have nothing but dark thoughts and a darker disposition. They are somewhat a mixture of spectral and physical presence. Their soul's essence is usually placed elsewhere or in something they use. They are vengeful and seek to torment the living.

They rarely trifle with the common but instead hunt the deadly as sport. They bear two blades that are permanently affixed to their body which can be retracted. The blades cause unnatural bleeding if it strikes flesh. They can walk in the light of day as long as they are covered in their robes of darkness. If sunlight strikes their body, that portion will vaporize into dust. Even if you manage to turn the entire creature to dust, on the next silver moon, they will rise once again with you in mind. The only known way to destroy these creatures is to take their dust and place it in crystal coffer and fill it with the essence of celestial light. The dust will slowly disintegrate, and you will hear the baleful howls of their death. It can drive one mad, they say.

Crimson Bane cannot be harmed by any standard blade; it must be of celestial stone or steel and bound in Holy Light. The Erailen Elves built the swords during the Second Sundering. The knowledge of how they did so is all but lost.

These creatures were once alive but made a deal with death to walk again among the living and aid death in his mastery. The longer they exist, the more hateful and vile they become, since they realize more of just what kind of deal they made and what it cost them.

Some Crimson Bane, who have established themselves, inhabit buildings, which they make their Kingdom of Darkness. Usually these are deserted castles or perhaps a rundown keeps. They will slowly but surely find the weak and the weary and add them to their Kingdom. The Crimson Bane can raise from the dead: Zombies, various types of Skeletons, Ghosts, Haunts, Phantoms, Specters and Spectral Wraiths. These become area guards, form small units and are taken with the Crimson Bane when hunting a deadly target. Their end goal is death. They start in secret to build up armies, and then begin assaulting small towns and villages to expand their empire of death and darkness. They just hate the living. They are not brash and will avoid extremely deadly targets until they think they have amassed enough undead in their army.

They can take control of some types of undead that are lower in mental ability and in level than themselves. They will play with Necromancers, then add them to their collection. They do not share their world with other undead type masters such as Lich, other Crimson Bane, Fallen, Vex, and Wraiths. They will bow to a Dispicable or a Lore Lich if they are of substantial level.

When one enters their lair, there is always a guard to welcome them. If possible, a Banshee or a Heckling Dead is preferred if it can recruit them. Commonly, they will stage the undead in an array depicting a bygone battle scene. So, when an adventurer comes into their territory, it looks as if they have been there decades, rotting, only to surprise the visitor after they have entered fully entered the area.

Level	12	Life Force	12d8 +40
Alignment	NE	Armor Class	17 to Celestial blades or better, untouchable otherwise.
Size	M	Notes	
Speed	40	Senses	True Sight 60'
Str	18 +6	Vulnerabilities	Holy Light (reduces movement rate to ¼), Bless Spells (1 point damage), Spectral and Celestial magic
Dex	15 +2	Immunities	Cold, Necrotic, Poison, Charm, Bludgeoning, Piercing, slashing from <u>non-magical</u> weapons that aren't Celestial stone or steel.
Con	16 +3	Resistance	Acid, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks. These do 1 point of damage per die only.
Int	15 +2	Languages	Human Tongue and Olien
Wis	17 +3	Condition Immune	Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone
Cha	15 +3	Attributes	Healing 1d6 per round when
Spirit	46		Death Call: Does 3d12 sundering damage to Spirit. Check takes no damage. If Spirit reaches 0, target dies and can be raised as a servant.
			Two blade attacks: +6, damage 3d4 +10
		Actions	Life Leach: The Crimson Bane scores an attack touching the target, permanently absorbs 1 Spirit from the target, adding it to themselves. This is one of the ways they increase their levels.
			Bite of Death: The Crimson Bane can attempt on a 6 during a 1d6 roll to score a bite type attack. If successful, the target must make a



constitution check D°C 12 or be Paralyzed for 1d4 rounds. At the end of each round, they can reroll their check. If successful, they gain 4 points to their check against the bite for the next 24 hours.

Raise Dead: They can raise up an undead from any dead on a 1 during a 1d6 roll, but only one at a time. Option: Skeletons, Skeletal Warriors, Skeleton Knights, Ghosts, Haunts, Phantoms, Specters and Spectral Wraiths.

Call Undead: When a Crimson Bane makes this howl, it will generate fear in even the most courageous knight. All that can hear it must make a check vs Intelligence D°C 12 roll or be terrified and flee the scene for 1d4 minutes. If they fail by more than 6, they are paralyzed in terror for 1d4 rounds. Once the shriek is made, any undead within ¼ mile can answer the call and come to the aid of the Crimson Bane. Most non-cursed undead answer the call. It is like ringing a dinner chime!

The lair of a Crimson Bane is somewhat secluded and has established evidence of inhabitation. None are welcome unless it invites them. The lair is rarely furnished, except for a makeshift throne built from the bones of dead things. Some Crimson Bane have made things elaborate as if to attract unwanted guests and to make his killing party more enjoyable. Laying out jewelry and items of value as part of the throne are examples. The halls and rooms have at least one undead in every one of them. The Crimson Bane can telepathically communicate with any undead that have moved into the lair one at a time.

When entering the lair, all individuals must make a check vs Wisdom Dc 12 roll. If they fail, they will be plagued by odd sounds and noises no one else hears except the failed individual(s). This, in turn, makes people trigger happy and nervous. Lower all checks by -2 while in the lair.

The Crimson Bane can cause a Hell gate to open to the Land of the Dead once a day for 5 minutes. It appears as a standard portal pathway but is very dark and the stench is formidable. Of course, there are lots of dead things. The only way you can know that it is a gate is to use Identify Magic or True Sight. The foggy edge of the gate will be revealed. If the gate closes and you are inside, well—we don't think you will get out alive.

The Crimson Bane gains +3 on all checks while in its lair, as well as be able to shadow step to any place in his lair 10 times a day.

Legendary Actions

Cryptic Shade: 2850 XP

Ambitious, ruthless, and paranoid, Cryptic Shades are humanoids who trade part of their souls for a sliver of the dark essence. Even more so than the shadow born, the Cryptic Shades are gloom incarnate. No matter what nation or land one was first born into, each Cryptic Shade undergoes a dark rebirth that transforms him or her into a creature of stealth and secrecy who is caught between life and death.

The Cryptic Shade was once alive but made a deal with a Shadow Lord at the point of death to walk again among the living. They hate the light and serve the will of the Shadow Lord who granted them existence. The longer they exist, the more hateful and vile they become, realizing just what kind of deal they made.

In exchange for the twilight powers granted to Cryptic Shades, the darkness taints their souls with dark thoughts and an even darker disposition. They are somewhat spectral and physical. Their soul's essence is usually placed elsewhere or in something they use. The Cryptic Shade Aldar placed his essence in a brilliant sword so that if he was destroyed, he usually had a victim to utilize to come back.

Cryptic Shades can alter their form a bit and appear as a common Vaper Shade. If you are aware, the Vapor Shade has a slight glow in its eye sockets while a Cryptic Shade does not.

Level	14	Life Force	8d8 + Soul points
Alignment	CE	Armor Class	15
Size	M	Notes	None?
Speed	30	Senses	Dark Vision 30'
Str	18+6	Vulnerabilities	Holy Light, Bless Spells, ED
Dex	15 +2	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing from <u>non-magical</u> weapons that aren't silver
Con	16 +3	Resistance	Acid, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	12 +1	Languages	None. Screeches, mournful sounds
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone
Cha	15 +3	Attributes	None?
Spirit	44		



Actions

The shade can pass through any natural material as if moving through difficult terrain. They can Blink up to 6 times a day, up to 100 feet each Blink. Their Chilled Touch causes movement rates to be cut in half if a check vs Spirit fails. Cryptic Shades have 2 attacks per melee.

Shadow bolt: 6d6 DMG. Target rates a check vs Dexterity D°C 12. If the target has been touched and failed their Check, they do not rate another check.

Cryptic Touch: In this attack, the Cryptic Shade attempts to claw at the target's flesh. Physical armor, unless some form of holy protection, is removed from the equation of defense. Damage is 14 + bonus levels in Soul Leach. Target must roll a Check vs Chilled Touch and take additional damage 1d8.

Phantasmal Grasp is a concentrated physical ability, much like a grapple but if the Dexterity check fails, it is guaranteed to happen as the Cryptic Shade phases through your attempts to counter until its arms and legs wrap around your body, holding on to you. You are free to move but any attempt to remove it causes 1d10 necrotic damage. As it tightens its hold and while any outward weapon is present, the weapon will have a chance of hitting it, but also is likely to hit you as well.

Their duty to the Shadow Lord is to destroy the lawful, so they hunt them with a passion.


Crimson Fiend: 15000 XP

These undead warriors, similar to Lich, have maintained a semblance of life by their sheer will to right a wrong done to them. They exist solely to war with their enemies regardless of their alignment. Somewhere in their past, there was an evil brought upon them and in their spirit, they swore revenge. Even death would not keep them deterred, their spirit summoning itself back into the material world.

Their memories are still intact and their minds are keen. They can walk in sunlight but take 1d4 damage per round in direct sunlight. They can be reasoned with if you are not their enemy. They can manifest a material form if they choose. In their ghostly form, they are immune to poisons, fire, necrotic and elemental damage.

These creatures have purpose to their existence. Your aid in this purpose can be fruitful for your cause, they will, on some occurrences, gift a map to a sacred treasure. At times, they will even aid parties to gain future assistance to their cause or goal to lay their soul to rest.

If the Crimson Fiend is destroyed, on the next silver moon it will rise again, possibly adding another enemy to its revenge checklist.

Level	16	Life Force	19d8 +100
Alignment	LN	Armor Class	20 Plate and shield
Size	M	Notes	Advantage on checks against spells and effects: Dex +6, Wis +9, Cha +10
Speed	30	Senses	Dark vision 120', Awareness 13'
Str	20 +5	Vulnerabilities	Spectral or celestial magic, Holy Blades
Dex	11 +0	Immunities	Cold, Necrotic, Poison, Fire, Bludgeoning, Piercing, Slashing and <u>non-magical</u> weapons, elemental damage in non-corporeal form.
Con	20 +5	Resistance	Checks with advantage against charms, control
Int	12 +1	Languages	Common and all known languages of their former life
Wis	16 +3	Condition Immune	Fear, Exhaustion, Poisoned
Cha	18 +4	Attributes	Marshall Undead
Spirit	53		Spell Casting 19 Lvl
		Actions	1 Long Sword Attack: +5 hit on 1 target, 2d8+5 slash, 2d6+5 thrust and any magic sword bonus. There is a 20% chance they are equipped with one of these blades. All the blades look similar, but the hilts are colored black, red, blue to indicate damage type. <ul style="list-style-type: none"> <i>Banshee Blade:</i> 3d6 + 4 necrotic damage <i>Fire Tongue Blade:</i> 3d6 + 4 fire damage <i>Soul Blade:</i> 1d4 +2 random permanent stat damage. Check vs Spirit D°C 13 or be stunned. Only a ritual Full Restoration or a miracle can bring back the lost stat points.
			Hellfire Orb: Thrown 1/day, 120 feet visual, check Dexterity D°C 18 or take 10d6 brimstone fire damage + 10d6 necrotic damage. Check for ¼ damage. Can be used once per combat event.
			Parry: +3 to AD on an attack that would hit it when wielding a melee weapon. They can use this ability every other round.
			Celestial Step: Pass into the Celestial Realm.

Death Angel: 162500 XP

The Death Angel is not really an undead. They are Celestial beings whose duties are to take those that have died to their permanent destination. They are very powerful and not something with which to trifle.


If this should happen, the Death Angel must be destroyed to release the bound soul. The Death Angel has the ability to use any information the soul has or knows.

The minor Death Angel can disappear into the Ethereal or Celestial Plane in every other round., then reappear anywhere within 60 feet that is not occupied by anything. They can see into the Celestial plane when in the Material plane and vice versa. Similarly, they can see in the Material plane when they are in the Ethereal plane but not the other way around.

If the Death Angel was summoned for a purpose, it can make a check vs Wisdom at D°C 12. If it checks, it can choose to leave, ignoring the summoning. If it fails, it is obliged to perform the summoner's purpose.

They appear as a gaunt, pale, bony humanoid in dark robes carrying an scythe. Some, 30% of them, even have armor: (+2) mythril shirt AD +8) or chainmail (AD +4).

If the Death Angel is destroyed, it simply returns to the Celestial Plane where it resides.


Level	25	Life Force	25d20 +150 (175 – 650) 325
Alignment	N	Armor Class	20 natural (usually wears celestial robe of purity, +25 AD)
Size	L	Notes	Critical damage 51, max damages 100, Crit 251
Speed	50 Fly 75	Senses	Awareness 22', True Sight 200'
Str	30+10	Vulnerabilities	None
Dex	30+10	Immunities	Acid, Fire, Lightning, Thunder, Cold, Necrotic, Paralysis, Fear, Prone, Petrification, Poison, Piercing, slashing from non magical weapons
Con	30+10	Resistance	Piercing and slashing from solid mythril weapons
End	30+10	Languages	All known languages
Int	28 +9	Condition Immune	None
Wis	35+12	Attributes	Can move interdimensionally at will
			Regenerates 10d6 +50 points when damaged
Cha	40+15		Aura of Purity: Any creature that comes within 10 feet of the Death Angel and is chaotic or evil, will feel a tinge of pain. They have 2 - 3 seconds to get away or receive 100 points of radiant damage.
Spirit	103		
		Actions	Long Sword of Justice: This sword only has power in the hand it was made for: the Death Angel that wields it. It is a common claymore of unprecedented beauty and is indestructible in anyone else's hand. In the hand of the wielder, it always does max damage: 4d20 +10, +10, +10. Any evil that the sword touches will react to the touch as if it is critical damage. The sword is blessed; legend has it that the sword is made out of a star. If the Death Angel holds the sword vertically and releases it beauty, all living and undead that are not lawful good will take 100 points of damage per round until the beauty is concealed again, up to 5 rounds. This beauty will stun any target for half a round.
			Stunning Touch: On a score to hit, +15 the target must make a check vs Endurance or be stunned for 2d4 rounds. While stunned, target can do nothing but collapse to the ground. No effect if they check.
			Sacred Ground: Whenever this angel officially touches the earth, that ground is considered sacred within a 60' radius. Anything that is not Lawful Good will take 6d10 damage per round. Must succeed at a constitution check D°C 16 roll to take half damage. The Death Angel can allow any creature safe passage through the sacred ground to a spot.
			Binding Hold: If the Death Angel so chooses, they can attempt to grab a target on a standard roll to hit. If the hit is successful, the target is grabbed by the Death Angel. Nothing short of a 30 Strength can break its binding grasp on the target. No damage is delivered unless appropriate: Crush Grip, 4d10 +20, or Body Slam, 6d10 +25. Target must succeed on an Endurance check or be stunned for 2d4 minutes.

Death Hound: 850 XP

Death Hounds are dog-like beasts from the Lands of the dead. They never were alive. They are hunters of the living that enter the Lands of the Dead. They have a poisonous bite that passes to the victim blight. The claws can pass Dead Rot Disease if they scratch you. They eat living things. They appear as large, emaciated wolves, covered in rotting flesh with glistening teeth and claws. Their howl can be felt within one's soul.

The necromancer, Olagand, gated about a dozen of these creatures into his keep over some time and taught them to obey him. They are very dangerous dead. The Death Hounds started terrorizing the woods and the town of Karron when they went hunting for Olagrand. It appears he went missing and with no one to control them, they have become a pack of roaming terror.

They hunt in packs and devour their pray. They will not eat dead things but only the living.

Level	6	Life Force	4d6 +10
Alignment	CE	Armor Class	14 natural armors
Size	S – M	Notes	The Death Hound can blink up to 15 ft with a 1 on a 1d6 roll as a bonus action
Speed	45	Senses	Spectral vision 60 ft, Awareness 12'
Str	14 +2	Vulnerabilities	None?
Dex	16 + 3	Immunities	Acid, Fire, Lightning, Thunder, Cold, Necrotic, Paralysis, Fear, Prone, Petrification, Poison, Piercing, slashing from non magical weapons
Con	10 + 0	Resistance	Piercing and slashing from solid mythril weapons
End	20 +5	Languages	Understand Abyssal
Int	8 -3	Condition Immune	Charm, Paralysis
Wis	8 -3	<div>Attributes</div>	Sense living beings up to a mile away.
Cha	8 -3		If they stare at a target, they can cause the target to Fear unless the target succeeds on a Wisdom Check D°C 12. Then, they are immune to the Fear for the day. If one fails the check, they will flee the area for one minute.
Spirit	21		They do not need air, water, or food to survive
			They have 2 attacks per melee
			Bite: Melee attack, reaches 5 ft, hit +5, 1d8 piercing damage. If a player succeeds on a constitution check D°C 14, take an additional 2d4 necrotic poison doing 1d4 damage for 1d4 rounds. If they fail, they will also be infected with the Blight Disease.
			Two Claws: Melee attack, reaches 5 feet, hit +5, damage 1d4. The target must succeed on a constitution Check D°C 12 or be infected with Dead Rot Disease
			Howl: Calls other Death Hounds. If a creature is less than 5 levels, they will auto fail and be Feared for 1 minute, fleeing with haste. Above 5 levels, all that hear the howl need to succeed on a Charisma saving D°C 15 or be Feared and flee.

Death Knight: 18000 XP


Death Knights are holy warriors that have been cursed forever to roam the earth in undeath, falling from grace without seeking atonement for their sin. Hate perpetually drives them to enact vengeance on those who have wronged them. Although rare, Death Knights are said to have been Paladins cursed by the gods for a treachery that they had committed or great warriors that had partaken in an unholy ritual to rid themselves of their mortal weakness.

Death Knights are consumed by hatred, leading them to be thoughtful and deliberate, regardless of their personalities in life. They carry their very souls in their bony hands to serve as a reminder that their bargain or demise cannot be undone. Death Knights have given up any thoughts of joy or contentment, obsessed merely with obtaining the power to accomplish their goals; it is a thought that weighs upon them every moment in their immortality.

Those that turned to death for power were, more often than not, frustrated in life. For them, death was preferable to defeat and so, Death Knights have forsaken their very lives in the pursuit of power. As the Death Knight continues to be undefeated, the more forces and power it gathers. Once a Death Knight is victorious in its goal, its joy is fleeting, for it is faced with an eternity of endless struggle.

Death Knights are dark and brooding, their minds lost to the hate that consumes them. Death Knights are not welcome among the living, so they often surround themselves with undead that are capable of complex thought: Skeleton warriors, Wraiths, and Wight often make up the retinue of the Death Knight's army.

As they gather forces, Death Knights are forced to remain on the move, otherwise an army of the living would be brought upon them and ruin their quest for vengeance. A Death Knight might take command of a ruined castle, or it might claim a fortress from its inhabitants. If conquest is what drives the Death Knight, captured lands might turn into the beginnings of a Death Knight empire.

Level	17	Life Force	19d10 +100
Alignment	CE	Armor Class	20 Plate and shield
Size	M	Notes	Advantage on checks against spells and effects: Dex +6, Wis +9, Cha +10
Speed	30	Senses	Dark vision 120' Awareness 13'
Str	20 +5	Vulnerabilities	None?
Dex	11 +0	Immunities	Poison, Necrotic , Thunder
Con	20 +5	Resistance	Necrotic
Int	12 +1	Languages	Common, Abyssal
Wis	16 +3	Condition Immune	Fear, Exhaustion, Poisoned
Cha	18 +4		Marshall Undead
Spirit	55		Spell Casting 12 Lvl
		Attributes	Aura of Evil: Permanent; cast an aura out to 20 feet that reduces check values by + of any living or good creature that enters the area of the aura. If the creature has any wounds that have not healed, they will begin to bleed for 1d4 damage per round while in the aura field.
			Ravage the Soul: Any living creature that touches a Death Knight, will take 1d4 spirit damage or necrotic damage.
			Spell Negation Aura: Twice a day, the Death Knight can raise an anti-spell field, a 60-foot sphere that lasts 10 minutes. Any spell that was active is negated and ended. While it lasts, no spell ability can enter the sphere. Magical weapons and objects are not damaged unless they can project a spell.
			Aura of Hampered Faith: Up to 10 times a day, the Death Knight can raise an aura that causes any good creature within 35 feet of the Death Knight to have to make a check vs Charisma D°C 12 and Wisdom D°C 12. On a failure with either roll, any faith-based abilities are negated until the player checks vs both. They can roll at the end of each turn. If they fail Charisma only, then they have a -3 to all Charisma checks and a -2 to spell casting ability levels that are Charisma based. If they fail Wisdom only, then they have a -3 to all Wisdom checks and a -2 to spell casting ability levels that deal in Wisdom.
		Actions	3 Long Sword Attacks: +11 to hit 1 target, 1d8+5 slash, 2d6 +5 thrust and magic sword damage. Many Death Knights can acquire a bane-classed sword. <i>See sword types below.</i>
Hellfire Orb: Thrown 3/day, 120 feet visual, AOE 15 foot-circle which centers on a landing point. All must make a check vs Dexterity D°C 18 or			

		receive 10d6 force damage + 10d6 necrotic damage. Check takes half damage.
		Parry: +6 to AD on an attack that would hit the Death Knight. The Death Knight must be wielding a melee weapon.
	Mystic Check	If damage reduces the Death Knight to 0 Life Force, it must make a constitution Check with a D°C of -5 + the damage taken, unless the damage is radiant. On a success, the Knight drops to 1 Life Force instead.
	Spells	1 st Level (4 Slots) Command, Compelled Duel, Searing Smite 2 nd Level (3 Slots) Hold Person, Magic Weapon, Branding Smite 3 rd Level (3 Slots) Dispel Magic, Elemental Weapon, Animate Dead 4 th Level (3 Slots) Banishment, Staggering Smite, Sickening Radiance 5 th Level (2 Slots) Destructive Wave, Sunder Blade

Sword Creation	Sword Creation			
	There is a 60% chance that the Death Knight will have a bane blade. It is assumed that the sword has 2 abilities to start with or the player can roll 1d4 to determine this. Use the chart below to determine these abilities.			
	Ability 1 Roll 1d10		Defense Chart	
	1	Roll on Defense chart	1	Roll on Bonus Sword Chart
	2	Give True Sight	2	If not wearing any form of armor, +12 to AD
	3	+3 to AD from the rear	3	If opponent has multiple attacks on the wielder of this sword, the sword absorbs all but one of the attack damages.
	4	Aura of Protection, 5 feet continual, +2 AD	4	+3 to AD
	5	+2 to attacks	5	On critical hits, target is knocked prone if large or small.
	6	+3 to attacks	6	+2 to parry/dodge
	7	+3 to AD against Celestial creatures.	7	1d4 regeneration per round
	8	1 extra attack per round	8	+2 to AD
	9	Roll this chart 2x again, ignore 9s. Totaling abilities.	9	Roll this chart 2 times again and ignore 9s.
	10	Roll on Mystic Chart and this chart 1 more time	10	Roll 2 more times on Ability chart, totaling the abilities. Only get this twice
	Mystic Chart		Bonus Sword Chart	
	1	2x damage on all attacks	1	Un-damageable by standard weapons
	2	Death Strike: treat as critical. If damage removes more than half the life of the target, target is knocked back 2d10 feet and prone, taking 1d4 per foot in damage	2	Sword can absorb 400 points of spell damage. At 400 points, the blade will cast Brimstone Hail with 10d10 damage, 40' radius, 1x a day
	3	Dancing Sword	3	Repel the Living: all movement towards the wielder is halved.
	4	Delusional Pain: When you hit a target, they must make Wisdom check or believe that they were partially crushed by the attack.	4	Extra attack against opposite alignment
	5	Roll on Defense chart	5	Extra die of damage against good targets.
	6	2x damage against Elementals	6	Add 1d4 Fire, Wind, Earth and Water damage to target.
	7	Cannot be Charmed, Beguiled, Feared, or Paralyzed	7	Roll on Mystic Chart
	8	Can rage for 3 rounds, ignoring your AD and doing 4x damage	8	Immune from 1 Elemental class attack, 1d4: Fire, Earth, Air, Water.
	9	Half damage from any non-spell attack	9	Wielder can cast Shard Swarm on 1 target once per combat scenario
	10	Does 1d10 Soul strike damage	10	+3 to AD versus magical blades

Dispikable: 46000 XP

Dispikables are vengeful souls so driven by their malicious goals, that upon death they would give anything to return to the mortal plane to complete their evil purposes. They are somewhat a cross between a Ghoul and a Wight. Legend affords us the view that some malicious dark god, demon lord, or force brings these creatures into existence for their own malicious plan. These higher creatures agree to return the Dispikables to their world, as long as they swear allegiance to the promise to conduct an all-out war against all that is living. This usually agrees well with the now freshly-raised Dispikable's wishes. They are a few of the undead that have a level of autonomy and free thought. At first glance, a Dispikable may be mistaken for a Ghoul with a little more Charisma and Stature. This first impression will be lost very quickly. This creature's eyes burn fiercely with a radiant Shadow glow, bluish soulful embers of light, showing their deep hatred of the living and their capability to lay patiently in wait. They will bear a great resemblance to the individuals they once were in life, though deathly pale. Their hair is night-black or translucent, fingers turned into sharp gray claws with a yellowish fungus look about them, and their bodies are covered with bone-like spikes or barbs.

They leave a trail of a Dark Eye curse in a ghostly mist form wherever they walk, specifically for those who hunt the undead. It usually dissipates in a week's time. So vile and feared is this creature that necromancers will not deal with them since they are so high-minded and hateful of anything living, no matter the power. There was a rumor of a Dispikable destroying a Vampire once since it enjoyed the living so much. Any living creature, whether it be animal, beast, humanoid, or even dragon, is fair game for this power-hungry death. They can simply touch flesh and drain the spirit of the living, causing permanent damage and corruption. They choose to wear little clothing, so as to cause fear in their enemies, from which they then can feed on as well to bolster their fleeting joys of might. They are weakened by the light of the sun and will usually retreat to whatever lair they have until twilight covers the world again. However, many of these creatures which have gained great power, ignore the pain and discomfort of the sun and Celestial lights so that they may wage their war against the living. Be very wary of those that walk in the light of the day, for their power is rarely matched by mortals. An accidental touch from one of them can cause Blight's Hand Curse. Deliberate touches cause Coffin's Disease, if not checked against. If they choose, they can permanently draw from the spirit of the living, their essence, to heal themselves as well as cause the target to be cursed with a Life Corruption Curse every other round with a touch.

The source of the power of the Dispikable is not known but it is believed to be of either Orlusa or Gredious La Rauler or perhaps Dragus himself. Regardless of the source, it is hard to reckon with the overwhelming power that they possess. The reasons behind being given such power is unknown. It might be for retaliating against the Gates of Death being closed by the Paladins of Whiteheart against Orlusa. Their abilities include having a strong turning defiance which makes it nearly impossible, without the right combinations of prayers and relics, to turn them. However, the elves have found a rare cosmic stone, called the Elridela Stone, with a natural blue to white radiance, that causes irrational fear and pain in these vicious and vile creatures and wards them off. The elves and humans of the Shadow Council of the Shadow Sanctuary train undead hunters specifically to hunt these most dangerous creatures. Their armor is cast with many of these stones, making it a most valuable commodity on the market.

The Dispikables will travel in groups, rarely greater than 6, as they like personal time with their target and groups get in the way for their want of power. They do not like to share their victims. They recognize who amongst them is more powerful and leave if commanded. If they can find a formidable location, they will establish their lair. Most lairs comprise of young Dispikables too weak to do much on their own and like a good father the more power bring them victims to build their skills and power on till they can leave for their own.


Dispikables do not care for Mummies, Vampires, and any other undead that requires the living to sustain them and will destroy them when found in their territory. Dispikables will usually mark their boundaries so all will know they are there. It is as if to invite the foolish to join their ranks. Their markings are usually crystalized bones that radiate profound evil.

At higher levels, Dispikables can cast spells just like a standard MUC. If by chance, a target was a MUC during life, they are so after death. All Dispikables have spell abilities they can use once per combat: Flaming hand, Binding, Chameleon, Mute Tongue, Shadow Dimension, and Stone Swarm.

The Lich is the only undead that the Dispikable will not outright attempt to slay on sight. It was once heard from a Dispikable that there is value in supreme evil. Though they will not give allegiance to a Lich, they have been known to work with them to extend their lairs and powers. It was found once that a Lich had worked with a Dispikable in an attempt to make it an undead magus. It did not go well for the Lich and they destroyed each other.

Dispikables have one hatred and that is for the Holy. They will at times seek out young Paladins and Holy Clerics to add them to their ranks to demonstrate their power and to strike fear into the hearts of men. In combat, they will seek to destroy the holy first before dealing with others in the party.

The creatures can be very old and powerful, with stats and spells adjusted according for higher levels. Level 3 Listed below. Level 8 and a Level 18.


Level	3 +	Life Force	3, 8, or 18d12 + 1 point per spirit drained from a target
Alignment	CE	Armor Class	22, bone-like casing covering most of their body as if plate-mail
Size	M		
Speed	30	Senses	True Sight, 60 ft.
Str	16 +3	Vulnerabilities	Celestial holy water: Does double damage to them and removes their turning resistance for 1 minute.
Dex	17 +3		
Con	10 +0	Immunities	Cold, Necrotic, Poison, Fire, Bludgeoning, Piercing, Slashing and non-magical weapons that aren't silver and have Elridela Stone settings.
Int	11 +0		
Wis	10 +0	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and Slashing from non-magical attacks, sunlight and celestial Light.
Cha	8 -1		
Spirit	18,28,48	Languages	All that it knew during its life can be spoken, including Celestial and Dark Tongues
		Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
		Attributes	Turning Defiance: The Dispirited One can ignore any turning prayer or spell that is not at least twice its level. If one is cast against them, they rate a standard check against it with luck.
			Life Corrupting Curse: check D°C 14.
		Actions	Bite: Melee weapon attack, +3 to hit, reaches 5 ft, one creature. Hit: 12 (2d8 + 3) piercing damage.
			Claws: Melee weapon attack: +5 to hit, reaches 5 ft, one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success
			Spirit Drain: They draw off 1d6 Spirit points permanently from the victim if they do not check versus Spirit, D°C 12 +
Spell Casting Dispirited Ones tend to utilize Druidic and Celestial magic as bases for their spells. They do not have cantrips.			
MUC Spells:			
Level			
3 8 18 Spell			
4 4 4 1 st			
2 3 3 2 nd Arc, Aura of Vitality, Blure, Crown of Madness, Dragon's Breath			
- 3 3 3 rd Animate Dead, Bestow Curse, Blade Hand, Bolt Lightning, Barrage			
- 3 3 4 th Arcane Eye, Blight, Elemental Bane, Hallucinatory Terrain, Shadow Moil			
- - 3 5 th Awaken, Banshee's Smite, Celestial Bolt, Dominate Person			
- - 1 6 th Bones of the Earth, Create Undead, Primordial Ward			
Druidic Spells:			
1 st : Endure Elements, Faerie Fire, Obscuring Mist, Hide from Animals			
2 nd : Bear's Endurance, Cat's Grace, Flaming Sphere, Resist Energy			
3 rd Contagion, Dominate Animal, Meld into Stone, Protection from Energy			
4 th : Air Walk, Freedom of Movement, Scrying, Spike Stones			
Celestial MUC Spells:			
4 3 3 1 st : Chameleon, Darkness, Detect Life, Guard, Hold Monster/Person			
2 3 3 2 nd : Bernard's Pet, Beguile, Thick Darkness, Irritation, Know Alignment			
- 3 3 3 rd : Shape, Cast Rune, Combustible Fog, Item, Melf's Meteors			
- 2 3 4 th : Contagion			

Doehna: 450 XP

This playful spirit indulges in the games of the dead: tricking the living into traps and snares and other detestable forms of death. Usually this shady, non-corporeal creature is bound to the area it died in and seeks to deliver others on their path to demise. Similar to a ghost, they have unfinished business but are stuck to the place of their death.


It is rumored that to complete the quest of a Doehna will grant the one completing it riches and lay the creature to rest.

Frankly, it would just be easier to get rid of the spirit by laying it to rest. They appear as a floating cloaked figure that have a glow about any part of their spectral being. This light is a reminder that their spirit is forever tortured in being locked in the moment and memory of death.

Level	2	Life Force	3d12
Alignment	CN	Armor Class	14 to magical weapons, 30 to non-magical weapons
Size	M		
Speed	30	Senses	Celestial Vision 30'
Str	16 +3	Vulnerabilities	None?
Dex	17 +3	Immunities	Acid, Fire, Thunder, Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing with non-magical weapons, Exhaustion, Fear, Grappling
Con	10 +0	Resistance	None?
Int	11 +0	Languages	One tongue that it spoke in life, with little skills to do much more
Wis	10 +0	Condition Immune	Charmed, Paralyzed, Petrified, Prone, Restrained
Cha	8 -1		
Spirit	16		
		Attributes	Chilling Touch, Fly, ability to pass through any material object without difficulty
			Know Alignment (spell), Fear towards lawful ones and beg to be laid to rest
		Actions	They can touch a creature and cause Chilling Touch. This is a melee attack which causes movement rates to halve and reduces attack modifiers to half. Rates a check vs Dexterity D°C 12
			Can cause Fear in a 30' radius, check D°C 10
			Soul Charm: This ability enables the Doehna to charm the essence of a person. Rates a check vs Intelligence once per hour. If they fail the initial check D°C 14, the Charmed creature believes that they are helping the Doehna to be laid to rest for its good and their own good. In reality, the Doehna is having the Charmed hunt down everyone that the Doehna thinks had anything to do with their miserable death and kill them as evil. Lawful alignments cannot be charmed by this undead.

Effigy: 18000 XP

An Effigy can only remain in any other plane besides the Plane of fire by attaching itself to a corpse which it possesses, making it part of its mostly incorporeal form. An Effigy that has no corpse or creature to possess immediately dies and returns to the Plane of Fire. If the Effigy has no corpse to possess after it's shunted from a creature, it can immediately make one Incorporeal Touch attack with advantage on a creature within range and attempts to Infuse them even if Infuse has to recharge, otherwise it dies and returns to the Plane of Fire.


Level	17	Life Force	150 (20d8)+60
Alignment	CE	Armor Class	15
Size	M	Checks	Dex +6, Con +7, Wis +7
Speed	30	Senses	Dark sight 60', Awareness 13
Str	18 +4	Vulnerabilities	Cold
Dex	15 +2	Immunities	Fire, Poison
Con	16 +3	Resistance	Bludgeoning, Piercing, and Slashing damage from non-magical attacks, lightning
Int	8 -1	Languages	None?
Wis	16 +3	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Restrained
Cha	17 +3		
Spirit	52		
		Attributes	<p>Melee Weapon Attack: +11 to hit, reach 5 ft., 1 target. Hit: 7 (1d6 + 4) bludgeoning damage and 18 (4d8) fire damage. The target also must make a D°C 15 Constitution Check, on a fail the creature's Strength score is reduced by 2 (1d4). A creature who has their Strength score reduced to 0 in this way dies.</p> <p>Incorporeal Subtype: An effigy can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. An effigy can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An effigy always moves silently and cannot be heard with listen checks if it doesn't wish to be.</p>
		Actions	<p>If the Effigy hits with a humanoid with its Incorporeal Touch attack, it can use its reaction to attempt to possess the creature. The creature must make a D°C 15 Charisma Check. On a failure, the target is possessed by the Effigy, the target is incapacitated, loses control of its body, and takes 18 (4d8) fire damage at the start of each of its turns. The Effigy now controls the body but doesn't deprive the target of awareness. While possessing a living creature, the Effigy has its possessed victim's speed and controls its body until the target has 0 Life Force. The Effigy retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies and can still use its own actions. While possessing a living creature the Effigy takes half of all damage it would receive, and the possessed creature takes the other half. If the Effigy is removed from a creature it is possessing, it returns to the corpse it was hosting previously or the nearest one it can get to within 300 feet.</p>

Ervile: 2460 XP

Driven by hate and the lust of killing, Erviles act as the hound of 7 hells and are found as watch dogs to Liches and other higher forms of undead. They are guard dogs of sorts to the gates of hell and are used as preparatory attacks on the living to strike fear into them before sending real evil into their mist. They take a particular delight in seeing the living devoured alive.

An Ervile appears as a humanoid skeleton, with an extra set of arms on its skeletal frame. It bears a fearsome dog-like skull and accentuated claws and a foul odor of decay hangs in the air around them. Though they are devastating in combat with their 4 claws, Erviles also wield fungus that grows in their chest cavity of bone that quickly devours flesh and converts it into a crawling plague that will eventually destroy the living being making it a skeleton in less than a day.

They have 4 normal attacks: 3 Claws and a Bite per melee. They fear nothing and travel in packs to over whelm their victims. They also have a leaping attack that allows them 5 attacks: 4 Claws and a Bite.

Level	4	Life Force	5d10 +14
Alignment	CE	Armor Class	15 no armor. 1 in 4 have armor that is of bone lamellar +4 points to a 19
Size	M	Checks	Str +6, Con +7, Wis +5, Cha +3
Speed	30	Senses	Dark sight 60', Awareness 19
Str	16 +3	Vulnerabilities	To Celestial Light (Disintegrates) Bludgeoning
Dex	19 +4	Immunities	Cold, Necrotic, Poison, Fire
Con	18 +4	Resistance	Cold; Bludgeoning, Piercing and slashing from nonmagical attacks that aren't silvered
Int	8 -1	Languages	Telepathy 120 ft., understands Infernal but can't speak
Wis	14 +2	Condition Immune	Exhaustion, Poisoned
Cha	10 +0	Attributes	Deception +3, Insight +5, Perception +5
Spirit	21		The Ervile has advantage on Checks against spells and other magical effects.
		Actions	At the start of each of its turns, the Ervile deals 3 attacks doing 5 (1d10) piercing damage to any creature grappling it, or 2 (1d4) piercing damage to any creature grappled by it.
			The Ervile makes 5 melee attacks:
			Three with its claws. If two claw attacks hit the same target, the Ervile can attempt to grapple that target as a bonus action. Alternatively, it can use Hurl Flame three times.
			Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.
			Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. A Constitution Check D°C12 is required or Plague fungus will begin eating away at their flesh.
			Hurl Flame. Ranged Spell Attack: +3 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Fallen: 8400 XP

A direct emanation of a good god, Fallen are the embodiment of his will and their only purpose is to fulfill his orders. They aren't perfect beings; this blind obedience together with their strong pride can sometimes lead to mistakes and a Fallen may also fall into darkness, where they begin to yearn for vengeance toward the god they were serving.

More often than not, Fallen appear disguised as the races among which they have descended but usually only the lower castes live many years among mortals, dispensing aid, hope, courage and any other quality their god prescribes. The Fallen fall into the category of one of the Angel types below, having descended into darkness.

Seraphim, the "Burning Ones". Seraphim are god's bodyguards; they are always near their own god and therefore they shine perpetually in His blinding light. It is said that their wings are indestructible and thus they are often depicted with 6 wings, flying with a pair while they wrap themselves with the other two pairs.

Cherubim, the "Blessed Ones". Cherubs are Wardens of relics, holy places and saints. They are armed with flaming or thunderous swords and they have astonishing metamorphic abilities, above average for any other Angel.

Thrones, the "Many-Eyed-Ones". Directly under the orders of the Cherubim, Thrones are sentinels, observers, spies. It is said that they also carry the throne of their god, thus the name.

Dominions are the mind of the Hierarchy. They are beings of high intellect who elaborates the strategies to undertake against evil and oversee the duties of the other Angels. Some say that they possess orbs which allow them to see through the Thrones' eyes.

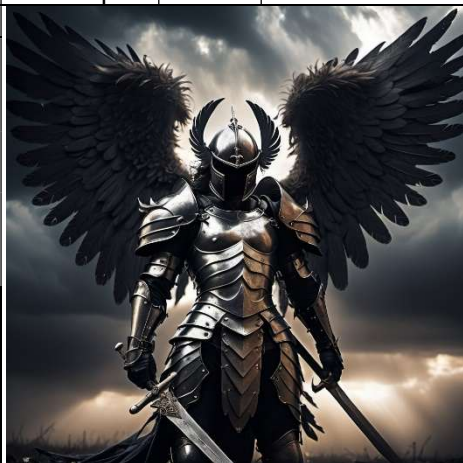
The Fallen's weapon attacks are magical. When the Fallen hit with any weapon, the weapon deals an extra 2d8 necrotic damage

The Fallen's spellcasting ability is Charisma (spell check D°C 20). The Fallen can innately cast the following spells, requiring only verbal components:

D 3/day each, Blade Barrier, Detect Evil and Good, Dispel Evil and Good, Lightning Bolt, Raise Dead

1/day each: Commune, Control Weather, Anti-magic Field

Level	12	Life Force	16D10 + 100
Alignment	CE	Armor Class	16 Natural Armor + 100
Size	M	Checks	Wis +9, Cha +8
Speed	30/60	Senses	Dark vision 120 ft., Awareness 15
Str	16 +3	Vulnerabilities	None?
Dex	18 +4	Immunities	Poison
Con	17 +3	Resistance	Necrotic, Bludgeoning, Piercing and slashing from non-magical attacks
Int	17 +3	Languages	All; Telepathy 120 ft.
Wis	20 +5	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	18 +4	Attributes	Magic Resistance. The Fallen have advantage on Checks against spells and other magical effects.
Spirit	50		




Actions	Multiattack: The Fallen makes two melee attacks.
	Chakrum: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage plus 2d8 necrotic damage.
	Chakrum. Range Weapon Attack: +6 to hit, reach 30 ft., one target. Hit: 11 (1d8 + 7) slashing damage plus 2d8 necrotic damage.
	Vampiric Touch (3/Day): Melee Spell Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (4d6) necrotic damage and the Fallen regains Life Force equal to half the amount of necrotic damage dealt.
	Frightening Gaze (Costs 2 Actions). The Fallenfixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a D°C 20 Wisdom Check against this magic or become frightened for 1 minute. The Frightened target can repeat the Check at the end of each of its turns, ending the effect on itself on a success. If a target's Check is successful or the effect ends for it, the target is immune to the Fallen'sgaze for the next 24 hours.

Ghast: 450 XP

A Ghast is very similar to a Ghoul with a few exceptions. The most notable of which is that its skin varies in color. A Ghast's limbs are also slightly longer than a Ghoul's. A Ghast's brain also resembles that of an Elf or Human. A Ghast's claws radiate necrotic energy. While a Ghoul's claws are black and covered in ooze, a Ghast's claws appear to be heavy, almost darker than black (this must be seen to be understood). This is not the same kind of necrotic energy like that of a Wraith's life drain which causes necrosis in the victim. The necrotic energy of a Ghast's claws is subtler. Similar to the poison of the Ghoul's, this necrotic energy stuns the nervous system when the claws cut through a living being's tissue. This necrotic energy lingers in the victims' bodies and will sometimes cause them to become a Ghoul.

When someone is slashed with a Ghast's claw and survives the encounter, sometimes the victim starts to become a Ghoul. Victims possessed of a hearty constitution typically have more of a chance of surviving and recovering. It is important to note that due to the divine immunity granted them, Elves are fully immune to this process. The first sign of the transformation is necrosis in the wound. Necrosis typically appears 12-24 hours after the wound is received and will continue to grow over the next 48 hours. Wounds from a Ghast's claw never get infected as the necrotic energy kills any kind of disease that might be on the wound. About three days after infection the victim will start feeling unusually hungry. This marks when the necrotic energy has spread to the stomach. At about 5 days the victim will almost surely start binge eating, particularly meat and other animal products. The victim will also start looking pale, start losing hair, and will start complaining of pain in the jaw and teeth. Their hunger will grow until it becomes uncontrollable and the victim loses all sanity. This means the necrotic energy has eaten away at the brain. After another week most higher brain functions fail and the victim becomes a crazed, flesh-eating creature that only listens to Ghasts and thus a new Ghoul is created.

Level	2	Life Force	8D8
Alignm ent	CE	Armor Class	13 Natural
Size	M		
Speed	30	Senses	Dark vision 60' Awareness 10
Str	16 +3	Vulnerabilities	None?
Dex	17 +3	Immunities	Poison
Con	10 +0	Resistance	Necrotic
Int	11 +0	Languages	Common
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	8 -1	Attributes	Turning Defiance. The Ghast and any Ghouls within 30 feet have an advantage on Checks against effects that turn undead
Spirit	16		Stench. Any creature that starts its turn within 5 feet of the Ghast must succeed on a D°C 10 Constitution Check or be poisoned until the start of its next turn. On a successful Check, the creature is immune to the Ghast's Stench for 24 hours.
		Actions	Bite. Melee weapon attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.
			Claws. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

Ghost: 1100 XP

Ghosts often resemble the creature it was in life, but insubstantially, like a soft glowing fog taking the creature's visage. Sometimes depending on the situation, the Ghost can be deformed or look as they did in the moment of death instead of as life. These deformed Ghosts are more often not of the friendly persuasion.

Ghosts by nature are nothing more than a visible fog. Unless an item or creature is magical, they will never be able to touch a Ghost unless the Ghost wishes it. They use this ability to their advantage often and maneuver through solid walls, doors, and floors at will. Some will even hover above the ground as if walking on an unseen floor.

Ghosts always dwell in a single location and do not move from their home. Oftentimes it is where they had lived or died. This location is often called haunted. Strange occurrences mark a haunting. Furniture or objects misplace, moved, or rearranged, eerie noises or unnatural silence, unexplained feelings of dread, sadness, fear or even anger all are markings of a haunting in an area. Oftentimes, these areas are relatively small, such as a single building or part of one. In the open air, often a specific landmark like a waterfall or tree or even a bed of flowers can be haunted.

Types of Ghosts: Trapped memory, Bound Soul, Bound revenge and true essence.

Level	4	Life Force	10d8
Alignment	Any	Armor Class	11
Size	M		
Speed	40 Fly	Senses	Dark vision 60 Ft., Awareness 11. The Ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.
Str	7 -2	Vulnerabilities	None?
Dex	13 +1	Immunities	Cold, Necrotic, Poison
Con	10 +0	Resistance	Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing and slashing from non-magical weapons
Int	10 +0		
Wis	12 +1	Languages	Any languages it knew in life
Cha	17 +3	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Spirit	25		



Attributes

The Ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrorifying Visage. Each non-undead creature within 60 ft. of the Ghost that can see it must succeed on a D°C 13 Wisdom Check or be Frightened for 1 minute. If the check fails by 5 or more, the target also ages 1d4 10 years. A Frightened target can repeat the Check at the end of each of its turns, ending the Frightened condition on itself on a success. If a target's Check is successful or the effect ends for it, the target is immune to this Ghost's Horrorifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring.



Actions

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Damage 4d6 + 3 necrotic damage.

Possession (Recharge 6): One humanoid that the Ghost can see within 5 feet of it must succeed on a D°C 13 Charisma Check or be possessed by the Ghost; the Ghost then disappears, and the target is incapacitated and loses control of its body. The Ghost now controls the body but doesn't deprive the target of awareness. The Ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 Life Force. The Ghost then ends it as a bonus action, or the Ghost is turned or forced out by an effect like the Dispel Evil and Good spell. When the possession ends, the Ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this Ghost's possession for 24 hours after succeeding on the Check or after the possession ends


Ghoul: 200 XP

Of all the creatures of undeath, Ghouls are one of the most fearful. Even necromancers are wary of them. An Elven necromancer named Eloma searched for ways to lend length to his already long life. He began the search for immortality. He prayed and searched for answer in his darkness. In a dream, believing it was from a divine being, he was told that if he ate the flesh of his own kind in a ritual he would gain their life added to his. The being was an eternal celestial named Olrusa; he granted him a new form and the Ghoul was born.

Later, Olrusa was called the Lord of undeath. He sought worship and in a twisted reward, the lord turned Eloma into the first Ghoul. Eloma turned other servants of Olrusa into Ghouls. Olrusa gave a few of the famed Ghouls extra power, turning them into Vile Ghosts. Ghouls were a scourge upon the world until the new order of light was forged. Young clerics and Paladins closed the gate to our world that Olrusa had used to empower the undead that he was mastering. Having been abandoned by Olrusa, Eloma appealed to Whiteheart. Whiteheart had mercy on him and checked him. Since then, all elven races have found themselves immune to the paralytic claws of the Ghouls and the evil infections of the Ghast. This immunity became known as Eloma's salvation in Elven folklore.

In the Elven and Human realms, there is an Order of the Shadow Council in the Shadow Sanctuary that trains Undead Hunters. Ghouls still roam the world and Olrusa keeps finding ways to open portals of power on Cragnearth. This council seeks to find them and close them. They fight to bring light to the world and maintain balance.

A Ghoul resembles an emaciated elf with a notably protruding jaw. A Ghoul's skin is of a deathly white pallor often covered in blotches. Most people describe Ghouls as being skin and bones with abnormally long arms that end in hands with long spindly fingers and claw-like fingernails. These fingernails drip with a black ooze which acts as a poison that causes paralysis. Ghouls have no body hair and their teeth more closely resemble canine teeth than they do that of an elf's, with massively exaggerated canines and incisors. A Ghoul's skull has a longer mandible and maxilla that protrudes more than normal. As a result, a Ghoul's skull vaguely resembles that of a dog or wolf, yet maintains its humanoid appearance.

Level	1	Life Force	5d8
Align ment	CE	Armor Class	12
Size	M		
Speed	30	Senses	Dark vision 60', Awareness 10
Str	13 +1	Vulnerabilities	None?
Dex	15 +2	Immunities	Poison
Con	10 +0	Resistance	Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing and slashing from non-magical weapons
Int	7 -2	Languages	Common
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	6 -2	Attributes	
Spirit	12		None?
		Actions	Bite: Melee Weapon Attack, +2 to hit, reach 5 ft., one creature. DMG 2d6 + 2 piercing damage. Paralysis check vs Constitution D°C 12
			Claws: Melee Weapon Attack, +4 to hit, reach 5 ft., one target. Damage 2d4 + 2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

GoGrog: 2950 XP

The Swordsman, as they have also been called, are usually guarding things. They are an animate of sorts. They tend to wield 2 swords and a shield, but some will wield 4 swords. They stand about 5-foot tall and are nothing but bone. They follow basic commands and burning or grinding their bones to powder is about the best way to destroy these creatures. You can dismember them, but they will reconstruct in 6 rounds. Breaking the bones will not stop them from reassembling. There are usually 4 to 10 of these creatures in an area. They are common around Lich, Vampires, Heckling Dead, Lacreia, and other willed undead. One in five of these creatures have at least 1 magical sword. Swords tend to be seax, scimitars, or baselard blades with a 30% chance for a magical blade in a hand which gives +1 to attacks and 1d4 to damage.

Level	7	Life Force	3d8 +2
Alignment	CE	Armor Class	12, 60% chance for shield to be equipped, +2 for shield.
Size	M		
Speed	30	Senses	Awareness 10', Dark Vision 60'
Str	16 +3	Vulnerabilities	Acid, Fire, Thunder, Bludgeoning
Dex	17 +3	Immunities	Cold, Poison, Charm,
Con	10 +0	Resistance	Lightning, Piercing and slashing from non-magical attacks
Int	11 +0	Languages	None
Wis	10 +0	Condition Immune	Lightning, Thunder
Cha	8 -1	Attributes	Can only be destroyed by grinding or burning the bones to as
Spirit	26		+2 Versus Turning



Actions

They have 4 attacks each round with the swords. They can also kick for 1 of their attacks, +3 to Hit

Item	Resist	Disarm	Thrust LA	MA	HA	Chop LA	MA	HA
Swords: Seax>	80,	65,	2d8 +4	+4	+2,	2d8	+6	+4 +4
Scimitar>	80.	60,	2d6 +6	+3	-4,	2d8	+10	+6 +2
Baselard>	95.	70,	3d8 +3	+3	+2,	3d8	+4	+4 +4

30% Chance to have Arm Band of Protection, 1d4 to armor

15% chance to have Hardened Leather, +4 to AD

They reassemble if not destroyed in 6 rounds

Their blades have the chance to cause a plague from the rotting flesh and blood usually on the sword. D°C 10 check vs Constitution.

Haunt: 900 XP

The Haunt is a simple Spectral Ghost that appears to those who enter their death area. They try and terrorize the targets(s) with hideous spectral transformation. They can appear as most any creature in ghostly form. They typically wander their area moaning and wailing, some, however, cackle and screech. It is unnerving! They have two forms of attacks that are physical and a couple of haunting attacks, such as in fear generation.

They like to materialize behind someone and as a spectral creature fly through that target. The target rates a dodge check at D°C16, taking half damage if successful. They do 1d8 cold damage. If the target fails the check, their limbs become very cold and sluggish to move, with a reduced MR by 1/3. If the Haunt can score three of these attacks on a target and they fail their checks each time sequentially, the target also needs to make a Wisdom check of D°C15 or fall to the ground in utter despair.

They can also use their 2nd physical attack to touch the soul, doing 1 point of damage. They must roll to hit (armor is negated since they can pass through it). If the armor has protections, then those must be taken into consideration as part of the AD. If they score a hit, the target must make a spirit check or permanently lose 1 point of Spirit. If by unlucky chance the target loses all their spirit to this creature, they too will become a Haunt within a month's time. The body of the victim must be recovered, cleansed, and have a Full Restoration performed. Then a Raise Dead or perhaps Resurrection or Reincarnation could be used to bring them back. Otherwise, they are gone.

Level	3	Life Force	5d8
Alignment	CE	Armor Class	12
Size	M		
Speed	30	Senses	Dark vision 60', Awareness 10
Str	16 +3	Vulnerabilities	Fire, Lightning, Celestial Spells
Dex	17 +3	Immunities	Poison, Charm, Bludgeoning, Piercing
Con	10 +0	Resistance	Acid, Fire, Thunder, Slashing from non-magical attacks
Int	11 +0	Languages	Tera
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	8 -1	Attributes	Sunlight Sensitivity: While in sunlight the Haunt is at a disadvantage on all attacks.
Spirit	18		



Actions

Withering Touch: Melee Weapon Attack, +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Despair Attack: Will appear out of the Ethereal or Celestial Plane behind a target. Next round, they will pass through the target causing Spirit daze. Check Vs Spirit D°C16 must be rolled. If the target fails their Check, their movement rate is cut by 1/3. All their actions are hampered by the cold of their body, losing any attack adjust. Lasts for up to 3 Rounds.

If successful three times in a row and the target fails all three times, the target is put into Exhaustion level 2 and collapses to the ground.

Summon a Death: The Haunt can summon, once a day, a Minor Death to take the life of a target.





Heckling Dead: 12280 XP

To be heckled is a grievous thing. To be hunted by a Heckling Dead is a scary thing. These mystic creatures are celestial spell casters and a MUC's worst enemy. Their visage is horrible in appearance and causes Fear when within 10 feet. They have a natural resistance to magic and thus gain a +3 on all checks against spells. They can perform 2 attacks each round: two blades, a spell, or a Bite, in a number of combinations.


They appear as a merchant of sorts, with a twisted, hideous visage, scarred slightly, dismembered and with puffy, black and blue skin, oozing sores, long fangs, reddish eyes and with skin that can glow. They can cause Fear in 30-foot radius if they so desire. Their spit and oozing sores can pass Heckler's Cursed disease. The cackle and laughter of these creatures seems to carry on the winds to great distances, unnaturally. They like to find caravans that have been decimated, or other events and just lie down waiting for the unknowing bystander to wander into the chaos and surprise them. They are generally good swordsman and fearless.

Many have learned to act kindly to locals as to make them think they are Alchemists here to make things better. Hoping it will draw attention of the write people for them to add to their divisive ugly schemes of destroying the living.

Level	14	Life Force	12d8+100
Alignment	CE	Armor Class	15 + Spiked Leather (+3), Dragon hides (+8) or magical robes (+7) are commonly worn by these creatures.
Size	M	Note	It believes that all abandoned it, so it hates all.
Speed	40	Senses	Spectral sight 120', Awareness 15
Str	15 +2	Vulnerabilities	Fire, Lightning, Thunder
Dex	18 +4	Immunities	Charm, Exhaustion, Poisoned,
Con	10 +0	Resistance	Turning +4
Int	9 -1	Languages	Any languages it knew in life. It has no memories of the past life, only that it was abandoned to this current fate. It will heckle your words with hate and laughter.
Wis	14 +2	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained
Cha	10 +0	Attributes	Each non-undead creature within 30 ft. of the Heckling Dead that can see it must succeed on a D°C 16 Wisdom Check or be Terrified to paralysis for 1 minute. If the check fails by 6 or more, the target also ages 1d6 - 20 years. A Terrified target can repeat the Check at the end of each of its turns, ending the paralysis condition on itself on a success. If a target's Check is successful, or the effect ends for it, the target is immune to this Heckling Dead's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 12 hours of it occurring.
Spirit	42		
		Actions	Regeneration: This creature regenerates 2d4 LP per round once it has reached half Life Force.
			These creatures are very fast. They can jump twice their strength value in distance from a dead stand still. With a run, they can leap triple strength value in distance. They rate 3 attacks per round.
			Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. DMG 4d8 + 3 piercing damage. When bitten, the target must make a check on Constitution every hour for the next 2 hours per Bite. If the disease does not manifest in the 2 hours, the target's immune system has countered it. The Heckler's Cursed Disease manifests as cold sweats, thirst for blood, aching muscles and severe fatigue and a wandering mind. Refer to write up under Diseases for more information.
			Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Damage 2d4 + 2 slashing damage. If the target is a creature other than an elf or undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.
			Spit: Missile type attack: An acid-like substance that burns and passes the Heckler's Cursed Disease.
			They can attack with swords. They tend to wield common short to medium swords from the area they were from. They are quick to reuse things from their victims.

Horg: 2650 XP

This parasitic animate is a most terrifying blood hound. Once they have scored an attack, they can follow you to the ends of anywhere and they will. They are ferocious and are not scared of anything. They have no master unless they were created by one that has the power to control it. They are created by a parasite that comes from the dark lands of the Dead. You can tell a Horg by the greyish-green glow that covers the bones of these creatures. They tend to appear as skeletons just laying around like eaten bones. This is a ploy to a trap a target that is within 10 feet or so, when they will spring on the target, causing the target to make a surprise check on Intelligence check D°C30 minus the target's Intelligence.

Level	7	Life Force	5d12
Alignment	CE	Armor Class	12
Size	M		
Speed	30	Senses	Dark vision 60', Awareness 10
Str	16 +3	Vulnerabilities	None?
Dex	17 +3	Immunities	Poison, Fire,
Con	10 +0	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	11 +0	Languages	Abyssal, Tera. Can only speak Abyssal
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	8 -1		
Spirit	26		
		Attributes	<p>Turning Defiance: The Horg has luck on Checks against effects that turn undead.</p> <p>Stench: Any creature that starts its turn within 5 feet of the Horg must succeed on a D°C 10 Constitution Check or be poisoned until the start of its next turn. The poison causes an initiative failure by stunning the body's reaction time and moves the victim to the end of the initiative sequence. On a successful Check, the creature is immune to the Horg's Stench for 24 hours. If the target checks 3 times in a row, they are also immune to the Poison effects.</p>
		Actions	<p>Bite: Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.</p> <p>Claws: 2 Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success</p> <p>The Horg, when it scores a bite, can transfer a parasite-like creature to the target. Roll on a d6; on a 1 or 6, the parasite is transferred. The target must succeed on a constitution Check D°C 16 to resist the parasite. If they fail; within 1 minute of the transfer, the parasite begins to work on the target by attacking the central nervous system of the creature. The parasite does half a point of damage per minute if the victim does not check.</p>
		Parasite	<p>Every ten minutes, the parasite replicates exponentially, until it overwhelms the body (1, 2, 4, 8, 16, 32, 64, etc). If the target reaches 0 Life Force, they will die and not a fun death either. The parasite will continue to eat the body until it is nothing but bones.</p> <p>Parasite attack: 2nd minute - uncontrolled shakes (-1 to attacks), 3rd to 5th minutes - hot and cold flashes (-2 to attacks), 6th to 10th minutes - miserable feelings (movement rate halved), 11th to 20th minutes - numbness to appendages (-3 to attacks, -2 to damage), 21st to 30th minutes - creeping paralysis (+4 to attack, -4 to damage).</p> <p>31st to 60th Minutes - loss of control of bodily functions (MR 0, pain level 5 and climbing, screams in horror of the death gnawing their innards). Remove Curse will kill the parasite. The damage must be healed magically as the nerves will not grow back. If the target dies, do not touch it, as the parasites will transfer. The body must be burned to kill the parasites that</p>


	<p>are now in the hundreds. You will see the skin crawl on the corpse as they eat. Eventually the parasites take over the skeleton and animate it, turning it into a Horg. Once changed, the target cannot be Resurrected, Revived, or Raised; they are gone. Cleanse and Cure Disease will get rid of the parasite.</p> <p>After burning the body to ashes, the ashes can be collected and used in a Ritual reincarnation to bring them back.</p>
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Hunting Dead: 14250 XP

The Hunting Dead appear as common people, but a bit off-colored. They can talk, carry on conversations, barter and trade with the unknowing. They smell as if they have been in the wilderness for months without a bath. They regenerate skin over any new wounds, to not decay very much. They travel in small bands of 5 or 6, always looking for those that will join them. They like to take out the good humanoid over anybody else first and foremost. They seem to work better in groups. There are a few that focus on trying to destroy whoever caused this grief on them. They prefer raw meat, but cooked is okay. It seems these vile creatures maintain their long memories to some extent, and as such, have spell casting and high-level combat abilities. If the target is too powerful, they will arrange a trap and overwhelm the target with 8 or 9 undead. Many of these undead are excellent archers as some were rangers and hunters in their day. These creatures are not to be trifled with as they are very organized and cunning. Only about 20% of them are spell casters. However, there is usually one in every group. They like a balanced party and hunt for the right target to add to their band of undead.

Elves call these Nairgool (Shadows of life), while the Dwarves call them Unerth (Bane of earth). The Humans call them Nomadic memories, the Ildrol believe they are creatures that are fighting to get back into life and took a wrong choice, while the Orcs call them Donag (Vile Hunters).

These undead were originally created to hunt down and destroy their necromancer's enemies. They are given a target or set of targets (up to 6 usually), which they hunt down one by one and destroy. After their creator dies, they are free to do as they will and spread their evil as they go. The Sons of Muril, a Clerical Order, specifically hunts these creatures to rid the world of them. Necromancers and Evil Clerics employ them to commit murder.

Level	8	Life Force	8d10+25
Alignment	CE	Armor Class	14 + any armor they include.
Size	M	Note	If a creature dies or is found freshly killed (1 hour), the Nairgool can cast a demon gate on the body and it can be possessed by a celestial fiend. The fiend will have the physical attributes of the target and most current memories (1-2 years). This fiend will follow the Nairgool as a willing servant to do whatever bidding they desire.
Speed	30		
Str	16 +3		
Dex	15 +2		
Con	16 +1		
Int	12 +1	Senses	Dark vision 30', Awareness 14, acute sense of smell. They can smell the living. They distaste the undead
Wis	10 +0		
Cha	14 +2	Vulnerabilities	Poison, holy water, direct sustained sunlight, exorcism.
Spirit	32	Immunities	Fire, Cold and disease,
		Resistance	Charm, Lightning
		Languages	Tera, Dracus, Daemon tongues
		Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
		Attributes	These creatures are pure demonic entities. They proliferate by demonic possession. They are best noted by the fact they cover their bodies when walking in the sunlight with special enchanted garb. They can show their face for limited time in direct sunlight but no more than 2d4 rounds. Their eyes are usually a steel-grey, with a reddish ring around the cornea. They hunt for human flesh for food, and buy slaves, homeless, vagrants and such to sustain them. They talk in shallow tones as to not fully open their mouths and show their evil. They tend to build their armor from the targets they torture and eat.
			They have natural daemonic ability to cast Regeneration on themselves and others up to 3 times a day. 1d6 rounds for 3d4 per round.
			Many are spell casters: 4 - 1 st Lvl, 2 - 2 nd Lvl, 2 – 3 rd Lvl, 2 – 4 th Lvl, 1 - 5 th Lvl They tend to cast Warlock, Cleric or Sorcerer spells. Some have mastered Celestial spells.
		Actions	+3 attack and +3 damaged. Their preferred weapon type is blunt or Claw, 3d6.
			Bite: Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. DMG 4d4 + 3 piercing damage



Spell Casting

Some that have spell casting ability cast all spells at 1 level higher than the spell base.
Armor of Agathys, Bane, Comprehend Languages, Earth Tremor, Command, Hellish Rebuke, Witch Bolt
Cloud of Daggers, Crown of Madness, Invisibility, Misty Step.
Magic Circle, Vampiric touch, Stinking cloud, Fireball,
Dimensional Door, Hallucinatory Terrain, Wall of Fire, Banishment
Contact Other Plane, Dominate Other pPerson, Hallow, and Scrying

Lacrea: 175000 XP


The Lacrea are a vengeful, vile and demonically created undead. Regardless of what they looked like in life, they resemble the creature that conjured them from the dead. Most individuals who hunt the undead fear these creatures more than most. They can walk in sunlight and do not mind the pain of it (1d4 burns per round). They regenerate 1d6 per round as well. Most intellectual undead fear these beasts. The most notorious Lacrea was once a Lawful Good Hunter who got trapped by a curse and fell to it. The Demon Lord Barule conjured it up and sent it out to destroy the living. After a short month or two, so the legend goes, the cursed hunter returned to the Demon with a new understanding and destroyed it. It appears that these creatures don't like anything. The Lacrea supposedly staked the Demon down with Blessed Mythrill arrows and then ate its heart. He was last seen in the Dark Lands hunting. They are usually 7 to 8 feet in height, with dark, greyish, hide-like skin. They have horns and spiked teeth. Their claws have a natural poison that causes burning flesh. Its eyes are dark and lifeless. Its natural AD is rarely modified, but there are a few that will wear Mythrill shirts to antagonize those hunting the undead.

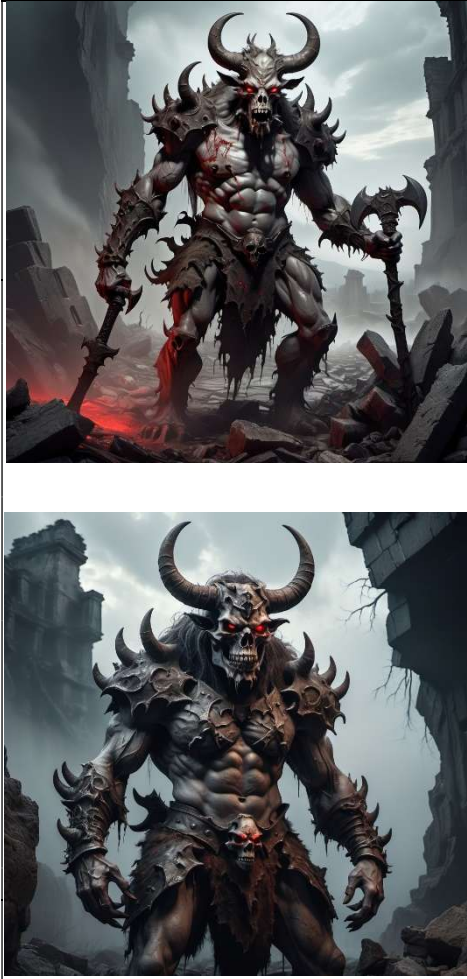
They are a solitary creature since they hate everything. Although there was one who called itself Miser Wrinkle that would pay people to tell them where to find evil things. It would kill the evil it found, then return and kill the creature that ratted the evil out. The Lacrea rarely just attack for no good reason, unless the target has something they can use, or they want to use them for some evil vile plot.

Their lair is usually not on the same plane that the Lacrea is wandering in, which hampers finding it even more. It is usually in the most unique place right under people's noses. It is usually set in someone else's tomb or burial site. It does not radiate evil but does radiate magic and has usually wards, traps, and an anti-magic field. To find an anti-magic field in a crypt, grave site, or such is usually a giveaway. As for magic users, they are classed as Magus.

This demonic creature strikes pure fear into undead hunters. It is eviller than a Lich or a Dispicable. Its nature has never been truly known but from my findings, it is known that at one time, the creature was Lawful Good, was fooled, cursed and fell by an evil act. It now hates the light more than any creature dead or alive. It hates everything. It will destroy the undead, demons as well as celestial beings, or holy creatures. It is vile and cannot be tamed. It must be destroyed.

Level	22	Life Force	18d12+240
Alignment	CE	Armor Class	16
Size	M	Note	+4 to all Checks
Speed	35	Senses	Dark vision 60', Awareness 19
Str	17+4	Vulnerabilities	Carillion Steal, Celestial Fire
Dex	16 +3	Immunities	Poison, Bludgeoning, Piercing, Necrotic, Slashing from non-magical weapons, Mythrill or silver weapons.
Con	18 +4		
Int	18 +4	Resistance	Cold, Lightning, Poison, Fire, Elemental magics
Wis	21 +5	Languages	All that it knew during its life. Can speak but will usually cast a curse on targets.
Cha	18 +4		
End	25 +9	Condition	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Spirit	71	Immune	

	Attributes	It can become non-corporal at will, making it extremely hard to hit with non-magical silver or Mythrill weapons.
		If the Lacrea is killed and the grave source is intact, it will regain its body in 1d8 days. It hides its grave source very well. Once, a Lacrea's grave source was found in the basement of a Cathedral's crypt by pure accident. That was not a fun day they said.
		Natural regeneration 2d8 per round. Has psychic block and so deters most incoming mental spell and ability attacks.
	Crypt Action	On initiative count 16, the Lacrea can make Crypt Action to cause one of the following magical effects but it cannot use the same effect two rounds in a row:
		<ul style="list-style-type: none"> The Lacrea rolls a d10 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens. If it rolls a 10, it can choose a spell slot to regain. The Lacrea targets one creature it can see within 60 feet of it. A necrotic cord of energy tethers the creature to the target. Whenever it takes damage, the target must make a D°C 18 Constitution Check.

			<p>On a failed check, the Lacrea takes the damage and the target takes half the damage. This tether endures until one of them dies or leaves the crypt.</p> <ul style="list-style-type: none"> The Lacrea conjures forth the dead of the crypts and graves that surround theirs within 30 feet to arise and fight. These undead crawl out of their graves (Zombies and Ghouls) and attack a creature the Lacrea sees within 60 feet of it. The target must succeed on a D°C 18 Constitution Check. All damage delivered by the undead is necrotic damage, a check delivers ¼ damage.
		Actions	<p>Claw: Attack can pass through metal without damage and eliminates metal armor bonuses, +8 Attack, 4d8+6 damage.</p>
			<p>Heart Attack: On a (6)d6, this attack will reach into the chest of the creatures on a successful hit and magically remove its heart. It will, usually on its next turn, torture the heart with malign laughter. Then devour it, killing the target. Greater Restoration will counter the magic of the Heart Attack.</p>
			<p>Phase Attack: Will pass into a person then materialize, doing 6d10 damage to both of them. A check versus Dexterity is rolled to dodge and Wisdom for a counter attack. By placing an organic weapon where it is materializing, both the weapon and Lacrea will be damaged.</p>
			<p>Sundering Darkness: This darkness is of a Lvl 18. It occupies a 60-foot radius, centered on a target. All within the sphere must make a Check versus Spirit or take 6d8 damage. Lasts 6 rounds. Darkness reduces all movements by half and attacks to 1. Only a Holy Light or Dispel Magic of appropriate level can negate the ability. Those creatures with celestial or ethereal sight can see in this darkness. It is heavy and cold. For each additional round in the sphere, you take 1d6 damage. The Lacrea has normal movement in the darkness.</p>
		Dimension walk	
		Spell Like Abilities	<p>This creature can learn spells from a dying target by sucking the soul out of them with Soul Leach if they are a caster. Thus, they have many spells that do not require a deity to empower them. The creatures have 4645 Mana to deal with.</p> <p>(4) L1: AgileAttack, Fend Blade, Earth Tremor, Fleet Foot, Forced Blade</p> <p>(4) L2: Arcane Lock, Dragon's Breath, Hold Person, Levitate, Locate Object</p> <p>(3) L3: Animate Dead, Bestow Curse, Conjure Barrage, Erupting Earth, Fireball</p> <p>(3) L4: Ball Lightning, Blight, Dominate Beast, Plate Armor, Summon Greater Demon</p> <p>(3) L5: Chaos, Maelstrom, Mass Damage, Raise the Dead, Wall of Force</p> <p>(3) L6: Arcane Gate, Circle of Death, Create Undead, Wards, Scatter</p> <p>(3) L7: Finger of Death, Regenerate, Resurrection, Symbol, Gate</p> <p>(2) L8: Anti-magic Field, Clone, Telepathy</p> <p>(2) L9: Dimension Gate, Gate, True Polymorph</p>
		Curses	<p>Can cast these curses once every 4 rounds and only one at a time. Cannot repeat them until next conflict: Dark Eye, Blight's Hand, Life Corruption, Temple's Death, Unholy Darkness, Desecration, and Raise the Dead</p>

Lich: 44000 XP

A Lich is an undead being who has escaped the mortal coil through ritualistic and magical means. They have imbued an object with intense magical energies to become a phylactery, which holds their undying soul. Their corporeal form, usually rotted away with the passage of time, is destructible but not permanently so; the phylactery reintegrates this form in a matter of days. A Lich lives forever; usually alone, feared by society, despised by colleagues, and abhorred by kin. The only way to permanently slay a Lich, a matter of much importance to many adventuring parties, is to destroy the phylactery.

A Lich grabs hold of the imagination of the people - tales of their horrific deeds inspire both chivalry and infamy as the fate of the world can change on the whim of a sole being. More powerful sorcerers than vampires, despised more than dragons and the ultimate lords of nigh-all undead, a Lich commands fear and awe wherever it chooses to make itself known. They may be good but they are more often evil. A Lich, simply put, is terrifying.

A Lich often haunts the abode it favored in life, such as a lonely tower, a haunted ruin, or an academy of black magic. Alternatively, some Liches construct secret tombs filled with powerful guardians and traps.

Everything about a Lich's lair reflects its keen mind and wicked cunning, including the magic and mundane traps that secure it. Undead, constructs, and bound demons lurk in shadowy recesses, emerging to destroy those who dare to disturb the Lich's work.

A Lich encountered in its lair has a challenge rating of 22 (41,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the Lich can take a lair action to cause one of the following magical effects; the Lich can't use the same effect two rounds in a row:

- The Lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The Lich targets one creature it can see within 30 feet. A crackling cord of negative energy tethers the Lich to the target. Whenever the Lich takes damage, the target must make a D°C 18 Constitution Check. On a failed check, the Lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the Lich or the target are no longer in the Lich's lair.
- The Lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the Lich can see within 60 feet. The target must succeed on a D°C 18 Constitution Check, taking 52 (15d6) necrotic damage on a failed check, or half as much damage on a success. The apparitions then disappear.

Lich Types: Lich Lord, Lich Enchanter, common Lich

Level	21	Life Force	18d10+54
Alignment	Evil	Armor Class	17
Size	M	Note	Skills Arcana +18, History +12, Insight +9, Perception +9
Speed	30		Checks Con +10, Int +12, Wis +9
Str	11 +0		The Lich is an 18th-level spell caster. Its spellcasting ability is Intelligence (spell check D°C 20, +12 to hit with spell attacks).
Dex	16 +3	Senses	True sight 120 Ft., Awareness 19
Con	16 +3	Vulnerabilities	Celestial Light
Int	20 +5	Immunities	Poison, Bludgeoning, Piercing, and slashing from nonmagical weapons
Wis	14 +2	Resistance	Cold, Lightning, Necrotic
Cha	16 +3	Languages	Common, plus up to five other languages
Spirit	65	Condition Immune	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
		Attributes	Turn Resistance: The Lich has advantage on Checks against any effect that turns Undead.
			Legendary Resistance (3/Day): If the Lich fails a Check, it can choose to succeed instead.
			Legendary Resistance (3/Day): If the Lich fails a Check, it can choose to succeed instead.
			Rejuvenation: If it has a phylactery, a destroyed Lich gains a new body in 1d10 days, regaining all its Life Force and becoming active again. The new body appears within 5 feet of the phylactery.



Actions	<p>Paralyzing Touch: Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a D°C 18 Constitution Check or be Paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.</p>
	<p>Legendary Actions: Cantrip: The Lich casts a cantrip.at no cost. If they fail a check they simply choose to succeed.</p>
	<p>Paralyzing Touch (Costs 2 Actions): The Lich uses its Paralyzing Touch, 15 D°C</p>
	<p>Frightening Gaze (Costs 2 Actions): The Lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a D°C18 Wisdom Check against this magic or become Frightened for 1 minute. The Frightened target can repeat the Check at the end of each of its turns, ending the effect on itself on a success. If a target's Check is successful or the effect ends for it, the target is immune to the Lich's gaze for the next 24 hours.</p>
Casting	<p>Disrupt Life (Costs 3 Actions): Each non-undead creature within 20 feet of the Lich must make a D°C 18 Constitution Check against this magic, taking 21 (6d6) necrotic damage on a failed check, or half as much damage on a successful one.</p>
	<ul style="list-style-type: none"> • Cantrips (at will): Mage Hand, Prestidigitation, Ray of Frost • 1st level (4 slots): Detect Magic, Magic Missile, Shield, Thunder wave • 2nd level (3 slots): Detect Thoughts, Invisibility, Acid Arrow, Mirror Image • 3rd level (3 slots): Animate Dead, Counter Spell, Dispel Magic, Fireball • 4th level (3 slots): Blight, Dimension Door • 5th level (3 slots): Cloud Kill, Scrying • 6th level (1 slot): Disintegrate, Globe of Invulnerability • 7th level (1 slot): Finger of Death, Plane Shift • 8th level (1 slot): Dominate Monster, Power Word Stun • 9th level (1 slot): Power Word Kill

Lore Lich: 61000 XP

The Lore Lich is a special creature in many ways. It is not as powerful as other Lich forms but still deadly and not something to trifle with. All Lich are undead beings which have escaped the mortal coil through ritualistic and magical means. They have imbued a common object with intense magical energies to become a phylactery, which holds their undying soul. Their corporeal form, usually rotted away with the passage of time, is destructible but not permanently so; the phylactery reintegrates this form in a matter of days. This Lich lives forever; usually alone, heckled by society and colleagues. The only way to permanently destroy a Lich, a matter of much importance to many adventuring parties, is to destroy the phylactery.

This Lich is useful if lawful in alignment since it will, at times, fight another Lich, seeing them as unjust and evil. They have an exceptional understanding of magic and lore of magic and are extremely adept in enchanting and necromancy. The Lich commands fear and awe wherever it chooses to make itself known. This type of Lich is generally neutral and rarely evil. A Lich, simply put, is terrifying. They have been known to set up a home in a deserted tower or keep or other structure which is still intact.

Everything about a Lich's lair reflects its keen mind and masterful cunning, including the magic and mundane traps that secure it. Constructs and well-paid persons lurk in shadowy recesses, emerging to destroy those who dare to disturb the Lich's home and work. This Lich is found in its lair 90% of the time and as such, has a level of 24 (82500 XP).

This Lich sells its services to those who need its aid in exchange for loyalty if they should need their aid in a blood pact. Thus, the Lich can summon the creature from wherever they are at on the same plane to the Lich's location.

Lair Actions when attacked.

It has an initiative of 17 plus 1d6 always. The Lich can take a lair action to cause one of the following magical effects; the Lich can't use the same effect two rounds in a row:

- The Lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The Lich targets one creature it can see within 30 feet. The target must make a check versus Strength and Dexterity to avoid elemental binding to where they are standing for 2+1d4 rounds D°C 18.
- The Lich calls forth one of its 4 Death Knights in its lair to come to its aid. They can, of course, perform this up to 4 times.
- They may also Summon anyone that has made a blood pact to their aid, up to 2 at a time if they are in the same location, using a Gate Spell.

They prefer not to attack or go to war with visitors unless they are feeling unruly and wanting to kill it. Talk and negotiations are more their style, using charms and beguilement to send them on their way. If they return, they wind up sending the hunting dead after them.

Level	18	Life Force	22d8 + 60
Alignment	LE	Armor Defense	21 Natural Armor
Size	M	Checks	Skills Arcana +18, History +12, Insight +9, Perception +9 Checks Con +10, Int +12, Wis +9 The Lich is an 18th-level spell caster. Its spellcasting ability is Intelligence (spell check D°C 20, +12 to hit with spell attacks).
Speed	30		
Str	11 +0		
Dex	16 +3		
Con	16 +3		
Int	20 +5	Senses	True sight 120 Ft., Awareness 19
Wis	17 +3	Vulnerabilities	Celestial Light
Cha	22 +6	Immunities	Poison, Bludgeoning, Piercing, and slashing from non-magical weapons
Spirit	64	Resistance	Cold, Lightning, Necrotic
		Languages	Common, plus up to eight other languages
		Condition Immune	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
		Attributes	Turn Resistance: The Lich has advantage on Checks against any effect that turns undead.
			Legendary Resistance (3/Day): If the Lich fails a Check, it can choose to succeed instead.
			Rejuvenation: If it has a phylactery rarely in the same dimension. If they are destroyed the Lich gains a new body in 1d10 days, regaining all its Life Force and becoming active again. The new body appears within 5 feet of the phylactery.



Actions

Paralyzing Touch: Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a D°C 18 Constitution Check or be Paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions: Can use the Cantrip Spell to utilize almost any spell as often as they please.

Frightening Gaze (Costs 2 Actions): The Lich fixes its gaze on one creature it can see within 10 feet. The target must succeed on a D°C 18 Wisdom Check against this magic or become Frightened for 1 minute. The Frightened target can repeat the Check at the end of each of its turns, ending the effect on itself on a success. If a target's Check is successful or the effect ends for it, the target is immune to the Lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions): The lich simply gestures with a hand in the direction and each non-undead creature within 20 feet of the Lich must make a D°C 18 constitution Check against this magic, taking 21 (6d6) necrotic damage on a failed check, or half as much damage on a successful one.

Joint Ventures: This lich is a business man of sorts. He will work with almost any one or thing if it is profitable and advances their personal Goals. Each tend to have a different goal for their unfinished life work. For many it is a spell or a field of study they must master. For some it is to find that elusive thing etc.

Casting

- Cantrips (at will): Mage Hand, Prestidigitation, Ray of Frost
- (4) 1st level: Detect Magic, Magic Missile, Shield, Thunder Wave
- (4) 2nd level: Detect Thoughts, Invisibility, Acid Arrow, Mirror Image, True sight
- (3) 3rd level: Animate Dead, Counter spell, Dispel Magic, Fireball, Cantrip
- (3) 4th level: Blight, Dimension Door.
- (3) 5th level: Cloud Kill, Scrying
- (2) 6th level: Disintegrate, Globe of Invulnerability
- (2) 7th level: Finger of Death, Plane Shift
- (1) 8th level: Dominate Monster, Power Word Stun
- (1) 9th level: Power Word Kill, Dimensional Gate


Lordald: 65000 XP


The Lordald is a form of Lich, differing in that it does not have a phylactery in a separate location. Their essence is contained in an object which they carry or in a piece of their being, such as in a bone. It is far easier to kill one of these Lich than the others. This creature has, by sheer will power, enchanted itself to be immortal, or so its arrogance thinks. This creature is far more hated than most other Lich as its body is made of Celestial energy and is harder to destroy.

Often this creature is the result of a transformation, such as when a powerful magus or sorcerer is killed in necromancy or a king, striving for eternal life, has spells or rituals to bind his intellect and soul to his "body" backfire, thereby achieving a form of immortality. These Lich often hold power over hordes of lesser undead creatures, using them as soldiers and servants. Unlike zombies, which are often depicted as mindless, a Lich is sapient, retaining independent thought and is as intelligent as it was prior to its transformation.

They do not have lairs, so to speak, and as such carry the war against the living with them wherever they roam. They usually employ 2 to 3 Wraiths, a dozen Zombies and Ghouls. As these creatures wage war on the living. They are usually hunted by Holy Blades, Paladin and certain clerical groups. These creatures rarely live a long life as the undead unless they are crafty.

They can cause fear in any creature within 30 feet of themselves once every other round. They are spell casters of necromantic magic. They are specifically attuned to creating hordes of undead to wage a war with the living.

Level	17	Life Force	19d10 +180
Alignm ent	CE	Armor Defense	20 plate and Stave of the Dead
Size	M	Note	Advantage on checks against spells and effects: Dex +6, Wis +9, Cha +10
Speed	30	Senses	True Sight 120 ft, Awareness 20'
Str	16 +4	Vulnerabilities	Celestial Light
Dex	14 +2	Immunities	Poison, Bludgeoning, Piercing, and slashing from non-magical weapons, Necrotic, Exhaustion
Con	22 +6	Resistance	Cold, Lightning
Int	22 +6	Languages	Tera, Abyssal, Olien plus up to 6 other languages
Wis	16 +3	Condition Immune	Charmed, Frightened, Paralyzed, Poisoned
Cha	18 +4	Attributes	Marshall Undead
Spirit	61		Spell casting Lvl 20
		Actions	They set their undead minions as shock troops: +11 hit, 1 target, 1d8+5 slash, 2d6 +5 thrust or magic sword bonus
			Lightning Orb: Thrown 6/day, 120 ft visual, check Dex D°C18, 6d6 + 10d6 necrotic dmg
			Parry: +6 to AD on an attack that would hit it when wielding a melee weapon.
			Legendary Resistance: (3/Day). If the Lich fails a Check, it can choose to succeed instead.
			Paralyzing Touch: Melee spell attack: +12 to hit, reaches 5 ft, one creature. Hit: 10 (3d6) cold damage. The target must succeed on a D°C 18 Constitution Check or be Paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.
		Spell Casting	• Cantrips (at will): Animate Object, Mage Hand, Prestidigitation, Ray of Frost
			(4) 1 st level: Absorb Elemental MANA, Arms of Hadar, Chaos Bolt, Detect Magic, Shield, Death Hex (4) 2 nd level: Detect Thoughts, Invisibility, Dragon's Breath, Mirror Image, True Sight, Scorching Ray (3) 3 rd level: Animate Dead, <u>Silence</u> , Dispel Magic, Fireball, Cantrip (3) 4 th level: Blight, Dimension Door, Sunder Armor (3) 5 th level: Cloud Kill, Scrying, Seeking Blade, Raise Dead (2) 6 th level: Disintegrate, Create Undead, Globe of Invulnerability (2) 7 th level: Finger of Death, Plane Shift (1) 8 th level: Dominate Monster, Power Word Stun, Trap the Soul (1) 9 th level: Power Word Kill, Dimensional Gate, Power Word Kill

		
	Treasure	<p>Minions: Ornacon Wraith 392 LP, AD 11 275 LP, AD 16 Spectral Wraith 261 LP, AD 18 275 LP, AD 16 Common Vex 128 LP, AD 17 Ghoul 1 31 LP, AD 16 Ghoul 2 40 LP, AD 12 Ghoul 3 28 LP, AD 15 Ghoul 4 23 LP, AD 12 Ghoul 5 19 LP, AD 14 Wight 1 148 LP, AD 25</p> <p>Ogre Zombie 1 Ogre Zombie 2 Zombie 1 30 LP, AD 13 Zombie 2 38 LP, AD 14 Zombie 3 21 LP, AD 12 Zombie 4 18 LP, AD 11 Zombie 5 43 LP, AD 12 Zombie 6 51 LP, AD 16 Wight 2 158 LP, AD 18</p> <p>Treasure: 150 Gold Ring of Protection +4 3 scrolls 180 Platinum Dragonhide armor 5% Stave of the Dead</p>

Masha: 4500 XP

The Masha is an ancient undead Trent going back to the beginning. They are soulful creatures and always wailing. They appear as driftwood-like with an unnatural hardness. They sleep much and do not like to be disturbed. They range in height from as small as 9 feet to as tall as 25 feet based on their age. During the first sundering, many of them burned in the fires set by the Caradians trying to stop the Elf lords and the Dragons in Hineball Mountain. Before the world was torn asunder, the aced Grove of Fairen's Valley had many, many Trents and they all perished. Lord Alreron, the Elven lord, raised many from the dead not realizing they would be undead. Magic was still rather new and un-mastered by most. Now he had 60 plus undead Mashas to deal with--a war on three fronts. The Mashas were confused as to what they were. Memories of fire and being hacked on and Elves running in the fires gave them the sense they were responsible.

Though these Mashas are not particularly evil they do not like the sun since it burns them. Many moved to the valley of Wincor before the great sundering happened. Most of the valley is shrouded in clouds and darkness most of the time. The peaks are exceedingly high and cast shadows over most of the valley by early day and evening. The trees that are there are massive and tall, blocking out most of the rays of the sun. So, the Masha are sheltered in their misery. Elves are hated and killed on sight. In fact, any creature with pointed ears is killed on sight. That way they do not have to figure out what they are if they are dead.

Folks with an ax are destroyed as well. The Masha are fairly reasonable and will talk with most creatures. If your intent has any hint of malice though, they will slaughter everyone, solving the problem of decisions. If you disturb their sleep, they will stake you down and force their roots to grow through--you a grizzly death so I hear.

Those druids of the Seven Circles are particularly protective of these creatures since many that are left saw the first days of creation and they still know of the old magic that created many of them from Adama. Some of the Masha knew him.

The Masha are generally neutral to most creatures. However as stated before, they do have some predispositions towards some creatures. They do not like undead humanoids either.

Level	6	Life Force	Tree height d10 +100
Alignment	NE	Armor Class	15
Size	M to Huge	Notes	Some burn rather easy while other do not. Be careful who you pick on.
Speed	30 to 60	Senses	True sight 120 feet, Awareness 18, Earth Sense 23
Str	22 +3	Vulnerabilities	Fire, Sunlight
Dex	12 +1	Immunities	Poison, Bludgeoning, Thunder, Slashing from non-magical weapons, Necrotic, Exhaustion, any plant-based attack.
Con	18 +0	Resistance	Piercing, Cold, Lightning
Int	11 +0	Languages	Trent, Centaur, Gefish, Seven Circles Tongue
Wis	10 +0	Condition Immune	Charmed, Frightened, Paralyzed
Cha	10 0		
Spirit	25 - 75		



Attributes	Turning Defiance. They ignore even the thought of turning. They are not susceptible to turning.
	Stench. The Masha can cause a fog-like stench to rise from the ground in a 60' radius. Any creature caught in this fog must succeed in a check versus Constitution or be immobilized from puking their guts out. Fog last 3 rounds. If you check, you are immune to the stomach issues, but the odor is malignant and it will burn your eyes and cause a -3 to all physical combat in the fog. I have been told it smells similar to rotting vegetation and fish.
Actions	Limb Attacks: The Masha have 4 limb attacks available to them. Melee Weapon Attack: +3 to hit, reach 10 to 15 ft. Multiple creatures. Hit: May attack separate creature with each attack if the Masha is aware of it. Damage Height/5 d8 + 3 piercing damage or Height/3 d8 + 8 Bludgeoning Damage.
	Root Attacks: Melee Weapon Attack: +5 to hit, reach 10 ft., up to 4 targets. Hit: Height/5 d8 piercing damage from the ground. It must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success

		<p>Root Bind: The Masha can choose to grapple/bind a target with its roots. Score a hit of 12 or more and the Masha has grappled the target. The target has 30 seconds to break the hold or the roots will bind them like steel. Strength of 20 is the minimum to break the full binding, using feat of Strength or spell.</p> <p>Once grappled, they can apply crushing damage of 6d8 per round. Enchanted armor could help in this circumstance.</p>
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Masha Hexer: 3250 XP

Masha Hexers were Dryads that were attached to a Trent during the fires set by the Caradians trying to stop the Elf lords and the Dragons in Hineball Mountain. They died and the raising of the dead performed by Lord Alron brought them back as well. These creatures are evil to the core. They have a defiant nature to all that live except for plants. The Druids fear these creatures as they have no pity for the state they exist in.

They understand the woods and trees and keep watch on their grounds. They have sensors everywhere to keep an eye on their claimed area. As previous Dryads, they can talk to any beast or creature of the woods. Most fear these undead but some have come to not fear them for strange reasons.

They appear as ghostly clouds with burnt skulls and upper bodies. Their chest has a fire in it that glows red to green. This fire is part of what destroyed them and has become part of their nature. If a Masha Hexer is destroyed, this fire will explode, causing an inferno over 100 square feet that will ignite all burnable material, doing 10d6 damage, lasting 3 rounds and can spread with respect to the amount of burnable forest material.

Level	6	Life Force	4d6 +10
Alignment	CE	Armor Class	15
Size	M	Notes	None?
Speed	30	Senses	Dark Vision 120 Ft, Perception +6,
Str	16 +3	Vulnerabilities	Turning, Druid Binding
Dex	17 +3	Immunities	Poison, Bludgeoning, Thunder, Lightning, Slashing from non-magical weapons, Necrotic, Fire, Exhaustion, any plant-based attack.
Con	10 +0	Resistance	Has luck on all spell checks and all magical effects
Int	11 +0	Languages	Elvish, Trent, Centaur, Gefis.: Speak with any beast or animal.
Wis	10 +0	Condition Immune	Charm, Thunder
Cha	8 -1		
Spirit	24		



Attributes

Dancing Shillelagh: The Masha Hexer can, on a roll of 1 or 6 on a d6, summon a shillelagh as a bonus action. Each Masha Hexer can have up to two Dancing Shillelaghs. Each one will cover a 12-foot square area. They do bludgeon damage of 2d4 +4 and have the AD of the Masha Hexer with 6d8 structural points (1 structural point is 3 Life Force).

Natural Spell Casting: The Masha Hexer can cast spells in one of three manners.

At will: Druid Craft, Sundering Bolt

6/Day: Bark Skin, Pass Without a Trace, Beast Sense, Thorn Cage

3/Day: Conjure Animal, Wood Shard, Fang Lizard, Tangle, Razor Root

1/Day: Blight, Hideous Scream, Spore Spray

Bite: Melee weapon attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws: Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. The target must succeed on a D°C 10 Constitution Check or be stricken with spores. The spores will begin to grow in the target, doing 1d4 damage per round until the target is torn apart by the vines. In three rounds, the target will lose the ability to concentrate due to the pain.

Cure Disease will destroy the spores.

Actions

Charm: The Masha Hexer targets one humanoid or beast that it can see within 30 feet. If the target can see the Masha Hexer, it must succeed on a DC 14 Wisdom Check or be magically Stunned. The Stunned creature regards the dryad as a trusted friend to be heeded and protected.

Although the target isn't under the dryad's direct control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the Masha Hexer or its allies do anything harmful to the target, it can repeat the Check, ending the effect on itself on a success.

Otherwise, the effect lasts 24 hours or until the Masha Hexer dies or ends the effect as a bonus action. If a target's Check is successful, the target is immune to the Masha Hexer's Charm for the next 24 hours.



Minor Death: 5000 XP

The Minor Death is a Celestial entity whose business is to collect souls. They normally are assigned a target and when they die, they take them to their resting place. However, on occasions, they can be called to possess a soul and bind it to itself. If this should happen, the Minor Death must be destroyed to release the bound soul. The Minor Death can use any information the soul has or knows.

The Minor Death can disappear into the Ethereal or Celestial Plane every other round, then reappear anywhere within 60 feet that is not occupied by anything. They can see in the Celestial Plane when in the Material and vice versa.

They can see in the Material Plane when they are in the Ethereal, but not the other way around.

If the Minor Death was summoned for a purpose, it can make a check vs Wisdom at D°C 12. If it checks, it can choose to leave, ignoring the summoning. If it fails, it is obliged to perform the summoner's purpose.

They appear as a gaunt, pale, bony humanoid in dark robes carrying an scythe. Some (30%) even have armor (+2): Mythril shirt (AD +8) or Chainmail (AD +4).

If the Minor Death is destroyed, it simply returns to the Celestial Plane where it exists.

Level	6	Life Force	8d12 +20
Alignment	N	Armor Class	15
Size	M	Notes	None?
Speed	45	Senses	Awareness 16, True Sight 60'
Str	12 +1	Vulnerabilities	Fire, Bludgeoning, Celestial Light
Dex	14 +2	Immunities	Cold, Necrotic, Poison, Piercing, Slashing from non-magical weapons that aren't Mythril or blessed silver
Con	16 +3	Resistance	Acid, Fire, Lightning, Thunder, Piercing and slashing from non-magical attacks
Int	6 -2	Languages	Abyssal, Olan, Tera
Wis	16 +3	Condition Immune	Celestial Light
Cha	10 0	Attributes	Immune to turning
Spirit	25		Can pass through objects as if passing through difficult terrain, even in their armor.



Actions

Scythe: On a successful hit +5, the Minor Death swings it's scythe through the target, doing 1d8 spirit and necrotic damage. If the target dies, the Minor Death will take the soul and leave. If the target was a charge by a summoning, the target cannot be raised from the dead until the Minor Death that took them is destroyed.

Stunning touch: On a score to hit +5, the target must make a check vs Endurance or be stunned for 1d4 rounds. While stunned, target can do nothing but collapse to the ground. No effect if they check.

Paralyzing Touch: Melee spell attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a D°C 18 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

Major Death: 62500 XP ***

The Major Death is a Celestial entity whose business is to collect souls. They normally are assigned a target and when they die, they take them to their resting place. However, on occasions they can be called to possess a soul and bind it to itself. If this should happen, the Major Death must be destroyed to release the bound soul. The Major Death has the ability to use any information the soul has or knows.

The Major Death can disappear into the Ethereal or Celestial plane every other round and then reappear anywhere within 60 feet that is not occupied by anything. They can see in the Celestial plane when in the Material plane and vice versa. They can see in the Material plane when they are in the Ethereal but not the other way around.

If the Major Death was summoned for a purpose, it can make a check vs wisdom at D°C 12. If it checks, it can choose to leave, ignoring the summoning. If it fails, it is obliged to perform the summoner's purpose.

They appear as gaunt, pale, bony humanoids in dark robes carrying a scythe. Some, 30%, even have armor (+2) mythril shirt (AD +8) or chainmail (AD+4).

If the Major Death is destroyed, it simply returns to the Celestial Plane where it exists.

Level	6	Life Force	10d12 +20
Alignment	N	Armor Class	15
Size	M	Notes	
Speed	45	Senses	Awareness 16, True Sight 60'
Str	12 +1	Vulnerabilities	Fire, Bludgeoning, Celestial Light
Dex	14 +2	Immunities	Cold, Necrotic, Poison, Piercing, Slashing by non-magical weapons that aren't Mythril or blessed silver
Con	16 +3		
Int	6 -2	Resistance	Acid, Fire, Lightning, Thunder, Piercing and slashing from non-magical attacks
Wis	16 +3		
Cha	10 0	Languages	Abyssal, Olan, Tera
Spirit	45	Condition Immune	Celestial Light
		Attributes	Immune to Turning
			Can pass through objects as passing through difficult terrain, even in their armor.



Actions

Scythe: On a successful hit +5 the Major Death swings its scythe through the target, doing 1d8 Spirit and necrotic damage. If the target dies, the Major Death will take the soul and leave. If the target, was a charge by a summoning, the target cannot be raised from the dead until the Major Death that took them is destroyed.

Stunning Touch: On a score to hit +5, the target must make a check vs Endurance or be stunned for 1d4 rounds. While stunned, target can do nothing but collapse to the ground. No effect if they check.


Paralyzing Touch: Melee spell attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a D°C 18 Constitution Check or be Paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

Commanding the dead: Major deaths can if needed call up 2d4 dead of any creature within 120ft. they can rise as 1) Wraiths, 2) Zombies, 3) Ghouls, 4) Ghast, 5) Skeletons, 6) Hunting Dead, 7) Cryptic Shade, 8) Death Night.

These raised dead will explicitly perform the duties that called them up for. Once completed they will simply crumble into dust unless they wager with the Death for existence. 10 to 20% chance they will succeed.

Minotaur Skelton: 850XP

This large creature appears to be nothing but a set of bones. Pinpoints of red-light smolder in its empty eye sockets. The bones animate together with the head of a bull, which grabs a large ax weapon and deftly heads in your direction. 60% of Minotaur Skeletons have some form of tattered armor, giving them a +2 to AD.

Level	3	Life Force	9d10 +18
Alignment	N	Armor Class	12
Size	M	Notes	None?
Speed	45	Senses	Dark Vision 60 ft, Awareness 9
Str	18 +4	Vulnerabilities	Bludgeoning
Dex	11 +0	Immunities	Cold, Necrotic, Poison, Piercing
Con	16 +3	Resistance	Acid, Fire, Lightning, Thunder
Int	6 -2	Languages	Understands Abyssal but cannot speak
Wis	16 +3	Condition	Exhaustion, Poisoned
Cha	9 -1	Immune	
Cha	9 -1		
Spirit	19		
		Attributes	Charge: If the Minotaur Skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a D°C 14 Strength Check or be pushed up to 10 feet away and knocked prone.
		Actions	Great Ax: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: (4d12 + 6) slashing damage
			Gore: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: (3d8 + 10) piercing damage.

Mummy: 900 XP

The means by which Mummies come to animate are just as diverse as their methods of preservation. While usually evil and unholy in nature, the origin of a Mummy can vary from case to case. Some Mummies animate as the results of an ancient curse bestowed upon their corpses by a powerful being. Others are the product of alchemical or arcane experimentation, not unlike the creation of an undead golem (though Mummies are significantly less obedient). Some are born of freak accidents or wild surges of necromantic power, while others are purposefully prepared to rise as Mummies many centuries later to serve as guardians over sacred sites. A few Mummies are bound in unholy scripture and blasphemous edicts from which they draw their un-life. Some rise from death under the sheer force of their evil will; these are the most dangerous of such creatures... spiteful souls who usually mean to end all life from beyond the grave.

While the origins of Mummies are varied and diverse, their basic anatomy is quite simple; a well-preserved corpse (either from environmental factors or through special treatment after death), with mostly intact organs and firm muscle sinew hardened through the preservation process. This corpse need not be humanoid in nature; rumors persist of Mummies formed from Beholder-kin, Naga, and even Dragons who have long since expired. Its undead appearance bears a striking resemblance to the creature as it appeared in life; the preservation process usually protects more delicate features and ensures that very little decay affects a Mummy's body. In particular, Mummies who originate as frozen corpses or bog bodies are almost entirely unaffected by the ravages of bacterial consumption and can sometimes pass themselves off as a living being if viewed from a distance.

Level	3	Life Force	9d8+20
Alignment	LE	Armor Class	11
Size	M	Note	Check Wis +2
Speed	20	Senses	Dark sight 120', Awareness 10
Str	16 +3	Vulnerabilities	Fire, Celestial Hammer
Dex	8 -1	Immunities	Necrotic, Poison
Con	15 +2	Resistance	Bludgeoning, Piercing and slashing from non-magical attacks
Int	6 -2	Languages	All that it knew during its life. Can speak
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified
Cha	12 +1	Attributes	Checks CON +8, INT +5, WIS +9, CHA +8, SPI +2
Spirit	17		



Actions

Rotting Fist: Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a D°C 12 Constitution Check or be cursed with Mummy Rot. The Cursed target can't regain Life Force, and its Hit Point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the Remove Curse spell or other magic.

Dreadful Glare: The Mummy targets one creature it can see within 60 ft. of it. If the target can see the Mummy, it must succeed on a D°C 11 Wisdom Check against this magic or become Frightened until the end of the Mummy's next turn. If the target fails the Check by 5 or more, it is also Paralyzed for the same duration. A target that succeeds on the Check is immune to the Dreadful Glare of all Mummies (but not Mummy Lords) for the next 24 hours.

Crushing Blow: The Mummy can use one action every 6 rounds to deliver a crushing blow to a single target (on a roll of a 1 or 6 on a 1d6). They roll to hit with +8 and if successful, the target rates a check versus Dexterity D°C 15 to take half damage or full damage. 2d8 is rolled using the sundering damage chart below. A 16 rerolls and adds 20 points of damage to that value.

Sundering Damage	=	Physical Damage	Sundering Damage	=	Physical Damage
2		2	9		22
3		3.5	10		28
4		5	11		36
5		7	12		47
6		9	13		60
7		12.5	14		78
8		16.5	15		100

Mummy Lord: 13000 XP

The means by which Mummies come to animate are just as diverse as their methods of preservation. While usually evil and unholy in nature, the origin of a Mummy can vary from case to case. Some Mummies animate as the results of an ancient curse bestowed upon their corpses by a powerful being. Others are the product of alchemical or arcane experimentation, not unlike the creation of an undead golem (though Mummies are significantly less obedient). Some are born of freak accidents or wild surges of necromantic power, while others are purposefully prepared to rise as Mummies many centuries later to serve as guardians over sacred sites. A few Mummies are bound in unholy scripture and blasphemous edicts from which they draw their un-life. Some rise from death under the sheer force of their evil will; these are the most dangerous of such creatures... spiteful souls who usually mean to end all life from beyond the grave.

While the origins of Mummies are varied and diverse, their basic anatomy is quite simple; a well-preserved corpse (either from environmental factors or through special treatment after death), with mostly intact organs and firm muscle sinew hardened through the preservation process. This corpse need not be humanoid in nature; rumors persist of Mummies formed from Beholder-kin, Naga, and even Dragons who have long since expired. Its undead appearance bears a striking resemblance to the creature as it appeared in life; the preservation process usually protects more delicate features and ensures that very little decay affects a Mummy's body. In particular, Mummies who originate as frozen corpses or bog bodies are almost entirely unaffected by the ravages of bacterial consumption and can sometimes pass themselves off as a living being if viewed from a distance.

Mummy Lord: A powerful and intelligent Mummy, usually created as the result of a terribly sinister ritual or whose evil actions in life were strong enough to fuel its actions in death. Mummy Lords can command lesser mummies and other undead, provided that the lesser undead had some connection to the Mummy Lord in life as a servant. Some Mummy Lords embrace their un-life as a means of carrying on their goals after death, while others lament the curse that won't let them rest in peace. Mummy Lords were usually former high priests or cult leaders, while lesser Mummies were often acolytes and/or followers in the same organization. More intelligent Mummies may develop preferences and even take a liking towards another being, living or dead, though they acknowledge that such relationships will be short-lived and generally do not attempt to prolong them in any way. A Mummy Lord watches over an ancient temple or tomb that is protected by lesser undead and rigged with traps. Hidden in this temple is the sarcophagus where a Mummy Lord keeps its greatest treasures.

Mummy Lords can take 3 legendary actions, choosing from the options below. One legendary action at a time and only at the end of another creature's turn. Mummy Lords regain spent legendary actions at the start of their turn.

Level	12	Life Force	13D10 +56
Alignment	LE	Armor Class	17
Size	M		
Speed	20	Senses	Dark sight 60 ft, Awareness 14
Str	18 +4	Vulnerabilities	Bludgeoning
Dex	10 +0	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing by non-magical weapons
Con	17 +3	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	11 +0	Languages	All that it knew during its life. Can speak
Wis	18 +4	Condition Immunity	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned
Cha	16+3	Legendary Actions	Blinding Dust and sand swirls magically around the Mummy Lord. Each creature within 5 feet of the Mummy Lord must succeed on a D°C 16 Constitution Check or be blinded until the end of the creature's next turn. Whirlwind of Sand (Costs 2 Actions): The Mummy Lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the Mummy Lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the Mummy Lord remain in its possession. Channel Negative Energy (Costs 2 Actions): The Mummy Lord magically unleashes negative energy. Creatures within 60 feet of the Mummy Lord, including ones behind barriers and around corners, can't regain Life Force until the end of the Mummy Lord's next turn.
Spirit	45		



Blasphemous Words: D°C 16 Con, channels negative energy {loss of healing ability till next turn}



Actions

Dreadful Glare: Check D°C 16 Wisdom or be Feared. If the target fails by more than 5, they are paralyzed as well for the duration. While paralyzed, the Mummy Lord has a bonus action attack (+9 to hit at 5', 3d6+4 bludgeoning + 6d6 necrotic damage.) If the target fails the check, they are frightened until the end of the Mummy Lord's next turn.

Rotting Fist: Melee weapon attack +9 to hit, reach 5 ft., one target. Hit: (3d6 +4) bludgeoning damage plus 6d6 necrotic damage. If the target is a creature, it must succeed on a D°C 16 Constitution Check or be cursed with Mummy Rot. The cursed target can't regain Life Force and its Hit Point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's Hit Point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by a Remove Curse spell or other.

Crushing Blow: The Mummy Lord can use one action every 6 rounds to deliver a crushing blow to a single target (on a roll of a 1 or 6 on a 1d6). They roll to hit with +8 and if successful, the target rates a check versus Dexterity D°C 15 to take half damage or full damage. Damage is calculated by rolling 2d8 and using the sundering damage chart below. A 16 rerolls and adds 20 points of damage to that value.

Sundering Damage	=	Physical Damage	Sundering Damage	=	Physical Damage
2		2	9		22
3		3.5	10		28
4		5	11		36
5		7	12		47
6		9	13		60
7		12.5	14		78
8		16.5	15		100

Tomb Actions

When individuals are in a Mummy Lord's tomb, they have the first initiative and can be tied with others.

- Each Undead in the tomb area can be directed to sense the location of the unwelcomed guests.
- Each Undead in the tomb has advantage on Turning Undead until next initiative round starts.
- For 1 full initiative round: Any non-Undead attempting to cast a spell of 4th level or lower will be wracked in pain. Another action can be chosen. If a spell is attempted as listed, the spell-caster will make a check versus Constitution D°C 16 or take 1d6 Necrotic damage.

	Tomb Effects	<p>Natural effects while in the tomb of a Mummy Lord:</p> <ul style="list-style-type: none"> • Food instantly molders and water instantly evaporates when brought into the lair. Other nonmagical drinks are spoiled — wine turning to vinegar, for instance. • Divination spells cast within the lair by creatures other than the Mummy Lord have a 25 percent chance to provide misleading results, as determined by the GM. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25 percent. • A creature that takes treasure from the lair is cursed until the treasure is returned. The cursed target has disadvantage on all Checks. The curse lasts until removed by a Remove Curse spell or other magic.
	Spell Casting	<p>The Mummy Lord is a 10th-level spell caster. Its spellcasting ability is Wisdom (spell check DC 17, +9 to hit with spell attacks). The Mummy Lord has the following cleric spells prepared:</p> <p>Spell-Casting cantrips: Sacred Flame, Thaumaturgy</p> <p>4 1st Command, Guiding Bolt, Shield of Faith</p> <p>3 2nd Hold Person, Silence, Spiritual Weapon</p> <p>3 3rd Animate Dead, Dispel Magic</p> <p>3 4th Divination, Guardian of Faith</p> <p>2 5th Contagion, Insect Plague</p> <p>1 6th Harm</p>
	Burial Members	<p>Common undead and creatures in a Mummy Lord's Tomb.</p> <ul style="list-style-type: none"> • (3) 2d4 Skeletons [Undead] • (2) 1d6 Lesser Mummies [Undead] • (4) 2d6 Mummy Warriors [Undead] • (1) 1d4 Ancient Guardians [Celestials] • (3) 1d6 Spirit Cat Guardians [Celestials]

Mummy Warrior: 2550 XP

The means by which Mummies come to animate are just as diverse as their methods of preservation. While usually evil and unholy in nature, the origin of a Mummy can vary from case to case. Some Mummies animate as the results of an ancient curse bestowed upon their corpses by a powerful being. Others are the product of alchemical or arcane experimentation, not unlike the creation of an undead golem (though Mummies are significantly less obedient). Some are born of freak accidents or wild surges of necromantic power, while others are purposefully prepared to rise as Mummies many centuries later to serve as guardians over sacred sites. A few Mummies are bound in unholy scripture and blasphemous edicts from which they draw their un-life. Some rise from death under the sheer force of their evil will; these are the most dangerous of such creatures... spiteful souls who usually mean to end all life from beyond the grave.

While the origins of Mummies are varied and diverse, their basic anatomy is quite simple; a well-preserved corpse (either from environmental factors or through special treatment after death), with mostly intact organs and firm muscle sinew hardened through the preservation process. This corpse need not be humanoid in nature; rumors persist of Mummies formed from Beholder-kin, Naga, and even Dragons who have long since expired. Its undead appearance bears a striking resemblance to the creature as it appeared in life; the preservation process usually protects more delicate features and ensures that very little decay affects a Mummy's body. In particular, Mummies who originate as frozen corpses or bog bodies are almost entirely unaffected by the ravages of bacterial consumption and can sometimes pass themselves off as a living being if viewed from a distance.

Level	2	Life Force	11d8 +33
Alignment	CE	Armor Class	15 half plate
Size	M		
Speed	25	Senses	Dark Vision 60 ft, Awareness 11
Str	18 +4	Vulnerabilities	Fire
Dex	10 +0	Immunities	Necrotic and Poison
Con	20 +7	Resistance	Bludgeoning, Piercing, and slashing from non-magical weapons
Int	11 +0	Languages	All it knew in life
Wis	12 +1	Condition Immune	Charmed, Exhaustion, Frightened, Paralysis, Poisoned
Cha	13 +1		
Spirit	20		




Attributes	Dreadful Glare: Check D°C 16 Wisdom or be Feared. If the target fails by more than 5, they are paralyzed for the duration. While paralyzed, the Mummy Warrior has a bonus action attack (+9 to hit at 5', 3d6+4 bludgeoning + 6d6 necrotic damage.) If the target fails the check, they are frightened until the end of the Mummy Warrior's next turn.
	Rotting Fist: Melee weapon attack +9 to hit, reach 5 ft., one target. Hit: (3d6 +4) bludgeoning damage plus 6d6 necrotic damage. If the target is a creature, it must succeed on a D°C 16 Constitution Check or be cursed with Mummy Rot. The cursed target can't regain Life Force and its Hit Point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's Hit Point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by a Remove Curse spell or other.
Actions	Aura of Rot: If the Mummy Warrior damages a target within 5 ft, it must succeed on a D°C 14 Constitution Check or be cursed with Mummy Rot. The cursed target can't regain Life Force, and its Hit Point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's Hit Point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by a Remove Curse spell or other.
	Khopesh Sword: Melee attack: +6 to hit, reach 5 ft, 1 target 3d8 +4 bludgeoning damage
	Crushing Blow: The Mummy Warrior can use one action every 6 rounds to deliver a crushing blow to a single target (on a roll of a 1 or 6 on a 1d6.) They roll to hit with +8 and if successful, the target rates a check versus Dexterity D°C 15 to take half damage or full damage. A 2d8 is rolled using the sundering damage chart below. A 16 rerolls and adds 20 points of damage to that value.

		Sundering Damage	=	Physical Damage		Sundering Damage	=	Physical Damage	
		2		2		9		22	
		3		3.5		10		28	
		4		5		11		36	
		5		7		12		47	
		6		9		13		60	
		7		12.5		14		78	
		8		16.5		15		100	

Ogre Zombie: 500 XP

A **Zombie** is an undead creature usually created by the re-animation of a corpse through the manipulation of necrotic energy, usually by a cleric or necromancer. Unlike animated **Skeletons**, Zombies still retain some flesh on their bodies and give off a horrid, rank smell. They are almost mindless, but could be given simple commands, such as "kill anyone who opens the treasure chest." Virtually any solid creature could be turned into a Zombie; humanoids, Troglydtes, Minotaur, Ogres, and even Beholders.

Zombies could also rise spontaneously if an area was saturated with enough necromantic magic or dead essence. This zombie is of an Ogre and such its characteristics are that of an ogre.


Level	5	Life Force	9d12 +36
Alignment	NE	Armor Class	8 + Banded + Leather + 4 = 12
Size	L		9 to 12 ft tall
Speed	35	Senses	Dark sight 60', Awareness 8'
Str	19 +4	Vulnerabilities	Acid, Fire, Celestial Light
Dex	6 - 2	Immunities	Necrotic, Poison
Con	18 +4	Resistance	Fire, Lightning, Bludgeoning, Piercing and slashing from non-magical attacks
Int	3 -4	Languages	All that it knew during its life. Can't speak
Wis	6 -2	Condition Immune	Charmed, Exhaustion, Frightened, Grappled
Cha	5 -3	Attributes	Undead Fortitude: If damage reduces the Ogre Zombie to 0 Life Force, it must make a constitution Check with a D°C of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Ogre Zombie drops to 1 Hit Point instead.
Spirit	13		
		Actions	Morningstar: Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: (3d8 + 4) bludgeoning damage.
			Lumbering charge: The creature moves headlong into the midst of a group of creatures and mindlessly spins and swings his weapon and arms. Each creature must make an Intelligence check D°C 12 or be surprised. Up to 3 targets can be attacked in this one-time attack form per combat scenario. Reach is 10' Weapon damage +8 for any that are surprised. Arms do 2d8 +4 damage Punches do 3d8 + 4 damage Kicks do 4d8+8 damage.

Ornacon Wraith: 13250 XP

This Wraith is not something to be trifled with. They are celestial in origin and are immune to most forms of physical attacks. Ornacon is Elvish for “Soul blight”. These creatures are hell-bent on wasting life and destroying the living. The legend of the Ornacon Wraith origins is that they came from the Isle of Souls of the Coast of Rhinland, but no one truly knows. These creatures are the very essence of evil. Their presence will take the living essence out of plant, animal or anything else that comes near them. This creature is such that to touch it would cause one to lose their very essence and die. It has no physical body but takes on a shadowy, mist-like form that is nearly the temperature of ice. It can pass any material as if it is not there.

One can become an Ornacon Wraith once their very nature has become evil in thought, desire and deed. Their hunger for life and immortality overcomes the premise of death. Its essence becomes so vile and determined that it slowly consolidates into a spectral-like fog, distorting and fighting until it passes the portal of death into life, maintaining its dead nature. Of all the Undead, these are truly to be feared. The mere touch of this creature permanently takes one’s spirit away. It causes the living’s flesh to boil and burn on contact from the vile evilness. They cannot be touched by any non-magical or unblessed weapon. It will simply just pass through it. However, this blight of a creature can elect to become semi-solid at will. Any living thing that comes within 2 feet of this creature must make a check against Spirit and succeed or lose 1 point of Spirit per round while in its field of death.

This Wraith differs in appearance from other Wraiths in that it has a reddish hue in the mistiness, almost like it is the ghostly bones of the creature. To look at the gaze of an Ornacon Wraith will strike terror in any living creature, something which requires an Intelligence and Wisdom check D°C 12 or the victim is terrified for 5 minutes. If you fail by more than 5, you will age 5d4 years. Restoration spells are the only thing that can return that which is lost or taken from you, but it will never be the same.

Level	12	Life Force	9D10 + 36
Alignment	CE	Armor Class	8 +8 Celestial Robe
Size	M		
Speed	30	Senses	Celestial Vision 60'
Str	8 -2	Vulnerabilities	Fire, Celestial Smite
Dex	17 +3	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, slashing from non-magical weapons that aren't silver
Con	16 +3	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	16 +3	Languages	All that it knew during its life. Can speak native tongue
Wis	18 +4	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	17 +4		
Spirit	48		
		Attributes	Turning Defiance: These will ignore most turning attempts on them. One needs to be of significant power to turn these creatures—practically a level 10 Cleric or 12th level Paladin to begin to effect it.
			Hot Flesh: This creature’s touch will cause boils and blisters on the skin that will erupt and burn. This will cause a target to lose focus, removing their attack adjusts. Check D°C 12 on each attack.
			Field of Death: This field radiates out from this creature 3 to 5 feet and any living thing that passes into or through it must check vs Spirit or lose 1 point of Spirit per round. If the Ornacon Wraith so chooses, and if the target failed its check, it may simply reach out and purposely touch them taking 8 + 1d6 Spirit points per round.
		Actions	Claws: Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a D°C 10 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success roll.
			Life Drain: Melee weapon attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a D°C 14 constitution check or its life point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Life Point maximum to 0.



Create Undead: The Ornacon Wraith can target up to 3 creatures within 5 ft of each other and within 10 feet of itself that have been dead for no longer than 1 minute and died violently. The target's spirit rises as a Haunt, Doehna or a Phantom in the space of its corpse or in the nearest unoccupied space. These Undead are under the Ornacon Wraith's control. The Ornacon Wraith can have a combination of no more than 10 of these creatures and no more than 5 of any one type under its control at one time.



Possession: The Ornacon Wraith can possess any creature they have damaged previously by draining Life. They make a melee attack and after scoring a hit, latch onto the target. The target must check vs charisma or be stunned for 1d4 rounds. If stunned, the Ornacon Wraith will possess that target and only a Remove Curse and an exorcism can force this creature out. Once the creature is out, the possessed is a lifeless corpse. Be careful, as it can be animated with Create Undead.

Wraith Call: This is a unique ability of any undead. Any creature alive or dead that the Ornacon Wraith has ever touched or has been in contact with in regard to its field of death, has a mark on its essence. When the Ornacon Wraith howls or screams its hideous noise, those that have been touched must make a check versus Wisdom D°C of 16. If they fail, they will be awoken and will have the nagging drive to go somewhere but they do not know where. They will start wandering until they eventually get to the area of the Ornacon Wraith. They can make a check every hour to negate the call. However, every time it calls, they will again go through the same process. Very few ever return from a call in the same way they left.

Phantom: 200 XP

The Phantom is a non-corporal memory of sorts of someone. It lives in a perpetual state of questioning the facts of their death, not realizing that it is dead. They appear very similar to the way they looked in life. They have no color but they seem to be grayish to whitish in appearance. They float around in the area of their death looking for answers they will never find. They are not particularly aggressive but they have their moments.

These apparitions don't fear and are not necessarily evil in nature, but when they come in contact with the living, it seldom works out well. The Phantom may approach the living with a real intent for aid, but when they try to communicate, it comes out as wails and screeches. The living is usually scared stiff, so the Phantom will grab hold of them trying to get their attention and that is where things get bad. You see, their negative energy touch can drain life and they do not necessarily understand this. So, when the body collapses to the ground lifeless, the Phantom simply wanders off looking for someone else for help.


Level	1	Life Force	6d4
Alignment	NE	Armor Class	11
Size	M	Notes	Phantoms move through objects as if it is difficult terrain.
Speed	40 Fly	Senses	Night Vision 60', Awareness 11
Str	6 -3	Vulnerabilities	Fire
Dex	12 +1	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing from non-magical weapons
Con	5 -3	Resistance	Acid, Fire, Lightning, Thunder, Piercing and slashing from non-magical attacks
Int	6 -2	Languages	Native tongue only; cannot speak or understand anything else
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Prone
Cha	8 -1		
Spirit	11		
		Attribute	Sunlight weakens the Phantom's motion, slowing its activities by half but causes no damage to it.
			When the Phantom touches a living creature it is very cold and whatever creature is touched feels the sense of death coming at them. This will usually generate fear and the victim will need to succeed at an Intelligence Check of D°C 10. If one fails the check, they are scared and will flee the immediate area for 1d4 minutes.
		Actions	Phantom Grasp: Melee attack: +4, reach of 5 feet to one target doing 2d6 necrotic damage. This will continue until the Phantom releases their grasp on the target. If the target is not petrified or scared stiff they may run from the creature. However, it will usually follow a little way before returning to its place.
			Wail: The sound they make in trying to communicate just makes you sick inside and is unnerving, to say the least. They can perform this on a 5 or 6 on 1d6 roll per round. This sound requires any creature within standard ear shot, 20 to 40 feet, to make a Check versus Wisdom D°C 12. Failures cause Fear and 1 + 1d4 Life Leech.

Revenant: 1850 XP

Revenants are wronged souls that claw their way back into the Material plane by sheer will. Reports say they look just like Zombies but with a burning fury in their eyes and a certain resolve in their stride. Those who see these creatures say they look exactly like a person they'd wronged but with flaming red eyes. They say that when they looked at the Revenant, they felt the lower planes calling them. Every report tells of the same: the Revenant can't be killed. When their physical body stops moving, a few days later they return in a different corpse. Even getting their current body to stop moving proves to be a real challenge. Their wounds seem to start healing at an incredibly fast rate immediately after it is inflicted. Some people have reported that fire may be effective.

They appear as gaunt, pale humanoids of their former self. The wounds they received that killed them seem to never heal. Those that you may inflict on them after their death and becoming a Revenant heal very fast. Being of the Undead, they are much stronger than they were when alive. Until they destroy the one that wronged them, they will hunt for them. All the while those wounds continue to decay. Eventually these creatures, if they do not succeed in destroying their villain, will rot and fall apart somewhere within a year of their demise. If they happen to destroy the villain, they will crumble and turn to dust once the task is completed.

Revenants usually don't seek out other creatures, simply because they're completely focused on getting their revenge. If their target is strong, they are known to try and get powerful allies to help them hunt. For that reason, you'll sometimes see several of them together. They always come over as angry, determined and impatient. Sometimes you'll still be able to sense a certain sadness for the thing or things they've lost. Judging from their actions, there is no reason to believe that these creatures are inherently evil. Some even keep praying in their current form. They mostly keep away from people because most people wouldn't understand their situation and only see them as an evil undead creature. It sure seems like a tragic existence to me.

Level	6	Life Force	16d12 + 72 (88 – 264) 176
Alignment	N	Armor Class	13 (leather)
Size	M		
Speed	20 - 25	Senses	Dark sight 60', Awareness 15
Str	20 +5	Vulnerabilities	None?
Dex	14 +2	Immunities	Cold, Necrotic, Poison
Con	18 +4	Resistance	Acid, Fire, Psychic
Int	13 +1	Languages	What it knew during its life. Can speak them.
Wis	16 +3	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Stunned
Cha	18 +4	Attributes	Regeneration: 10 LP at the beginning of each turn. Fire and holy energy attacks stop the Regeneration for 1 round. If it reaches 0 LP and, on its turn, does not begin regenerating, the creature's body is destroyed.
Spirit	34		
		Attributes	Rejuvenation: If its body is destroyed within 3 days, its spirit will find another corpse and inhabit it, regaining all its previous attributes and LP. If the body is destroyed and it has not inhabited another body, a Prayer of Loosening or a Wish can make the spirit go on into eternity.
			Turning: This creature is immune to turning attempts.
			Vengeful Tracker: The Revenant knows the direction and distance to the persons on whom he is seeking revenge.
			Fist: 2 Attacks: +7, hit one target within 5 ft, does 2d6+5 bludgeoning damage. If it is a target of revenge, it does 8d6 with rage.
		Actions	Binding Glair: The Revenant can glare at a target that it sees within 30 feet and cause it to be paralyzed if it does not check vs Wisdom D°C 15. Regardless of the check, the creature will be Feared for up to 1 minute or until damaged.

Shadow: 450 XP

The Shadow has been a curse on life ever since the first evil mortal took its last breath, birthing the first Shadow into the world of light. They appear as mounds of darkness, formed in a warped shape of the mortals they once were.


It is unknown why or how the Shadow came to be, though many theories have come about regarding their initial creation. Many arcane scholars believe them to be masses of necrotic energy that gained sentience by using the soul of an evil mortal as a sort of conduit and mold for self-creation. Holy men believe them to be the evil in a man's soul, free from its mortal frame.

No matter the method of their initial creation, these creatures now exist only to hunt and extinguish the life of good men and women from this world, raising maleficent Shadows from their bodies and leaving us with the words of wise men to live by: a single light may lead through the darkness, but the shadow cast will always be.

When mortals of evil hearts and souls die, a Shadow splinters away, taking with it a hatred for life and light. These creatures do not breed in a typical sense. Instead, they consume the life and strength of good-hearted men and women, and when there is no more life, a Shadow is born from their bodies, and it seeks out more good-hearted men and women to continue the cycle.

A Shadow's body seems to be nothing more than moving darkness to most, but upon closer inspection, one can tell that their bodies are actually a semi-solid mass of necrotic energy. This would explain how they can sap the strength of men by simply touching or embracing them. These bodies not only allow them to attack their prey by such simple measures but allow them to move through spaces and openings as small as a coin.



What is still being discussed is how this necrotic mass is capable of creating a set of eyes that allow the Shadow to see and react as any man's eyes can. Some have theorized that it does not simply see light as we do, but that they instead see darkness in a similar fashion.

Level	2	Life Force	6d6 +42
Alignment	CE	Armor Class	12
Size	M		
Speed	45	Senses	Celestial Vision 60', Awareness 10
Str	6 -2	Vulnerabilities	Radiant and Holy attacks
Dex	14 +2	Immunities	Cold, Fire, Necrotic, Poison, Piercing, Slashing from non-magical weapons that aren't silver
Con	13 +1	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical weapons
Int	6 -2	Languages	All that it knew during its life. Can speak
Wis	10 +0	Condition	Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned,
Cha	16 +3	Immune	Prone, Restrained
Spirit	25		
		Attributes	Fluid Movement: It can move through spaces as small as 1-inch without effort.
			Spell Caster: The shadow is a Charisma spell caster with 380 MANA. It can cast, as a cantrip, Chill Touch and Shocking Grasp. Once every 12 hours they can cast Hold Person, Ray of Sickness, Blade Call
			Stealth: In dim light to total darkness, the Shadow can elect to hide as a bonus action.
			Sunlight: Sunlight causes the Shadow to become weak in the sense that its actions are unlucky.
		Actions	Strength Drain: +4 to hit on target within 5 feet. Does 2d6 necrotic damage and absorbs 1d4 points of Strength from the target. If a non-evil entity dies from this attack, in 1d4 hours a new Shadow will manifest from the body.

Shedor: 1550 XP ***

This creature is the result of hideous evil magic. The origin legend of the Shedor is that of a Unicorn defending children from a Wraith attack and sacrificed itself to check them. The Wraith raised the dead Unicorn as a steed. The Unicorn has no knowledge of its prior existence. However, the Shedor has an unnatural fondness of the good and children. Some have come to the aid of children against undead attacks, causing quite a bit of confusion. This creature has still several of its magical abilities. First the Horn that touches a person willfully they are healed of curses and poisons. Second the Shedor cannot out right kill a living creature unless it is attacked first and it chooses to fight. Third is that the Shedor still can gate to any location as it sees need to.

In the wild the Shedor stays clear of the living something in it sees them as not to want to deal with as well as the undead being wrong in nature. It knows not why. Its horn crits on a 19 or better on a natural roll charge attack. Wraith still fears the creature as it sees them harmful to them. Many Wraiths have captured and removed the horn of the Shedor as a trophy. But the Horn cannot be owned and soon returns to the Shedor somehow. Wraiths do not understand how this can happen as well as many other evil creatures.

Level	7	Life Force	10d10 +28 (89)
Alignment	CN	Armor Class	12
Size	M - L		
Speed	50	Senses	Celestial Vision 60', Awareness 10
Str	16 +4	Vulnerabilities	Radiant and Holy attacks
Dex	14 +2	Immunities	Cold, Fire, Necrotic, Poison, Piercing, Slashing from non-magical weapons that aren't silver
Con	15 +2	Resistance	Acid, Lightning, Thunder, Bludgeoning
Int	12 +1	Languages	Elvish, Fey, Celestial
Wis	15 +2	Condition	Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned,
Cha	16 +3	Immune	Prone, Restrained, Charm
Spirit	27		
		Attribute	It can cause wounds to any creature that touches its horn.
			Shadow Step: 1 a night. Up to 10 miles.
			The Shedor have a high magic resistance They have luck on all checks.
			Remove Poison on willful touch of horn.
		Actions	Charge: Horn melee attack, +6 to attack, doing 4d6 + 7 damage. If a critical hit occur the target is impaled by the horn. Taking an additional 4d12 damage. It can charge a target and strike it with its horn. The target must succeed on a Strength check D°C 14 or be knocked prone. If failed by less than 8, the target takes an additional 1d8 damage and is stunned 1d4 rounds.
			Two Hind Kicks: Melee attack: +10 to attack, 2d8 damage each.
			2 Trample or 2 Punch by front hooves. Melee attack doing 2d4 each.
		They do not have lairs like Unicorns do.	

Sinister: 5th Level 1800, 12th Level 5250, 18th level 16000, 22 Level 45000 XP ***

Most Sinisters are Undead Celestial entities. When a Celestial dies, its essence goes to the one who created it for its resting place, but some do not rest; hate and a malign spirit fills them giving way to a want of revenge, power or both. These creatures still maintain the powers they had when living. Some Sinisters are low-key and not very powerful, while others can shake the heavens.

The Sinister in general appears as a glowing, humanoid figure in an armor-like garb, cloaked in its evil and hate. The darker the cloak, the darker the sinister. Some maintain equipment they had during their life while others are garbed in their cloak and shambled clothes. Most create a Stave of the Harbinger as a primary weapon, which serves as a focus of their death and hate. They do not walk and touch the earth, but walk just a few inches away from it.

They leave no trace of movement except for crystals that form under them as they pass. These crystals are not very big, about 1/8 inch, and so are easy to miss. They radiate death as if the creature is sprinkling the earth with death. If the crystals are not destroyed or removed within a day, any creature that was in the area (10 feet) will animate. This gives way to the notion that these creatures leave death in their wake. These crystals are very valuable to some individuals, primarily necromancers, some clerics, and Dead hunters.

It appears that these crystals can be made into a type of crystal that can repel Sinisters. Necromancers can utilize the death in the crystals to create more Undead with less power of their own. There is a draw-back in that if the Sinister from whence the crystals originated ever comes calling, the Undead will obey the Sinister rather than the Necromancer.

Sinister are resistant to normal weapon damage. Any weapon will only do 1 die of damage to a Sinister's body. Blessed will add 1 point of damage for every 5 levels of the Blessing and Purified Mythril will do an additional 3d4 points of damage to the Sinister. They cannot be turned by anything other than a relic of substantial power and even that is only temporary. It can check against a turn with a Spirit check of D°C 16.

Celestial Light aggravates a Sinister and causes 1d4 holy radiant damage per round. They can stand on sacred ground since they do not touch it. The crystals will eventually corrupt the ground unless a Remove Curse, Miracle, wish spell, or someone with a Gather spell can remove them.

A Sinister creates an aura of death similar to that of a Major Death but it is slightly different in that the aura is actually a gate realm to his world of death. Any creature that comes into this aura of death must check versus Spirit D°C 14 or be plagued with horrid visions of undead creatures all around them shuffling towards them. These undead do in fact exist in the Domain of the Aura. Within 3 rounds, the target creature will have to battle these undead. These undead are usually Specters (60%), Wraiths (40%), Minor Deaths (25%), Haunts (80%), Ghosts (80%), Crimson Fiends (15%), Cryptic shades (35%), Banshee (45%), and Ornacon Wraiths (5%). This percentage is the chance the Sinister will have one of these living in the Domain of the Aura. If they exist there is never more than 1d6 on any one of them. Sinisters have no lair since they carry it around with them.

The Sinister has 4 attack choices that they can use in a combat round: Touch of Death, Necrotic Shield, Claws, Stave of the Harbinger. They are also Celestial spell casters as well. The Sinister can use any one of its Legendary Actions in any round but once used, it cannot not be reused for 8 rounds.

Level	5, 12, 18, 22	Life Force	5 th Lvl 6d8 +20, 12 th Lvl 13d8 +45, 18 th Lvl 18d6+75, 22 nd Lvl 25d8 + 250
Alignment	CE	Armor Class	5 th Lvl 15 Leather, 12 th Lvl 18 Chainmail, 18 th Lvl 20 Mythril chain and leather, 22 nd Lvl 25 Mythril plate.
Size	M		
Speed	45		Checks Str +4, Wis +6, Con +2, Int +8, Cha +6, Spirit +4
Str	16 +3	Senses	Dark sight 60', Celestial Vision 30'
Dex	15 +2	Vulnerabilities	Radiant, Lore Stone Radiance
Con	10 +0	Immunities	Necrotic, Poison, Cold, Fire
Int	13 +1	Resistance	Acid, Lightning, Thunder, Bludgeoning,
Wis	20 +5	Languages	Abysal, Olien, Tera, and their native tongue
Cha	15 +2	Condition Immune	Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Spirit	32 – 66		
		Attributes	Turning Defiance: The Sinister does not react to turning attempts.
			Direct Sunlight causes them to fade away, being forced back to the Land of the Dead or the Celestial Shadow Lands within 3 rounds if they cannot block it out. This is traumatic for this creature. I hear that the wailing and screams from the creature in sunlight is very disturbing to the soul and mind.
			Dark Step: This ability enables the Sinister to take a step into any shadow or darkness and exit any shadow or darkness within 120' 4 times a day.



Magic Resistance: At the 12th level and above, Sinister have a +4 on all checks against Celestial, Ethereal, or Shadow magic above their normal checks.

Necrotic Shield: The Sinister can opt to create a shield of necrotic energy that last for 1d4 rounds. He can only have one shield active at a time. The shield is an anti-life shield. Nothing living can pass it. Anything that touches it that is living receives 2d4 Necrotic damage. If the shield is hit with a hand weapon, the wielder will take 1d4 necrotic damage.

Actions

Touch of Death: The Sinister can reach out and attempt a touch of their decayed boney hand as a melee attack at +2, doing 3d8 necrotic damage and passing on the Life Corruption Curse. The target must make a Charisma check D°C 12 or be stricken with the curse. This curse is fast acting and very deadly. When inflicted, you will lose 1 point of Constitution per round. The victim must check vs Constitution each round or lose a point of Constitution (D°C 14). When your Constitution is at half, your movement rates are halved and healing stops. All concentration abilities require a check vs Intelligence in order to utilize it each time. When Constitution reaches ¼, the target must make a check vs Constitution each round in order to even perform a single action. At 0, you will collapse on the floor and begin dying. You will lose 1 point of life, doubling each round until dead (1, 3, 7, 15, 31, 63, 127, etc). Once the victim is dead, they arise as an undead with memories that their comrades failed to check them and with a hate motivating them to kill them all. Remove Curse stops the curse for 1 Hour. A Major Restoration will restore the creature if they have not yet died and been risen as an undead.

Claws. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage, +5 Points necrotic damage. If the target is a creature other than an undead, it must succeed on a D°C 10 Constitution Check or be stunned for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success.

Stave of the Harbinger: The Stave can summon any Undead of lesser ability to its location in one round, using the domain of the Sinister's aura. This summoned creature will announce to the enemies of the Sinister that their souls belong to the Sinister and death awaits them. They will attack to destroy the target the Stave has touched.

Death Wind: This magical ability causes a wind of sorts to flow out of the Sinister in all directions. Any creature within 30' must make a spirit check D°C 14 or be overwhelmed by all the images of deaths the Sinister has caused. Those that fail lose initiative for two rounds and are lost to the images and cannot take any action. Remove Fear, Curse, or Blessing of Peace will remove the effect. If they fail by 8 or more, they will lie upon the ground wailing and crying at the torment of their soul, lasting 4 rounds.

Tempest: This magical ability causes the environment the Sinister is in to become cloudy and stormy in 120 feet in all directions and 100 feet high above him. It will follow him like a blanket. The winds are 30 to 40 knots with driving rain and random lightning strikes for 1d8 rounds. Lightning strikes may hit a target on a die roll of 18 or better, three bolts per round. All creatures caught in this tempest are moving as if in rough terrain. All physical attacks are at a -4 for the duration of the tempest.

Legendary Actions

Death Glare: The Sinister targets one creature that it can see within 60 ft. If the target can see the Sinister, it must succeed on a D°C 11 Wisdom Check against this action or become paralyzed. If the target fails the Check by 5 or more, it is also knocked prone. A target that succeeds on the Check is immune to the Glare for 1 day.

Channel Negative Energy (Costs 2 Actions): The Sinister magically unleashes negative energy in a wavelike effect. Creatures within 60 feet, including ones behind barriers and around corners, can't regain Life Force until the end of its next turn.

	<p>Undead Call: The Sinister conjures forth the dead from the earth beneath within 120 feet to arise and fight. The undead crawl out of their graves and attack any living creature within 60 feet. All damage delivered by the Undead is necrotic damage. The target must succeed on a D^oC 18 constitution check, and a check delivers ¼ damage instead of full damage. Treat these undead as Zombies and Skeletons.</p>
Spells Casting	<p>The Sinister can cast the following spells based on the level of Sinister.</p> <p>:5th Level Sinister</p> <p>Cantrip: Death's Gesture, Create Bonfire, Friends, Toxic Mist, TrueStrike, Death call</p> <p>(3) 1st Lvl: Arms of Hadar, Bane, Cantrip, Chaos Bolt, Hellish Rebuke,</p> <p>(2) 2nd Lvl: Dragon's Breath, Hold Person, Scorching Ray.</p>

Skelton: 50 XP

A mundane Skeleton is no stranger in form or function to any who walk this world long enough to know of death, but an undead Skeleton is not encountered quite as often, though they are fairly common as far as Undead go. A Skeleton has a mechanical nature virtually identical to that of a person, though whoever they were in life is gone. There is no soul there, and rarely any sense of self, only the dark magic that animates them.

Skeletons are easily animated and make fairly good foot soldiers and guards if kept under their creators will, and because of that, they are encountered anywhere that one might find magic users, and sometimes even 'naturally' occurring in places that are abundant with necrotic energies.

A Skeleton's physiology is typically the same as the base creature it was made from, though there are some things to note here. First, humanoid Skeletons are by far the most popular to animate. This is due to the fact that they have the form needed to effectively make use of the very same things we make use of ourselves, especially arms and armor, often taken from the very soldiers that were killed to animate the Skeleton in the first place.

Skeletons can, in theory, be formed out of collections of unmatched bones, or even bone shards. A skilled Necromancer who is in dire need of a Skeleton can piece one together from any collection of solid bones, even if he is given only femurs to work. Odorous Ulman is an example of this feat given that he had sent the wrong crate to his tower and then claimed it was an accident. It is far easier to simply animate a pre-existing and as intact as a possible Skeleton though.

Level	1, 2, 3, 4	Life Force	1 st Lvl 2d8 + 4, 2 nd Lvl 3d6 +6, 3 rd Lvl 5d4 +8, 4 th Lvl 3d8 + 8 If was raised by raw necrotic energy can only be 1 st or 2 nd Lvl add + 6
Alignment	NE	Armor Class	1 st – 2 nd Lvl 13 (armor parts), 3 rd Lvl bands of protection +4, 4 th level Chain mail + 4
Size	M		
Speed	25	Senses	Dark sight 60', Awareness 9
Str	10 +0	Vulnerabilities	Bludgeoning
Dex	14 +2	Immunities	Cold, Necrotic, Poison, Piercing by non-magical weapons
Con	15 +3	Resistance	None?
Int	6 -2	Languages	None
Wis	8 -1	Condition Immune	Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Cha	5 -3	Attributes	Must be destroyed or will rise again in 1 hour. Crush, Burn, or toss all the bones in acid to destroy them.
Spirit	8, 10, 12, 14		Tireless endurance, no need for rests.



Actions

Melee weapon attack: Reach 5 ft, +4 hit, 1d4 damage + weapon damage
 Ranged weapon attack: 60 to 100 feet +4 hit, 2 + ammo damage
 4th level Skeleton
 They can have one of the following:
Blight Bolt: Once per 4 rounds 4d4 damage
Plague Touch Disease: Make a constitution check D°C 12, 1d4 damage +1 per melee.
Stone Throw: Once every 4 melees, 1d4 make check versus Dexterity D°C 14 for dodging the stone. No damage.

Ranged Weapons	Class	Resist	Disarm	DT	QD	Damage	Die Type	L A	M A	H A
Longbow	Range	60	40	2	1	Thrust	4	-4	-6	-6
Short Bow	Range	35	0	2	1	Thrust	4	0	-2	-4
Lance Arrow	Ammo	20	0	.5	2	Thrust	8	6	0	-4
4 Razor Arrow	Ammo	55	0	.5	3	Thrust	8	6	4	2
Slur Cross Bow	Range	85	65	2	1	Bludg	6	8	4	4
Spike Nod Bolt	Ammo	70	0	.5	3	Bludg	8	4	4	2
Wedge Bolt	Ammo	85	0	.5	3	Bludg	6	4	4	0

Melee Weapons	Class	Resist	Disarm	DT	QD	Damage	Die Type	L A	M A	H A
Ball and Chain	Flail	60	2	A	3	Bludg	10	1	4	2
Hercules	Club	70	2	1	2	Bludg	10	8	8	8
Broad	Axe	9	26	55	65	Chop	8	2	0	-2
3 Flange	Spear	50	0	A	2	Thrust	6	8	4	-4
Bastard	Sword	68	80	2	4	Chop	10	5	2	0
Saber	Sword	75	50	2	2	Chop	8	4	2	2
Shad	Sword	78	90	2	4	Chop	12	10	8	6
Tashi	Sword	75	50	2	2	Chop	8	4	2	2


Skelton Hunter: 2400 XP

A mundane Skeleton is no stranger in form or function to any who walk this world long enough to know of death, but an undead Skeleton is not encountered quite as often, though they are fairly common as far as Undead go. A Skeleton has a mechanical nature virtually identical to that of a person, though whoever they were in life is gone. There is no soul there, and rarely any sense of self, only the dark magic that animates them.

Skeletons are easily animated and make fairly good foot soldiers and guards if kept under their creators will, and because of that, they are encountered anywhere that one might find magic users, and sometimes even 'naturally' occurring in places that are abundant with necrotic energies.

A Skeleton's physiology is typically the same as the base creature it was made from, though there are some things to note here. First, humanoid Skeletons are by far the most popular to animate. This is due to the fact that they have the form needed to effectively make use of the very same things we make use of ourselves, especially arms and armors, often taken from the very soldiers that were killed to animate the Skeleton in the first place.

Skeletons can, in theory, be formed out of collections of unmatched bones, or even bone shards. A skilled Necromancer who is in dire need of a Skeleton can piece one together from any collection of solid bones, even if he is given only femurs to work. Odorous Ulman is an example of this feat given that he had sent the wrong crate to his tower and then claimed it was an accident. It is far easier to simply animate a pre-existing and as intact as a possible Skeleton though.

Skeleton though.			
Level	1,2,3,4	Life Force	Lvl 1: 3D8 +4, Lvl 2 5d8 +8, Lvl 3 6d8 +12, Lvl 4 7d8 +16
Alignment	LE	Armor Class	11: 16 (Scale Mail), 17 (Chain Mail), 14 (Studded leather)
Size	S M L	Checks	Spell raised Skeletons are Lvl 2. Nature, curse or soul called Skeletons are Lvl 3 or 4
Speed	15, 20, 30	Senses	Dark Vision 60', Awareness 10
Str	10 +0	Vulnerabilities	Bludgeoning
Dex	14 +2	Immunities	Poison, Piercing from non-magical weapons
Con	15 +2	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	6 -2	Languages	All that it knew during its life. Can speak
Wis	8 -1	Condition Immune	Exhaustion, Poisoned
Cha	5 -3	Attributes	Sense the living within a mile
Spirit	8, 10, 12, 14		+2 attack and +4 damage against any creature fleeing from it.
		Actions	Melee weapon +4 hit, 1d6 damage + weapon damage
			Ranged weapon +4 hit, 1d6 damage + weapon damage
			Throw one of three Dark Axes, +3 to hit, 3d8 damage. Target must make Dexterity check D°C 12 or be knocked prone
			Slime target: 1d6 damage
			Dark Stare: If target sees the Skeleton Hunter look at him and notices the glimmer in the eye sockets D°C 8 the target must make Wisdom check D°C 10 or be stunned 1d4 rounds.
			If 4th level, they can have one of the following:
			Blight Bolt: Once per 3 rounds 4d4 dmg
			Plague Touch Disease: make a constitution check D°C 12, 1d4 damage, +1 per melee.
			Stone Throw: Once every 4 melees, 1d4. Make check versus Dexterity D°C 14 for dodging the stone. No damage if success.

Skeletal Knight: 1100 XP

A mundane Skeleton is no stranger in form or function to any who walk this world long enough to know of death, but an undead Skeleton is not encountered quite as often, though they are fairly common as far as Undead go. A Skeleton has a mechanical nature virtually identical to that of a person, though whoever they were in life is gone. There is no soul there, and rarely any sense of self, only the dark magic that animates them.

A Skeleton's physiology is typically the same as the base creature it was made from, though there are some things to note here.

Skeletal Knights are fallen warriors that have been raised in un-life. This makes them more powerful and valuable than a common Skeleton, but also harder to control and give orders to. Most Skeleton Knights seek freedom from their masters and commonly ride the same steed as they did in life.

Level	4 - 10	Life Force	6D10 +4 +30 for size
Alignment	LE	Armor Class	14 + 1 type of armor (Chain +5, Plate +8, Dragon +10) and shield
Size	M	Notes	Spell raised Skeletons Knights are Lvl 6 to 8. Curse or soul called are <u>Lvl</u> 9 or 10. The <u>called</u> creature is sentient <u>and</u> its Intelligence will be equivalent to that in life.
Speed	30	Senses	Celestial Vision 60'
Str	15 +2	Vulnerabilities	Holy attacks, Earth Shard
Dex	12 +1	Immunities	Cold, Necrotic, Poison, Lightning
Con	16 +3	Resistance	Fire, Thunder, Bludgeoning
Int	8 -1	Languages	All that it knew during its life. Can speak
Wis	14 +2	Condition Immune	Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Restrained
Cha	5 -3	Attributes	Weapon attack +5 hit, 2d4 dmg + weapon. Usually carries a cursed blade of life stealing or soul leach
Spirit	9 – 31		Spell attack: Bone Shard +8 hit, 4d4 damage



Actions

These undead are loyal to the very end and will not back down even when severely out-numbered by an enemy.

On rare occurrences, there have been Skeleton Knights found having magical armor and limited spells; 3 Cantrips, 2 2nd, 1 3rd


Can summon up to 1d6 Skeletons every 6 rounds. Can summon 1 Wraith per day. The summoned undead will follow the orders of the Skeleton Knight until destroyed or 6 rounds pass where they will crumble or dissipate.

Charge attack: Can move at 35 speed towards a target and roll to hit +4, using a Shield Bash on the Charge. If hits target, target must make Strength check D°C 15 or be knocked prone. If knocked prone within 5 feet, the Skeleton Knight gains 1 free attack.

Skelton Lord: : 3000 XP

Skeleton Lords are generally created naturally following massive battles. All the dead bodies, unless burned or properly buried, have a sorry about them. This sorrow will give way to hate and revenge and left long enough, will manifest enough negative energy to raise a Skeleton Lord. This Skeleton Lord embodies all the hate, revenge and restlessness of all the dead in the area, making them strong and dangerous.

The Skeleton Lord will arise with the greatest armor from the field of battle and the greatest sword. The creatures have True Sight and can see through lies to what is real. They are so hateful that they generate an aura of Death Chill to anyone who gets near enough to them. Some carry a stave and can cast spells, while others are heavy combatants ready for most anything. They can Shield Bash and have 1 weapon attack and one extra action each round. They can cast Charmed Stare, pass the plague on a touch, can cast down Unholy Fire, or raise an undead from the damaged skeleton of a freshly killed body. The Skeleton Lord can gain a rage action every 4 rounds and elect to perform a Blade of Sundering attack on a target, primarily to damage armor or another's weapon.

Level	10	Life Force	10d12 + 48
Alignment	LE	Armor Class	18 + Armor (Chain, Plate) 10% magical
Size	M		
Speed	25	Senses	True Sight 60', Awareness 19
Str	18 +4	Vulnerabilities	Celestial <u>magic</u> , Holy Light, Expel Wicked
Dex	12 +1	Immunities	Charm, Cold, Necrotic, Poison, non-magical weapons
Con	18 +4	Resistance	Acid, Lightning, Thunder
Int	14 +2	Languages	All that it knew during its life. Can Speak
Wis	18 +4	Condition Immune	Exhaustion, Frightened, Paralyzed, Petrified
Cha	12 +1		Immunity to turning
Spirit	40	Attributes	Death's Chill: The Skeleton Lord radiates an aura of death. Anyone within 10 feet of it takes 1d4+6 cold damage.
			Summon: Summons a Skeletal Knight or <u>Wraith</u> Lord once per hour.
			Weapon Attack: +6 hit 6d6 damage + 8. Cursed Blade: 1d4 for effect: Wisdom check D°C 16: (1) stuns 1d4 rounds, (2) 1 additional attack, (3) 1d4 bleeding for 4 rounds, (4) <u>knocked</u> prone.
			Touch causes Plague. 1d4 necrotic damage per melee, Constitution check D°C 16 Spell Cast: Check negates plague.
			Charmed Stare: Once per round. Target must succeed on a <u>Wisdom check</u> of D°C 15 or be charmed by the Skeleton Lord. If they fail, they are enslaved. If any harm comes to the Charmed target, they may make a check check again. They can stay charmed up to 48 hours after which the charm dissipates, allowing the target to freely think and move.
			Unholy Fire: Make a Dexterity check D°C 16 or receive 4d4 necrotic damage + 3d4 Cold damage. A check rates half as much.
			Raise Undead: The Skeleton Lord can raise an undead as one of its actions every other round. Either a standard Skeleton, Zombie or Skeleton Warrior.
			Blade of Sundering: Once per 4 melees, the Skeleton Lord can make a sundering blade attack at +6 hit and 6d8 damage: Any armor struck must check or lose half its AD.
			Remove an effect from an undead.


Soul Leach: 1500 XP

The Soul Leach is a rather vile undead who seeks to gain power to eventually break free of the bondage of death, which can never happen, but it believes it can. They are not necessarily evil but more neutral, their goal includes looking for the cure to death. They appear as cloaked figures wandering around looking for things that can help them. Those that attempt to kill, attack, or damage it will face relentless retaliation. It will use one of its three attacks: Necrotic Touch, Soul Leach, or Curses, outlined below. This creature is truly deranged.

Very few individuals understand this creature and what actually caused the creation of the first one is unknown. The Soul Leach has some memories of its prior life. They are like dreams or perhaps passing thoughts. It cannot walk in the light of day as it will cause itself great harm, but it longs to walk in the light again.

If the Soul Leach believes an individual that is near is a danger to itself, it will attack with cloak of darkness. The Soul Leach has an ability to smell the spirit in a creature, or at least that is what it appears to do. If the creature has a strong enough scent, it will attempt to subdue the creature and drain its life/spirit, adding to its own.

The Soul Leach has 3 spells it can cast as often as it chooses: Enemy Illusion, Antagonize, and Rebuke.

Level	14	Life Force	20d8 + 32
Alignment	N-Ne	Armor Class	15 (Can only be hit by blessed weapons)
Size	M	Notes	On a rare occasion, a Soul Leach is looking for something and would rather have aid than war.
Speed	Fly 40	Senses	True sight 60'
Str	14 +2	Vulnerabilities	Light, Light Shard (2x damage)
Dex	15 +3	Immunities	Acid, Cold, Thunder, Necrotic, Poison, Piercing, Non-blessed weapons
Con	8 -1	Resistance	Lightning, Celestial attacks, Bludgeoning, Poison,
Int	15 +2	Languages	Celestial, Tera; Can speak
Wis	18 +4	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone
Cha	12 +1		
Spirit	49		
		Attributes	Can cause unholy darkness, 60' x 60' area once per 100 rounds. Causes 1d6 cold damage per round to any creature caught in it. It is so dark you cannot see your hand in front of your face. The darkness causes a disparity in one's belief, causing them to believe that a particular direction is the right way to go. Roll a dice for direction every 5 feet: 1 straight, 2 left, 3 right, 4 circle, 5 backwards, 6 left.
			Can pass through solid objects at half speed.
		Actions	The Soul Leach can choose two melee attacks or two spell attacks per round.
			Necrotic touch: Melee, +6 hit 8d4 damage. Must make Constitution check D°C 14 or be stunned 1 + 1d4 rounds.
			Spirit Leach: Melee, + 4 to hit. Target must make Spirit check or lose 1d4 Spirit permanently. If it reaches Spirit of 0, target will go unconscious and lose half its levels. In 1d4 days, a new Soul Leach materializes from the remains of the body. Restoration of Soul or Celestial Healing gains 1d4 Spirit back and negates Soul Leach manifestation. Requires a Miracle in a holy service to gain lost abilities and levels back.
			Spirit Curse: Spell, must touch target +6 to hit a single target, must make an Intelligence check D°C 18. If successful, target is Immune for 24 hours. Fail causes target to drop weapons and fall prone from shock, losing 1 point of Strength, Constitution, and Endurance per melee. Can reroll at the end of each round. Requires a Full Rest to recoup 4 points of Strength, Constitution and Endurance. Celestial or Major Healing will slow the loss. Restoration or Remove Curse eliminates the curse but a Full Rest is still needed to recoup.
			Friend: Spell, For the duration of the spell, the Soul Leach puts the target in luck on all Charisma checks, directed at one creature of your choice that isn't hostile toward you. When the spell ends, the target realizes that the Soul Leach used magic to influence the target's mood and becomes hostile toward the Soul Leach. A creature prone to violence might attack the Soul Leach, might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with the Soul Leach.



Spells

Enemy Illusion: The Soul Leach casts the spell in an area 10' x 10' and any creature entering this area must make an Intelligence check D°C 15 or they will see, from their own imagination, the most fearsome creature they could imagine drop in as if having been watching from a ledge above. The illusion is slightly translucent, like it is camouflaged, so the player? explain why some may not see it. The illusion, if believed, is the same level as the target and does the same amount of damage the target can deliver, with similar attacks, and has the same Life Force as the target.

Antagonize: This spell fills an area 60' x 60' with the smell of death and with the sounds of whispering heard by each target that enters the area. Every 5 feet, target takes in the area Cause aggravation. Once the target has moved 25' into the area, they will sense doom from somewhere around them. Each target must make a successful Wisdom check D°C 12 or they will believe the nearest creature wants to kill them and attack the creature. The failed target may reroll its check at the end of its turn. A check negates the effect.

Rebuke: Reaction; If the Soul Leach is being attacked by a creature within 60 feet of it that it can see, the Soul Leach points its finger, and the creature that attacked it is momentarily surrounded by hellish flames. The target must make a Dexterity Check D°C 14. It takes 2d10 fire damage on a failed check, or half as much damage on a successful one.

Spectral Wraith: 3860 XP

A Spectral Wraith is malice incarnate, concentrated into an incorporeal form that seeks to quench all life. The creature is suffused with negative celestial energy, and its mere passage through the world causes everything around them to rot. Animals flee from its presence. Even small fires can be extinguished by the sucking oblivion of the Spectral Wraith's horrifying existence.

Vile Oblivion. When a mortal humanoid lives a debased life, and its corruptness only continues to grow more vile day by day, it will be so suffused with negative energy that it will reach a point where the flesh will fall away and give rise to this abomination known as a Spectral Wraith. Almost nothing of the Spectral Wraith's former existence is preserved; in this new form, it exists only to annihilate other life. The Spectral Wraith can move through solid creatures and objects as easily as a mortal creature moves through fog.

A Spectral Wraith might retain a few memories of its mortal life as shadowy echoes. However, even the strongest events and emotions become little more than faint impressions, fleeting as half-remembered dreams. A Spectral Wraith might pause to stare at something that fascinated it in life, or it might curb its wrath in acknowledgment of a past friendship. However, such moments come rarely.

This Spectral Wraith can make an undead servant from the spirit of a humanoid creature that has recently suffered a violent death. It can create it in one of five forms: a Specter, Wight, Ornacon Wraith, Ghoul or a Shadow. Such a fragment of woe becomes spiteful of all that lives. This Wraith seeks to create legions of the undead, plotting the doom of living creatures. When they emerge from their tombs to do battle, life and hope shrivel before them. A Spectral Wraith doesn't require air, food, drink, or sleep. They have an immunity to turning.

Level	17	Life Force	10d12 +100
Alignment	CE	Armor Class	16 (Celestial Shield)
Size	M	Notes	None?
Speed	30	Senses	Celestial Vision 120'
Str	16 +3	Vulnerabilities	Radiant
Dex	17 +3	Immunities	Necrotic, Fire, Poison, Acid, Cold, Bludgeoning, Standard weapon attacks, Petrified, Prone
Con	10 +0	Resistance	Lightning, Thunder, Magical weapons not made of silver or Mythril
Int	11 +0	Languages	Tera, Olien, Thieves; Cant, . Can Speak
Wis	10 +0	Condition Immune	Exhaustion, Frightened, Grappled, Paralyzed, Restrained
Cha	8 -1		
Spirit	46		



Attributes

Turning Defiance: These Wraiths have luck on Checks against effects that turn undead with a +4 bonus.

Aura of Death: The Spectral Wraith has an aura that shrinks and grows as it moves. As it moves, the aura grows out in all directions by up to 10 feet. When it is stationary, it shrinks back down to its base diameter of 10 feet. Any creature that enters this aura, which is invisible unless you have True Sight, must succeed on a Spirit check or they will lose 1d6 life permanently each round they are in the aura. A Major Restoration or a wish will return the lost life, but only if performed within 24 hours.

Actions

Touch of Death: On a roll of 1 or 6 on a 1d6, each non-undead creature within 20 feet of the Spectral Wraith makes a D°C 20 Constitution Check against this magic, taking 54 [12d8 (12 – 96)] necrotic damage on a failed check, or half as much damage on a successful one.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a D°C 15 Constitution Check or be paralyzed for 1 minute. The target can repeat the Check at the end of each of its turns, ending the effect on itself on a success

Life Draw: The Spectral Wraith can cause all non-undead creatures within 40 feet of it to be dragged towards the Spectral Wraith 10 feet per round, on a 2 or 5 rolled on 1d6, until they enter its Aura of Death.



Life Drain: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (6d8 + 3) necrotic damage. The target must succeed on a D^oC 14 Constitution Check or its Life Point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its Life Point maximum to 0.

Tree Dragon: 4000 XP

The Tree Dragon is truly a Spectral Animate. It was created by the Druid Moiser Froopit, turned Necromancer, after the forest he was a watcher over was destroyed by an invasion of undead. He could not defend nor oppose these undead that seemed to come from everywhere. He lost his mind and turned to death to get revenge. Using much of the devastated woods and beasts, he created a few dragon-like creatures and after many months of work, caused them to animate. The Tree Dragon appears to look like a large bush, 20' wide x 60' long x 15' high. When it unfolds from its bush-like stance, it very much looks like a dragon made of vines, dead trees, and bones. It appears to live in two worlds, as it can sink the roots of its feet into the living soil to grow and heal, but it radiates evil and a magic of the undead. It may also reproduce by spores, making new Tree Dragons. They take about a year to manifest as a Tree Dragon. It seems that the more generations that go by, the farther from the undead state and evil the Tree Dragons are. In the area of Fencher City of Freeland, there are actually a few Tree dragons wandering around the city not bothering anyone.

The Spectral Animate is an undead that is compiled as a construct, then animated as an undead; all its parts are organic. The Tree Dragon can claw and bite as most animals do. It has a breath weapon of 2' bone-like thorns. It can hide in plain sight, appearing as a bush. The Dragon Tree usually gets the surprise on unaware victims. (Who would think a bush would attack you)?

Level	6 - 10	Life Force	8D8 + (M= 2, L=5) d10 (10 – 114 LP), Level 10 gain 4d8 Life Force.
Alignment	N – NE	Armor Class	17 Natural 10% chance 20AC
Size	M – L		
Speed	Run 60'	Senses	Awareness 50'
Str	17 +3	Vulnerabilities	Fire, Acid, Bludgeoning,
Dex	14 +2	Immunities	Cold, Thunder, Frightened, Petrified, Prone, Charmed
Con	20 +5	Resistance	Necrotic, Lightning, Piercing and slashing from non-magical attacks
Int	10 +0	Languages	Understands Trent, Druidic Cant, Death Tongue
Wis	9 -1	Condition	Exhaustion, Grappled, Paralyzed, Poisoned, Restrained
Cha	10 +0	Immune	
Spirit	24 - 32		
		Attributes	Healing from the ground or water 3d4 per round (Must Root in the area 2 rounds)
			Cannot be snuck up on. Does not sleep.
			Bite: +4 to attacks. Does 3d8+6 damage
			Claw: 2 per round. 3d12 +4 damage. These claws attacks can leave spores in the target that begin eating the flesh at 1d4 per round. Need remove curse or cure disease to get rid of them.
			Spit: is moss green disease-ridden gunk. It does 1d4 as a ranged attack at +4. It only does 1 point of damage initially. Requires a constitution check or be diseased. 1) Blood blight, 2) Corruption disease, 3) Graves Disease, 4) Plague disease.
			Tail: The tail swipe does 3d8 damage at +6 to attack. It is long about 8 feet and is mostly branches and bones. If it crits a target they are impaled by the bones and limbs. Doing 2d8 damage per round if they are impaled. The goo of the tail causes the healing process to stop and requires a cure disease to allow healing.
			Roots: The tree dragon can cause roots that are with 5' of it to begin growing out at an alarming rate attempting to restrain a target. It takes D°C 15 to strength check to break out if you are not totally restrained. If totally restrained the vines will begin crushing the target for 2d8 per round. If killed the vines will drag the body down into the ground adding bones for later Tree Dragons to use.




Actions

Specter: 200 XP

Specters are incorporeal undead formed from the spirits of those whose anger and hate prevented them from moving into an afterlife when they died. Like Ghosts, Specters are intelligent; unlike Ghosts, which regenerate over a period unless the unresolved issue that keeps them from death is solved, Specters have no unresolved issue. They are one-shot balls of hate against life itself, draining the Life Force from their victims, and are instantly destroyed by resurrection magic. They lair in dark places where the sun doesn't reach, as its light renders them nearly helpless; a few particularly ambitious Specters stalk the surface at night, returning to a safe spot during the day or simply melting into the ground to avoid the sun's rays. Since any humanoid a Specter kills rises as a new Specter under its control, a single Specter can turn into a massive danger if it gains access to a populated area.

Most adventurers struggle to satisfactorily describe the appearance of the ghostly body hanging in the air before them: like smoke, only more solid; like a thin gossamer fabric, only a whole person of it; like a memory of a person, or like you turned the lamp down on someone being there. Specters appear as faded, transparent manifestations of their former selves, although Specters of humanoids who died in terrible fashions often bear exaggerated wounds that reflect the manner of their horrific deaths. Their faces are twisted masks of rage, and they move unnaturally quickly, floating across the ground far faster than all but the fleetest of their prey.

Although Specters are quite intelligent, the entirety of said intelligence is bent towards the eradication of life, leaving very little interest in socializing. Multiple Specters might work together to more effectively hunt the living, but they share no sense of camaraderie and each considers itself an independent agent of un-life. A Specter's spawn is considered a part of it and treated like extra appendages; on the controlling Specter's death, each becomes independent and begins pursuing the end of all life it can find. Although a highly trained or experienced adventurer might be able to tell a Specter spawn by its slightly weakened abilities, they are otherwise identical to an autonomous Specter, operating with the same cunning and malice as their controllers. Over very long periods of time, controlling Specters can develop telepathic bonds with their spawn, making them particularly coordinated and dangerous.


Level	1 - 2	Life Force	4D8 + Lvl d10 (5 – 42) 23
Alignment	CE	Armor Class	12
Size	M		Hateful spirit
Speed	Fly 50	Senses	Dark sight 60', Awareness 10
Str	1 -5	Vulnerabilities	Celestial Light (2x dmg)
Dex	14 +2	Immunities	Necrotic, Poison
Con	11 +0	Resistance	Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	10 +0	Languages	All that it knew during its life; Can't speak
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	11 +0	Attributes	Incorporeal Movement: The Specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Sunlight Sensitivity: While in sunlight, the Specter has no luck on attack rolls, as well as on Wisdom checks that rely on sight. Also their movement is hampered as if moving through difficult terrain.
Spirit	15 - 17		
		Actions	Life Drain: Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a D°C 10 Constitution Check or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
			Scare: The Specter can attempt to surprise a target. When doing so, the target must succeed in a Wisdom Check or be struck with fear. If they fail by half or more, they are petrified in Fear for 1d4 rounds. Afterwards, if they are still alive, they will flee the area for up to 1d4 minutes. If target succeeds, they are immune to the scare for the next 12 hours.


Vampire: 10000 XP

Vampires are the dark beings who wake to an endless night, hungering for the lives they lost upon their conversions. They sate this hunger by consuming the blood of the living creatures, absorbing their essence and power. These monsters detest the sunlight, for the touch of Whiteheart's pure light burns them. They do not have shadows or cast reflections, which is why any vampire planning to move unnoticed hides in the shadows far from reflective surfaces.

Vampires are often a representation of whatever race that they were in life. More often than not however, most Vampires come from medium-sized races since Vampires like for their brood to have the versatility of movement and power that comes from being a human or an elf. Because vampires are undead, they do not have beating hearts or blood coursing through their veins. They do not require air to breathe or food in the ways that most ordinary creatures need food. Rather, their sustenance comes from the blood of the living, the creatures that the monsters envy the most. They are immortal, un-aging, and only die.

After their conversion to the undead, Vampires become incredibly resilient. Their skin, tissues, and bones harden to a point that they develop natural armor similar to that of leather armors. Of course, they choose not to move without clothing. Combined with other armors, Vampires become almost untouchable. Besides simply hardening, the skin of Vampires becomes untouchable by all necrotic damage (which should be obvious when you consider that Vampires are undead already). Additionally, their skin has hardened to the point that it cannot be cut or bludgeoned by any weapon that is not magical.

Level	13	Life Force	17D8 +68 (85 - 204) 144																																																
Alignment	LE	Armor Class	16 [No Opportunity attacks]																																																
Size	M		Perception +7, Stealth +9,SV Dex +9, Wis +7, Cha +*																																																
Speed	30	Senses	Dark Sight 120', Awareness 17																																																
Str	18 +4	Vulnerabilities	Fire, Sunlight, Holy Light, Running water																																																
Dex	18 +4	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing from non-magical weapons that aren't silver																																																
Con	18 +4	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks																																																
Int	17 +3	Languages	All that it knew during its life. Can Speak																																																
Wis	15 +2	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained																																																
Cha	18 +4		Children of the Night (1/Day): The Vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the Vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the Vampire and obeying its spoken commands. The beasts remain for 1 hour, until the Vampire dies, or until the Vampire dismisses them as a bonus action.																																																
Spirit	49																																																		
		Attributes	Can own Cursed Sword: Roll 1d6 for sword type.																																																
			<table><tr><th>Roll</th><th>Sword</th><th>Die Qty</th><th>Thrust Dmg</th><th>Armor</th><th>Cut Dmg</th><th>Armor</th></tr><tr><td>1</td><td>Claymore:</td><td>3</td><td>D6</td><td>4,-2,-4</td><td>D5</td><td>4,2,0</td></tr><tr><td>2</td><td>Crull:</td><td>2</td><td>D4</td><td>-2,-4,-6</td><td>D10</td><td>6,-2,0</td></tr><tr><td>3</td><td>Flamberge:</td><td>4</td><td>D6</td><td>8,5,2</td><td>d12</td><td>8,8,6</td></tr><tr><td>4</td><td>Tashi:</td><td>3</td><td>D6</td><td>8,6,0</td><td>D8</td><td>8,4,-2</td></tr><tr><td>5</td><td>Han-Dachi:</td><td>2</td><td>D6</td><td>0,-4,-8</td><td>D10</td><td>8,4,2</td></tr><tr><td>6</td><td>Seax:</td><td>2</td><td>D8</td><td>4,4,2</td><td>D8</td><td>6,4,4</td></tr></table>	Roll	Sword	Die Qty	Thrust Dmg	Armor	Cut Dmg	Armor	1	Claymore:	3	D6	4,-2,-4	D5	4,2,0	2	Crull:	2	D4	-2,-4,-6	D10	6,-2,0	3	Flamberge:	4	D6	8,5,2	d12	8,8,6	4	Tashi:	3	D6	8,6,0	D8	8,4,-2	5	Han-Dachi:	2	D6	0,-4,-8	D10	8,4,2	6	Seax:	2	D8	4,4,2	D8
Roll	Sword	Die Qty	Thrust Dmg	Armor	Cut Dmg	Armor																																													
1	Claymore:	3	D6	4,-2,-4	D5	4,2,0																																													
2	Crull:	2	D4	-2,-4,-6	D10	6,-2,0																																													
3	Flamberge:	4	D6	8,5,2	d12	8,8,6																																													
4	Tashi:	3	D6	8,6,0	D8	8,4,-2																																													
5	Han-Dachi:	2	D6	0,-4,-8	D10	8,4,2																																													
6	Seax:	2	D8	4,4,2	D8	6,4,4																																													
			The Sword Curse: 1) Berserker, as in a barbarian Rage. 2) Sword does additional 2d10 damage to both the wielder and target. 3) Sword must slay someone when drawn or it cannot be put down or away. If no one is around the wielder will commit suicide when the Sun rises or sets.																																																
			Legendary Resistance (3/Day):: If the Vampire fails a Check, it can choose to succeed instead.																																																

	<p>Misty Escape: When it drops to 0 Life Force outside its resting place, the Vampire transforms into a cloud of mist (as in the shape changer trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.</p> <p>While it has 0 Life Force in mist form, it can't revert to its Vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its Vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 Life Force, it regains 1 hit point.</p> <p>Regeneration: The Vampire regains 20 Life Force at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the Vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the Vampire's next turn.</p> <p>Spider Climb: The Vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.</p>
	<p style="text-align: center;">Weakness</p> <p>Stake in the heart: If a Vampire is staked within its resting place, the Vampire is paralyzed until the stake is removed.</p> <p>If the stake is a purified, ceremonially blessed, white oak stake, it will destroy the Vampire in a rather gruesome way.</p> <p>Sunlight Hypersensitivity. The Vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.</p> <p>Forbiddance: The Vampire can't enter a residence without an invitation from one of the occupants.</p> <p>Harmed by Running Water: The Vampire takes 20 acid damage if it ends its turn in running water.</p>
	<p style="text-align: center;">Actions</p> <p>2 attacks per melee and 1 optional attack every 3rd round.</p> <p>Charm: The Vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a D^oC 17 Wisdom Check against this magic or be charmed by the Vampire. The Charmed target regards the Vampire as a trusted friend to be heeded and protected. Although the target isn't under the Vampire's control, it takes the Vampire's requests or actions in the most favorable way it can, and it is a willing target for the Vampire's bite attack. Each time the Vampire or the Vampire's companions do anything harmful to the target, it can repeat the Check, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect</p> <p>Bite (Bat or Vampire Form Only): Melee Weapon Attack, +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the Vampire, incapacitated, or restrained. Hit: 7 (2d4 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Vampire regains Life Force equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a Vampire Spawn under the Vampire's control.</p>


Vampire Spawn: 1800 XP

Vampires are the dark beings who wake to an endless night, hungering for the lives they lost upon their conversions. They sate this hunger by consuming the blood of the living creatures, absorbing their essence and power. These monsters detest the sunlight, for the touch of Whiteheart's pure light burns them. They do not have shadows or cast reflections, which is why any vampire planning to move unnoticed hides in the shadows far from reflective surfaces.

Vampires are often a representation of whatever race that they were in life. More often than not however, most Vampires come from medium-sized races since Vampires like for their brood to have the versatility of movement and power that comes from being a human or an elf. Because vampires are undead, they do not have beating hearts or blood coursing through their veins. They do not require air to breathe or food in the ways that most ordinary creatures need food. Rather, their sustenance comes from the blood of the living, the creatures that the monsters envy the most. They are immortal, un-aging, and only die.

After their conversion to the undead, Vampires become incredibly resilient. Their skin, tissues, and bones harden to a point that they develop natural armor similar to that of leather armors. Of course, they choose not to move without clothing. Combined with other armors, Vampires become almost untouchable. Besides simply hardening, the skin of Vampires becomes untouchable by all necrotic damage (which should be obvious when you consider that Vampires are undead already). Additionally, their skin has hardened to the point that it cannot be cut or bludgeoned by any weapon that is not magical.

First, a Vampire Lord or Vampire may create spawn by sucking the blood of victims without draining them of life fully. This injects the dark magic into the blood of the living creature, gruesomely and agonizingly killing them. After they have died, they awaken fully under the control of whichever Vampire or Vampire Lord first bit them. They can become true Vampires, with free will, when relinquished of the control by their master. However, few Vampires will grant this freedom, eager to keep control of their thrall. Spawn can also gain freedom if their master dies.


Level	5	Life Force	11d8 + 33 (44 – 121) 82
Alignment	NE	Armor Class	15 Natural
Size	M	Notes	SV Dex +6, Wis +3. Perception +3, Stealth +6
Speed	30	Senses	Dark sight 60', Awareness 13
Str	19 +3	Vulnerabilities	Fire, Sunlight, Holy Light, Running water
Dex	16 +3	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing from non-magical weapons that aren't silver
Con	16 +3	Resistance	Necrotic, Bludgeoning, Piercing and slashing from non-magical attacks
Int	11 +0	Languages	All that it knew during its life. Can Speak
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	12 +1	Attributes	Regeneration: The Vampire Spawn regains 10 Life Force at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the Vampire Spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the Vampire Spawn's next turn.
Spirit	24		
		Weakness	Spider Climb: The Vampire Spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
			Forbiddance: The Vampire Spawn can't enter a residence without an invitation from one of the occupants.
			Harmed by Running Water: The Vampire Spawn takes 20 acid damage when it ends its turn in running water.
			Stake to the Heart: The Vampire Spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
		Actions	Sunlight Hypersensitivity: The Vampire Spawn takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
			Charm: The Vampire Spawn can attempt to charm a target. The target must succeed on a D°C 17 Wisdom check. If the Target fails, the Vampire Spawn is considered a trusted friend until the sun rises.
			Summon Creatures: The Vampire Spawn can conjure or summon 2d4 bats, rats, 2d4 Worgs or 3d6 wolves which will arrive in 1d4 rounds to do their bidding.

	<p>Claws: Melee Weapon Attack, +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the Vampire Spawn can grapple the target (escape DC 13).</p> <p>Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the Vampire Spawn, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Vampire Spawn regains Life Force equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.</p>
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Vaper Mist: 200 XP


The Vaper Mist is believed to be the remnant of an air elemental that refused to die. This undead wanders around aimlessly looking for something that we are not even sure that it knows. However, it does not like to be disturbed. They become quite angry and agitated. When they do, you will see why we believe they are related to Air Elementals. This creature can cause a whirlwind lifting a target less than 600 pounds and tossing them 2d20 feet. The tossed individual in turn will receive 1d4 damage per 5 foot. They can also cause lighting strikes while performing a whirlwind, doing 2d6 electrical damage. The target can attempt to succeed on a Dexterity Check to avoid full damage and receive half.

The Vaper Mist appears as a grayish, whirling fog that is centralized and moves with seeming purpose.

Level	1	Life Force		3d6
Alignment	N	Armor Class		12
Size	M			
Speed	15	Senses	Dark vision 30' Awareness 10	
Str	5 -6	Vulnerabilities	Blessing & Holy attacks	
Dex	10 +0	Immunities	Non-corporal form. No physical nonmagical attacks can harm, Poison,	
Con	8 -2	Resistance	Charm, p	
Int	8 -2	Languages	All that it knew during its life. Cannot Speak	
Wis	10 +0	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained	
Cha	6 -4	Attributes	This undead is not hampered by sunlight. Al though if it gets hot enough, the Vaper Mist will take damage from the heat. 1d4 per round in temperatures above 100 degrees.	
Spirit	11		Immune to Turning: This undead has little reaction to turning attempts probably due the fact it has an elemental essence.	
			Grayish to bluish in color, brown if moving through dust and dirt areas.	
		Actions	Howl or Wail: Causes Fear D°C 10. If feared, the target will flee from the scene. There is a 60% that the target will run into an object causing 2d4 dmg +10 if LP below zero unconscious and LP at 1. If target is unconscious. There is a 10% chance the Vaper Mist will possess the target and try to kill all around it. Rate a check each turn to cast off the Vaper Mist. Light, Remove Curse, Restoration, or Bless breaks the possession.	
			Whirl wind: The Mist becomes agitated or angry it will increase its whirling picking up dirt and debris. In this mode the creature has three attacks. It can whirl wind every 4 rounds. With winds up to 50 MPH for 1d6 rounds.	
			1) It can attempt to pick up a target and toss them. It can pick up a max of 600 pounds. At max weight it can toss them only 2d20 feet. The tossed individual in turn will receive 1d4 damage per 5 foot. They can Yes the Target can attempt to succeed on a Dexterity Check to avoid full damage and receive half. 2) In this whirling state it can accelerate it spin causing huge amount of friction. Creating 2+1d4 lighting strikes. Roll to Hit at -2. If the Struck the target receives 2d6 electrical damage. 3) While in a Whirl wind it can discharge all the dirt and debris in a major debris storm. All creatures must take cover or be pelted with rocks, and such taking 1d6 Damage per Round for up to the 6 rounds.	

Vaper Shade: 100 XP

The Vaper Shade is believed to be the remnant of a Soul Leach that refuses to die. It has also been surmised that perhaps they are the beginning of something else like an Ornacon Wraith. Though there seems to be little associative abilities between them. They are fairly harmless unless you are sleeping or such.

Level	1	Life Force	3d6
Alignment	CE	Armor Class	12 (against magical blades) 25 (against non-magical blades.)
Size	M		
Speed	35	Senses	Dark vision 30' Awareness 10
Str	5 -6	Vulnerabilities	Blessing & Holy attacks
Dex	10 +0	Immunities	Non-corporal form. No physical non-magical attacks can harm, Poison, Exhaustion, Paralyzed, Petrified
Con	8 -2	Resistance	Charm
Int	8 -2	Languages	All that it knew during its life. Cannot Speak
Wis	10 +0	Condition Immune	Charmed, Frightened, Grappled, Prone, Restrained
Cha	6 -4		
15	11		
		Attributes	<p>These nearly harmless creatures appear as a mist with limited form. They can Howl or Wail causing fear. Must succeed on an Intelligence check D°C 12. If you fail, you will use all your skill to leave the area for one minute.</p> <p>Some otherworldly types can touch causing a slowness of movement. Be careful though, Cryptic Shades like to fool you. If you get too close, they will show you who they really are. Bless first, ask questions later.</p>
			Sensitivity to Sunlight: Sunlight causes this undead to literally disperse like a morning fog sending it to the Land of the Dead.
		Actions	<p>Howl or Wail: Causes Fear D°C 10. If feared, 60% run into an object causing 2d4 dmg +10 if LP below zero unconscious and LP at 1. If target unconscious, there is a 10% chance the Vaper Shade will possess target and try to kill all around it. Rate an check each turn to cast off the Vaper Shade.</p> <p>Light, Remove Curse, Restoration, Bless breaks the possession</p>
			<p>Though this creature is a vapor, it is more dangerous. It can elect to fly through a target doing 2d4 cold damage. Check vs a dodge or Dexterity D°C 12.</p> <p>If they crit a target and the target is less than 4 levels, they must make a Check vs Crypt Disease D°C 14.</p>



Vex: 28500 - 63500 XP


The Vex appear as tall humanoids, 7 to 9 feet in height. Most common Vex are female. Their skin is a miry, gray color and though there is no apparent decay, they are Undead. If they encounter the living, their eyes will fill with fury and radiate a reddish hue. They tend to dress well and can socialize. Many Vex like to have a slave of the living--such a great toy.

The Vex are guardians of the Land of the Dead. They were created to keep the evil dead contained. They are serious trouble to the living. On rare occurrences, these creatures pass into the Prime Plane by accident, usually by someone or something opening a gate or portal near them which they investigate. If they are attacked, they will retaliate until the individual or creature is dead or they are sent back to the Land of the Dead.

They can gate to their resting place from any location in existence in 1 round as an innate ability. Their blood is poisonous as a Class 3.

Vex will not bother with most of the living unless they are attacked by them. They come to get the dead that escaped or have been ordered to retrieve one. If a creature never enters the Land of the Dead, Vex don't deal with them; they generally could care less unless the undead try to mess with them.

Level	24	Life Force	12D10 +25 (37 – 145) 91
Alignment	LE	Armor Class	17 Natural Armor
Size	L	Notes	Checks: Int +7, Wis +7, Cha +8, Dex +5: Spell attack +10
Speed	40	Senses	True Vision 60', Awareness 15
Str	10 +0	Vulnerabilities	Radiant, Psychic, Lightning
Dex	18 +4	Immunities	Cold, Necrotic, Poison, Piercing, slashing nonmagical weapons
Con	16 +3		
End	15 +2	Resistance	Lightning, Thunder, Fire
Int	20 +5	Languages	Celestial, Draconic, Druidic, Sylvan, Abyssal
Wis	16 +3	Condition Immune	Incapacitated, Charmed, Exhaustion, Frightened, Prone
Cha	23 +6		
Spirit	76		
 <p>Hunting</p>		Attributes	Stealth +6, Arcana +7, Insight +7, Persuasion +8, Spell attack +14 Siegel: Spell check D°C 22 on the implement, reach 5 feet: 1 target item, 10d12+19 acid damage. Item must check or be destroyed at -4. On a check, magic spell ability is nullified 2 rounds. Failed, item takes damage each round until destroyed. Gate: They can gate to their resting place from any location in existence in 1 round as an innate ability. Poison: Their blood is as poisonous as a Class 3. It is a contact poison. Must succeed on a constitution check D°C 14 or take 3d6 damage each round for 2d4 rounds. If you survive you are immune to Class 1 and 2 poisons. Immune to Turning: Vex are immune to being turned unless the Vex has gone rouge. Then, the ability is stripped away. Going Rogue: If a Vex decides to go rogue, all their Lair abilities and attribute abilities are stripped away and can never be returned.
		Actions	Soul Leach: Requires a flesh touch that will drain 2d4 Life Force permanently. Succeed on a Charisma or Spirit check to take half damage. Target is weak if touched for 2 rounds (- Str bonus) and movement cut in half. Force Bolt: Spell Check D°C 22, Ranged spell attack: 65', cone. Hit 4d8 force damage. Target must succeed on a Dexterity check or be knocked prone. Sleep Gaze: A Vex can concentrate on a single visible living or dead target for 2 rounds, the target will fall asleep. If the target is an undead or an animate it will cease to function and is technically destroyed. Target must succeed on Intelligence check D°C 18 or sleep for 2d4 rounds, Incapacitated. Fire Tongue: The Vex can cry with a loud psychic voice; all within 60' who understand it must succeed on an Intelligence check D°C 18 or have their minds filled with vile thoughts for 1d6 rounds. All activities and choices the target makes must succeed on an Intelligence check D°C 14 in order to take the chosen action.
 <p>Challenge the living</p>			

 <p>Common appearance when not engaged</p>	<p>Leach of the Bane: Spell check D°C 16, Melee Spell attack, reach 10', 1 target damage acid 1d4. Succeed on a Wisdom check or be stunned 1 round. If stunned, lose 10,000 XP and 1d4 life permanently. Undead that are Spectral, celestial entities or demon sources are affected by this ability. Animates must succeed on a Spirit check or be incapacitated for 1d6 rounds.</p>	
	<p>Claw: Melee attack, reach 5 ft, hit +12, 4d6+4 damage slashing. Succeed on a Constitution check or receive a disease from table.</p>	
	1	Crypt Disease
	2	Graves Call
	3	Plague Disease
	4	Succor
	<p>Raise Dead: Any dead creature within 60' will animate in 2 rounds and attack any living creature near them, 2d6 max. Types of Undead: 1d6 (1) Skeleton, (2) Zombie, (3) Ghoul, (4) Wraith, (5) Bane, (6) Choice. Once per combat session.</p>	
	<p>Legendary Action</p>	<p>Death Spray: If the Vex fails a check, it can cause a cloud of nauseous fumes to rise from the ground in a 65' radius. When in lair, the entire lair. Check vs Con D°C 15. Fail: collapse to ground, vomiting 1d4 rounds, no action but to flee area, ½ movement rate & ½ bonuses – 1d4 Constitution and Endurance for 1d4 rounds.</p>
		<p>Summon aid: The Vex can call for aid from Guardians, Celestials, other Vex or any dead thing under their jurisdiction. The dead must answer, the Guardians will investigate, but celestials do not have to answer.</p>
	<p>Lair Action</p>	<p>Rage: Gains +2 on all attacks. 3 rounds, all individuals have halved movement rates, no additional attacks. Movement as through rough terrain.</p>
		<p>Raise Dead: Lair usually filled with dead creatures: Same as action but can be used every round. 2d4 creatures.</p>


Vex Hunter: 35500 XP

These Vex appear as tall humanoids, 7 to 9 feet in height, almost entirely black skinned with no light or reflection produced. These are neither male nor female. They have no hair or detail you can identify, just a general, shadowy form with dim glowing eyes of celestial power. They wear no clothing and are not bothered by any temperatures. They cannot be burned or frozen by any natural means. They carry no implement, armor or weaponry. They themselves are a weapon and a very dangerous one. Their touch can cause paralysis, they have a binding grasp, they can deliver 2 fist strikes doing 4d8 +12 damage each round. They are immune to all forms of celestial and shadow magic and they regenerate every round 3d10.

They ignore the living. The Vex Hunter will communicate with any living that asks it a question. Their answers are direct and to the point. They give no data or other info, just yes and no type answers. They grow weary of the living and tend to ignore them.

These Vex are hunters specifically that are sent for unknown reasons into the land of the living. Legend says they were created to keep balance in the land of the living, by removing the undead. If they are attacked by the living, they will retaliate by paralyzing them and then leaving. If they encounter undead, they will wage war and attempt to send them to the Land of the Dead using its Death Send/Gate ability.

They have no lair or resting place and they never sleep. This creature does not bleed as the living do. If they are damaged, a mist will form from what looks like smoke leaking from them. It will form an orb and vanish after a couple of rounds. They do not work in groups nor discuss and form plans. They roam the world looking for the dead.

Level	18	Life Force	10D10 +25 (98)
Alignment	CE	Armor Class	15 Natural Armor
Size	M	Notes	Stealth +6, Arcana +7, Insight +7, Persuasion +8, Spell attack +14
Speed	35	Senses	True sight 120', Awareness 17
Str	15 +2	Vulnerabilities	
Dex	18 +4	Immunities	Acid, Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing from non-magical weapons
Con	18 +6	Resistance	Acid, Lightning, Thunder, Charmed, Frightened, Prone, Restrained
End	25 +8	Languages	All that it knew during its life. Can Speak
Int	16 +3	Condition Immune	Exhaustion, Grappled
Wis	15 +2	Attributes	Magic Immunity: They are immune to all forms of celestial and shadow magic. They also rate +5 on checks against direct spells even above the standard bonuses.
Cha	18 +6		Death Send/Gate: If the Vex Hunter finds an Undead that is not an animate, it will summon a gate to the Land of the Dead. They will attempt to grapple them and walk through the gate with the undead. The gate instantly closes when the Vex Hunter enters. That undead will have to deal with the council of the dead.
Spirit	59		Mind sight: This ability enables a Vex Hunter to look out with it mind for half a mile and detect the living and the dead, knowing the direction to head towards them. They can perform this 4 times a day.
			Regeneration: They regenerate 3d10 every round once injured.
		Actions	Immune to Turning: If you try and turn them, they will attempt to touch the target and paralyze them and leave.
			Soul Leach: Requires a flesh touch that will drain 2d4 Life Force permanently from any creature dead or alive. Target must succeed on a Charisma or Spirit check to take half damage. Target is weak if touched for 2 rounds (- Str bonus) and movement cut in half.
			Paralyzing touch: The Vex Hunter can either be touched or touch any creature to cause a reaction. The victim must succeed on a constitution Check or be paralyzed for 2d4 rounds. This paralysis is unlike any other since it is a magical negation to the target, removing its ability to neurologically function.
			For undead: Mindless animates are nullified. All others must succeed on a Spirit check or be cocooned in a magical barrier for 2d4 rounds.
			Binding Grasp: The Vex Hunter has a grip that is nearly unbreakable. This is melee attack, reach 10', +6 hit, grappled target. Requires 18 Strength or greater to break the hold of the grip.
			Fire Tongue: The Vex Hunter can cry with a loud psychic voice, all within 60' who understand it must check vs Int D°C 18. A fail causes the

	<p>minds of living to be filled with vile thoughts for 1d6 rounds and the undead will be stunned 1d4 rounds if they do not succeed on the check.</p> <p>Fist: The Vex Hunter can attempt two physical attacks with its claws or fists. The punch with the fist is a melee attack, reach 10 ft, 4d6 +8 damage each.</p> <p>Claw: Melee Attacks +8, reach 5', 4d6+4 damage slashing. Succeed on a Constitution check or receive a disease from following list. Armor must make a check against being damaged from this attack since the claws can penetrate plate mail.</p> <p>1 Blight, 2 Succor, 3 Meningitis,</p>
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Vex Caller: 38500 XP


The Vex Caller appears as a tall humanoid, 7 to 9 feet in height. Their skin is a miry, gray color and though there is no apparent decay, they are an Undead of sorts. They are rarely ever in the prime plane as they are sentries and warriors In the Dead Lands. They dress in leather robes and light armor (Black Drake Hide AD +8 or Diamond Bragi Hyde +12)

They were created to keep the evil dead contained. They are serious trouble to the living. On rare occurrences, these creatures pass in to the Prime Plane for a specified purpose. If they are attacked, they will retaliate until the individual or creature is dead or they are sent back to the Land of the Dead.

They can dimensional-walk at will to almost any location that is known to it. Vex Callers will not bother with most of the living unless they are attacked by them. They come to the prime plane for specific missions dealing with aspects of the dead.

They will ignore all creatures, including undead, unless it is part of their mission.

The Vex Caller has no lair, living or dwelling place. They never sleep and require no food, drink, or air. They have no possession other than their clothes and light armor.

Level	22	Life Force	10D10 +25 (35 – 125) 80	
Alignment	CE	Armor Class	12 Natural + Armor	
Size	M to L	Notes	Stealth +8, Arcana +8, Insight +7, Persuasion +8, Spell attack +14	
Speed	40	Senses	Dark Vision 60', Awareness 25	
Str	16 +3	Vulnerabilities	Fire	
Dex	18 +4	Immunities	Cold, Necrotic, Poison, Thunder, Slashing from non-magical weapons	
Con	12 +1	Resistance	Acid, Lightning	
Int	19 +4	Languages	All that it knew during its life. Can Speak	
Wis	17 +3	<div>Condition immune</div>	Exhaustion, Frightened, Grappled, Prone, Restrained	
Cha	19 +4		Immune to Turning: They cannot be turned since they are not self-defined or animates. They were created for a purpose.	
Spirit	70		Siege! Spell check D°C 22 on the implement, reach 5 feet: 1 target item, 10d12+19 acid damage. Item must check or be destroyed at -4. On a check, magic spell ability is nullified 2 rounds. Failed, item takes damage each round until destroyed.	
				
			<div>Actions</div>	Spectral Blade: This creature can summon a blade of power at will from its essence that last 6 rounds. The blade appears as a ghost-like blade that glistens. The blade give the wielder 2 attacks per melee, reach of 6 ft, +6 to hit, 3d10 (+6, +6, +6) damage + stat bonuses.
				Force Bolt: Spell check D°C 22, ranged spell attack: 65', cone. Hit 2d6 Force damage Must succeed on a Dexterity check or be knocked prone.
				Shield Wall: The Vex Caller can summon a shield wall that is 30' L x 20' H, 5' D that lasts for 1 minute, then dissipates.
				Fire Tongue: The Vex can cry with a loud psychic voice; all within 60' who understand it must succeed on an Intelligence check D°C 18 or have their minds filled with vile thoughts for 1d6 rounds. All activities and choices the target makes must succeed on an Intelligence check D°C 14 in order to take the chosen action.
				Push: The Vex Caller can place his hand out as if to say stop and cast a push spell. All creatures in front of its hand in a 30-foot cone must succeed on a Dexterity Check or be pushed away from the Vex Caller 15 feet or into a solid object. If the Creature is already against a solid barrier, they will take 3d8 crushing damage.
				Claw: Melee weapon +12, reach 5', 4d6+4 dmg slashing, Check vs Con or diseased from table.
			Binding: The Vex Caller can cast magical binding on a target every 3 rounds. that is within 15' of it. The target must succeed on a Strength Check D°C 16 to resist the spell binding. If the target fails, they will be wrapped in a translucent-like rope from their knees to their mid-chest. A Strength of 24 can break the Binding.	
		Spells	Summon Death: Once a day, can call 1d4 Minor Death or 1 Major Death that will arrive within 1d4 rounds.	

		<p>Death Gale: Once a day, this causes an interdimensional rift to open and fragments of rock-like meteors pommel an area 60 x 60 feet. The stone range from 6 inches to 2 feet in size. Small stones do 6d8 damage, medium do 10d8 damage and large do 12d10 damage. It last 4 rounds. Roll to hit +8 on each creature in the area.</p>
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Warhorse Skeleton: 100 XP

A horse skeleton is no different in form or function to any who walk this world long, but a Warhorse Skeleton is not encountered quite as often since they are uncommon as far as Undead go. A Warhorse Skeleton has a mechanical nature virtually identical to that of a horse, though its life is gone. Warhorse Skeletons are easily animated and make fairly good steeds. Because of that, they are encountered anywhere that one might find magic users, necromancers and sometimes even 'naturally' occurring in places that are abundant with necrotic energies.

Level	1	Life Force	3d10 +6 (9 – 36) 22
Alignment	LE	Armor Class	13 (barding scraps)
Size	L		
Speed	60	Senses	Dark sight 60', Awareness 9'
Str	18 +4	Vulnerabilities	Bludgeoning
Dex	12 +1	Immunities	Necrotic, Poison
Con	15 +2	Resistance	None?
Int	2 -4	Languages	None
Wis	8 -1	Condition Immune	Exhaustion, Poisoned
Cha	5 -3	Attributes	None?
Spirit	6		



Actions

Hooves: +6 hit, reaches 5 ft, 2d6 +4 bludgeoning damage

Charge: If trained and with proper armor, on a run the Warhorse Skeleton can perform a charge attack, +2 on hit, 4d6 +8 damage bludgeoning damage. Make a successful Dexterity check to halve damage. If failed, make a successful Strength check or be knocked prone. If failed by more than 6, target is stunned for 1d4 rounds.

Wight: 700 XP

Wights are those souls so driven by their goals, that upon death they would give anything to return to the mortal plane. A dark god, demon lord, or force of malevolence may heed this cry, and strike a deal. They will return this being to their world, as long as they swear allegiance to them, with a promise to conduct war against all that is living. This usually goes along with the now, newly-formed Wight's wishes, but regardless, they are given a level of autonomy and free thought rarely seen in most undead. A deep hunger to destroy the living clouds a Wight's mind though and is one that must be answered as they seek their own goals.

A Wight at first glance may be mistaken for a Zombie. This will be lost quickly. A Wight's eyes burn fiercely, black orbs with bright embers of white, showing their deep hatred of the living, not a thing present in the autonomous Zombie. They will bear a great resemblance to those they were in life, though deathly pale; their hair will have turned night-black or white, fingers turned into sharp black claws. A bone-chilling cold surrounds them, their very essence sucks the life out of all around them. Life will die where a mighty Wight treads, leaving dead, blackened grass, brackish water, and so forth in their wake. They usually garb themselves in a semblance of what they were in life, though now as a clear servant of death or a dark lord. They are weakened in the light of the sun and will usually retreat to whatever lair they have until twilight covers the world again. The most powerful of their kind will find means to blot out the sun, so they may wage their war against life eternal.

Level	4	Life Force	6D8 +18 (24 – 66) 45
Alignment	NE	Armor Class	14 leather (10% Dragon hide +10)
Size	M		Awareness +3, Stealth +4
Speed	30	Senses	Dark sight 60', Awareness 13
Str	15 +2	Vulnerabilities	In sunlight they are luckless on attacks and awareness
Dex	14 +2	Immunities	Poison, Necrotic
Con	16 +3	Resistance	Bludgeoning, Piercing and slashing from non-magical attacks with non-silver
Int	10 +0	Languages	All that it knew during its life. Can Speak
Wis	13 +1	Condition Immune	Exhaustion, Poisoned
Cha	15 +2	Attributes	Sunlight Sensitivity: While in sunlight, the Wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Spirit	25		



Actions

Life Drain: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution Check or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a Zombie under the Wight's control, unless the humanoid is restored to life or its body is destroyed. The Wight can have no more than twelve zombies under its control at one time.

Longsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d6 (+4, -2, -4) +2 Thrust damage, or 2d8 (+4, +2, +0) +2 slashing damage if using both hands add 1 additional die to damage.

Longbow: Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Bow thrust 2d4 -4, -6, -6L, Handle strike 2d8 (-4, -6, -6) 3d4 Target Arrows: 2d6 (+4, +4, +6) piercing damage.

2d4 4 Razor Edge Arrows: 3d8 (+6, +4, +2) piercing damage, 35% on unaware target to perform instant kills.

Will-a-Wisp: 450XP


The Will-a-Wisp is a creature whose many names are a testament to the widespread influence it has on civilizations and cultures in Galishole. This is not a surprise, as the Will-a-Wisp usually reveals itself only to typically spell death for the creature that is its witness. One too many people have gone missing at night, due to the presence of these creatures.

But what precisely are Will-a-Wisps? They are most commonly known as small, flying balls of light that predominantly live in swamps. However, they are terrifying due to the fact that they lure unsuspecting travelers into traps and ambushes. After they strike a victim, the Will-a-Wisp does not kill its prey but instead waits for them to die naturally while feasting on the fears of the victim.

The origin of the Will-a-Wisp is unknown. Their existence has been noted throughout time, however. Depictions of them appear in many ancient ruins and artifacts from ancient Sacorgious to the KnoolGal empires in northern Argrisol, and they all date back many millennia. This has led to the suggestion of many scholars that Will-a-Wisps have dwelt on the material plane for quite a while.

Whatever its origin and despite its seemingly ghostly nature, Will-a-Wisps do possess a physical body. It consists of about 3 pounds of translucent, moist, spongy material, which seem to have no apparent use for cooking, alchemy or magic. A Will-a-Wisp is also virtually immortal: they do not age although they can die from severe injuries.

The most intriguing ability is one that has baffled scholars for years: the Will-a-Wisp's ability to consume the emotions of a living creature, most particularly their fears. Little is known about this ability, although necromancers and even Liches have been known to research it.

Level	2	Life Force	9d4 (9 – 36) 22
Alignment	CE	Armor Class	19
Size	S	Notes	Not to be confused with a Demon Wisp (which are reddish to grey)
Speed	Fly 50	Senses	Dark <u>Sight</u> 120', Awareness 12'
Str	1 -5	Vulnerabilities	None?
Dex	28 +9	Immunities	Lightning, Poison
Con	10 +0	Resistance	Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing and slashing from non-magical attacks
Int	13 +1		
Wis	14 +2	Languages	All that it knew during its life
Cha	11 +0	Condition Immune	Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
Spirit	21		
		Attributes	Consume Life: As a bonus action, the Will-a-Wisp can target one creature it can see within 5 feet that has 0 Life Force and is still alive. The target must succeed on a D°C 10 Constitution Check against this magic or die. If the target dies, the Will-a-Wisp regains 10 (3d6) Life Force.
			The Will-a-Wisp can't wear or carry anything
			Incorporeal Movement: The Will-a-Wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
		Actions	Variable Illumination: The Will-a-Wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The Will-a-Wisp can alter the radius as a bonus action.
			Shock: Melee spell attack: +4 to hit, reaches 5 ft, one creature. Hit: 9 (2d8) lightning damage.
			Invisibility: The Will-a-Wisp and its light magically become invisible until it attacks, uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Wraith: 1800 XP

The Wraith is a maligned evil being whose living essence gave way to vile passions of utter evil. When the creature died, its soul passed into the dead land. However, sometimes a soul is so vile, malicious, and disgusting that even the Lords of Hell will politely decline to take it in. Such a soul collapses under the weight of its darkness, ripping a hole in space. Nothing, not even light, can enter or exit this pit. This "sphere of annihilation" consumes all color, life, and light from its surroundings, and you should weep for the poor creature that touches one.

Once the sphere has consumed enough, black tendrils will leak from it like liquid darkness. An ethereal black remnant of the being's past self will eventually take form, if one could even call it as such, to bring forth a Wraith.

The Wraith possesses little in features beyond two visible, empty orbs of dimmed light that the author struggles to call eyes. These float eerily still in a bed of black wisps that move into a shape reminiscent of the Wraith's mortal body. When the Wraith takes action. Upon looking into these eyes, even the most virtuous of heroes have fled or shriveled, for absolute shattering despair will fill the mortal soul.

A Wraith's body is a thing of oblivion—of nothingness. Looking upon the form of a Wraith would confer the image of solid, yet vapor-like darkness, for the Wraith is a void in physical space and thus can freely float above and slither through solid objects as if they were not there. However, the Wraith will avoid silvered objects or shafts of sunlight that creep into their dark haunting grounds as if these would cause it pain.

Level	5	Life Force	9d8 +27 (36 – 99) 67
Alignment	NE	Armor Class	13
Size	M	Notes	While in sunlight, the Wraith has no luck on attack rolls, as well as on Wisdom (Perception) checks. They rely on sight.
Speed	Fly 60	Senses	True Sight 120 ft., Dark Sight 120', Celestial Vision 120', Awareness 19'
Str	6 -2	Vulnerabilities	None?
Dex	16 +3	Immunities	Cold, Necrotic, Poison, Bludgeoning, Piercing, Slashing with non-magical weapons that aren't silver
Con	16 +3	Resistance	Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing and Slashing from non-magical attacks
Int	12 +1	Languages	All that it knew during its life, can speak
Wis	14 +2	Condition Immune	Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Cha	15 +2	Attributes	None?
Spirit	28		



Actions

Life Drain: Melee weapon attack: +6 to hit, reaches 5 ft, one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a D°C 14 Constitution Check or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.


Create Specter: The Wraith targets a humanoid within 10 feet of itself that has been dead for no longer than 1 minute and died violently. The target's Spirit rises as a Specter in the space of its corpse or in the nearest unoccupied space. The Specter is under the Wraith's control. The wraith can have no more than seven Specters under its control at one time.

Summon Soul: The Wraith targets a humanoid with 10 feet of it that is living, once a day. Staring at the target, the target must succeed on a D°C 14 Constitution check or its Spirit will attempt to separate from the body, killing the target. The Spirit must make a Spirit check or be ripped out of the body, killing the body. This is a very violent death.

Zombie: 50 XP

When a mage first trains in the art of necromancy, they often begin with the creation of a Zombie. A half-rotted corpse, which was once a man, is now nothing more than a vessel for necrotic magic that gives it the illusion of life. The typical Zombie is little more than a bag of meat filled with necrotic energy. The shuffling corpse can still be a difficult adversary, however, as they lack a dependency on any vital organs. As a result, Zombies can be struck down, only to rise again moments later, still fighting as relentlessly as before. Some claim that the only way to truly kill a Zombie is to remove the head or destroy the brain, while some clerics say that only a blessed weapon or holy water will remove the magic that fuels them. The more practical fighters of the world note that simply beating a Zombie into a bloody pulp works for them.

Even filled with magic, the body of a man is too weak a form for some. There are those who create Zombies from more robust creatures, such as Owlbears or Minotaurs. Tales are even told of a black dragon who raises Zombies from rival dragons he has killed, but that level of magical talent is beyond most mortals.


Level	-1	Life Force	3d8 + 9 (12 – 33) 23
Alignment	NE	Armor Class	8
Size	M	Notes	Wis +0 Check
Speed	20	Senses	Dark sight 60', Awareness 8'
Str	13 +1	Vulnerabilities	None?
Dex	6 -2	Immunities	Poison
Con	16 +3	Resistance	None?
Int	3 -4	Languages	All that it knew during its life but cannot speak
Wis	6 -2	Condition Immune	Exhaustion, Frightened, Poisoned
Cha	5 -3	Attributes	Undead Fortitude: If damage reduces the Zombie to 0 Life Force, it must make a constitution Check with a D°C of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Zombie drops to 1 hit point instead.
Spirit	5		
		Actions	Slam: Melee weapon attack: +3 to hit, reaches 5 ft, one target. Hit: 4 (1d6 + 1) bludgeoning damage.
			Bite: Melee weapon attack: +3 to hit, reaches 5 ft, 1 target, 4d6 piercing damage. Constitution check D°C 10 Dead Rot; If successful, check with no infection. If fail, 1d4 damage plus festering and rotting at bite location. Cure Disease will rid the target of the Dead Rot.

Zombie Farren: 3100 XP

The Farren are normally a very peaceful creature. They are a form of Treant, small in stature, 4 to 6 feet in height. During the Second Sundering, there was a necromancer who felt that to create Undead Farren would resolve his need for troops in the forests surrounding his tower. He could make forests of these things! The Farren did not become true Zombie as he had thought, however. They seemed to start that way, but it was quickly evident they had intelligence that was not related to his magic. They rebelled against him and chased him out of the Folgren Valley. To this day, the trees moan and cry in those woods and they cannot be laid to rest. They hate anything that deals with dead things.

When the War of the Red Demons occurred, Arevial Ernkec, a Wizard, fled from Chaton Ridge in the Bitterwood Mountain to the Folgren Valley. All was well, until he tried a Speak with the Dead spell on a rotting corpse that was mangled. He was quickly overrun by Undead Farren who tore him apart. If you go to the hovel by Sanders Point on the northeastern edge of the Valley, you can still find his bones with vines growing through them—the Zombie Farren's form of placing a head on a spear, I guess.

They have no great powers and no real formal desires other than to be laid to rest. They are not totally inhospitable, but they are very intolerant of those that use magic, even druids, as they do not have enough sense to know the difference.

Level	5	Life Force	5D6 + 10
Alignment	CE	Armor Class	23 natural armor
Size	M	Checks	Wis +4, Cha +4
Speed	26	Senses	True Sight: 60 feet, Awareness 16'
Str	18 +4	Vulnerabilities	Fire, Water, Shadow Magic
Dex	15 +2	Immunities	Poison, Necrotic, Bludgeoning, Piercing, and slashing from nonmagical attacks
Con	22 +3	Resistance	Fire
Int	8 -2	Languages	Trent
Wis	11 +0	Condition Immune	Charmed, Exhaustion, Poisoned
Cha	4 -4	Attributes	Magic Resistance. The Zombie Farren are immune to most forms of magic
Spirit	18		The bark of these Farren is crystalized and very hard. Hence, they have a high natural armor class.
		Actions	Multiattack: The Zombie Farren have 6 attacks, four per melee.
			Grappling: They can grapple with one set of attacks
			Piercing attacks: They can do three of these attacks, each doing 3d8 +4 damage per attack.
			Slashing attacks: They can do 2 slashing attacks doing 2d4 +4 damage.
			Vine Attack: They can perform a 2d4 Vine Attack that basically causes the roots in the ground around the target to bind them in place the first round. During the second round, they will burrow into your flesh, doing 3d6 +4 damage each round. They aren't fair since they will gang up on a target to destroy it.

Appendix A

Lexicon

Term / Word	Definition / Description
Natural Grove Lord	This being is under the Druid's world of understanding. It refers to a creature that is of celestial origin that protects a designated area, like an Angel. Covered in more detail in some of the books of Whiteheart.
Necrotic	The death of a circumscribed portion of a plant, animal, or creature etc.
Resistance to Turning	The natural resistance a creature has from be turned away from Somone or something by spell or light. Usually because of extreme evil or power, or of an implement they bear.
Turning	The action of a creature to be forced away from a point or location. Usually by spell.
Mist Gazer	An Individual whose life and training are to destroy undead. Their training consists of dark magic, clerical prayers, and Paladin or Holy Blade combat abilities.
Elven Pyres	A warring religious sect of the Alian Healers from the Monastery of Sir Lucas E'Icinol. They specialize in dual weapon wielding and harsh but efficient tactics. They have checked many a life when no one else could. They have healing secrets they do not reveal to the anyone.
Galor's of Raven	This establishment is a school for priestly knowledge, soul scourging, nature's ways, theology, living off the land, beast lore, medicine, herbology, liturgical practices, spells, mystic herbs, rituals, botany, and all things clerical and druidic.
Sigil Sage	A specialized sage: Mastery in Runic Magic, Necromancy, and Celestial Magic.
Sundering	To be broken into parts; To form a barrier or border between things.
Spectral	Ghostly, relating to a specter, having the definition of or suggestion of something tangible but is not
Holy Protection	Any of the various prayers/spells or innate abilities that objects or individuals may have.

Contributions

DnD: Behind the screen Monster Ecology Anthology
DnD: Wikipedia of Undead (Dungeons and Dragons)

David Hargis for perspectives and counter arguments with regards to the structures of these listed undead and book ideas.

Webster's Dictionary definition of the undead