



Book of the Restless Dead

Twelve macabre monsters inspired by Folklore, Mythology, Legend, and Art

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Basic Text Edition



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AMOROUS REVENANT

A corpse returned to pursue love amongst the living.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 3 (d8)

MOVE: 30'

AC: 13

ATTACKS: 1 Weapon (by weapon type), or 1 Grapple & Bite (1d3+Drink Blood)

SPECIAL: Immune to Most Attacks, Undead Immunities, Glamor of Life, Drink Blood, Darkvision 60'

SAVES: M+P

INT: Average - Genius (as in life)

ALIGNMENT: Neutral

TYPE: Undead (Unique)

TREASURE: 3

XP: 65+3

Sometimes love is not extinguished by the grave. On rare occasions, men who die away from their wives, new brides who expired on their wedding nights, or those who perish with unfulfilled desires, will rise from their graves and return to their lovers, or pursue new affairs with living people. Such Amorous Revenants are alternately the subject of fearful tales, and romantic ballads.

Amorous Revenants are often mistaken for Vampires. There are a number of similarities, but also important differences. First and foremost, while Amorous Revenants are usually nocturnal, they are never actually harmed in any way by sunlight. They appear to eat and drink the same food as living people, although like Vampires they actually require blood to sustain themselves. Such blood need not be human, however, and the Revenant only requires a small amount each night (about an ounce). Unlike most Vampires, Amorous Revenants are not evil. They are motivated by a desire for love, and drink blood only incidentally to sustain themselves. Vampires, on the other hand, are condemned to a restless death, and cursed with an all-consuming hunger for human blood. Amorous Revenants are no stronger or faster than human beings, nor can they change their true forms. While they can disguise themselves as living beings through an illusion, the real body of an Amorous Revenant may actually be in an advanced state of decay.

Whispered tales speak of children fathered by Amorous Revenants, or even more outrageously, of living infants born from the dead wombs of Revenant mothers.

Combat: Amorous Revenants will usually flee combat, as they have no desire to risk returning to the grave a second time. If cornered and forced to fight, the Revenant can use any weapons he or she knew how to use in life. Alternately, the Revenant will attempt to grapple opponents, thereafter automatically biting and drinking blood.

Immune to Most Attacks: Amorous Revenants can only be destroyed with blessed objects, magical weapons, fire, or lightning. No other attacks will have any damaging effect on the creatures. In particular, it is pointless to drive a wooden stake through the heart of an Amorous Revenant.

Glamor of Life: Anyone who encounters an Amorous Revenant must first save versus Illusion magic (Challenge Level 3). Failure means the person will perceive the Revenant as they were in life. The actual body of an Amorous Revenant, however, remains as rotted or mangled as it was when it first rose from the grave. An Amorous Revenant's Glamor of Life extends to all the senses, so the creature will seem to look, feel, smell, and taste alive. Once a someone succumbs to the Revenant's Glamor of Life, that person is thereafter unable to perceive the creature for what it is, until the Revenant is actually destroyed.

Drink Blood: An Amorous Revenant who successfully grapples an opponent in combat will automatically bite and inflict 1d3 points of damage. Thereafter, the Revenant can drain blood equal to 1 point of Constitution from their victim each round, for as long as the grapple is maintained. When a victim reaches 0 Constitution they are completely drained of blood, and dead. Those killed in this way do not automatically become undead. Note that Amorous Revenants do not suffer from the blood lust of Vampires, and under ordinary circumstances most will not drink the blood of their lovers. Since the creature lacks any kind of fangs, the aggressive bite of an Amorous Revenant is extremely painful and traumatic.

BLOODY VISAGE

A murderous spirit trapped in a mirror.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d8)

MOVE: 30', Unlimited (From Mirror To Mirror)

AC: 18

ATTACKS: 2 Claws (1d6)

SPECIAL: Blind, Become Incorporeal, Mirror Travel, SR 5

SAVES: M+P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Undead (Unique)

TREASURE: 10

XP: 950+8

The Bloody Visage is one of the most feared Undead creatures, and is spoken of in hushed tones by even the most seasoned adventurers. A Bloody Visage appears to be a young, cadaverous woman with a face crisscrossed by numerous, profusely-bleeding cuts. She wears a shredded dress, and has long, blood-encrusted nails.

A Bloody Visage is formed from the restless spirit of a woman who either committed terrible crimes before a mirror, or was herself murdered in front of one. After her death, she is damned to inhabit that mirror that she once used. Anyone looking at such a haunted mirror during the night may see the Bloody Visage's image in it. If a character approaches within 5 feet of the mirror's surface, the Bloody Visage will step out of the mirror, and attack!

In some lands, children tell stories of famous Bloody Visages. Often, the youngsters will dare each other to say the spirit's name in front of a mirror during the hours of darkness. Since mirrors are expensive, seldom destroyed, and can pass from owner to owner, a child can never be sure that the looking glass in front of her isn't one haunted by the Bloody Visage!

Combat: In combat, a Bloody Visage attacks with her long, filthy claws. Once a Bloody Visage slays a character, they will be snatched and dragged into the nearest mirror. Corpses dragged into mirrors are permanently lost, and cannot be Raised or Resurrected.

Blind: If both a Bloody Visage's claws hit a single character in combat, the character must save versus Dexterity, or the Bloody Visage will claw the unfortunate victim's eyes out. Needless to say, the victim will be permanently blinded.

Become Incorporeal: A Bloody Visage can become incorporeal at will. She must become corporeal to attack, however, and will remain corporeal until the end of the combat round. While incorporeal, she can only be damaged by magical weapons and attacks.

Mirror Travel: A Bloody Visage can appear in, and freely travel through, any mirror that has once reflected her living image. Distance is not a factor, but a Bloody Visage cannot appear during the daylight hours. Additionally, if the name the Bloody Visage had in life is said 3 times in front of any mirror, there is a 10% chance that the creature will hear. Upon hearing her name, the Bloody Visage will appear in the mirror, and burst forth to blind or kill the foolish speaker. If a Bloody Visage's true name is said in front of a mirror she has previously been reflected in, she will automatically hear and appear.

CRAWLING HAND

A severed hand possessed by an evil spirit.

NO. ENCOUNTERED: 1-2

SIZE: Small

HD: 2 (d10)

MOVE: 20', 10' (leap)

AC: 17

ATTACKS: 1 Grab or Slam (1d8)

SPECIAL: True Seeing, Strangle, Possess

SAVES: M+P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Undead (Extraordinary)

TREASURE: 1

XP: 31+2

A Crawling Hand is the severed hand of a humanoid creature, possessed and animated by an evil spirit. Despite having no visible eyes, Crawling Hands can sense and react to creatures around them as if under the effects of a permanent *True Seeing* spell. Therefore protections such as *Invisibility* are useless when fighting Crawling Hands.

Combat: A Crawling Hand attacks by leaping towards the throat of a victim to punch or grab them. A Crawling Hand can propel itself up to 10 feet upwards to attack. The possessing spirit gives a Crawling Hand unnatural strength and speed.

Strangle: If a Crawling Hand successfully grabs and inflicts damage, it will begin to strangle, automatically inflicting an additional 1d8 points of damage per round thereafter. The victim can pry the Crawling hand from their throat with a successful Strength Check.

Possession: Although a Crawling Hand's physical form is relatively easy to destroy, the evil spirit that animates it is not. Upon the destruction of a host hand, the spirit will immediately seek another hand to possess. If no suitable severed hands are within 30', the spirit will attempt to possess the hand of a living humanoid. The subject of the possession attempt must Save versus their Charisma, or lose control of one of his hands. Once a the spirit of the Crawling Hand has possession of a living hand, it may cause the hand to attack, either punching for 1d8 points of damage, or attempting to strangle. The possessed hand might even grab an available weapon. A possessed hand makes to-hit rolls the same as a severed Crawling Hand. The possessing spirit will also do everything in its power to cause the possessed hand to be severed from its original body, so it can become a true Crawling Hand. Note that the Crawling Hand's spirit cannot jump from hand to hand unless its host hand is first destroyed.

A successful turning attempt on a possessed living hand will expel the evil spirit, and render it harmless.

DELUDED REVENANT

A walking corpse that refuses to believe it is dead.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 1 (d20)

MOVE: 20'

AC: 8

ATTACKS: 1 Weapon (by weapon type - 1)

SPECIAL: -1 To-Hit and Damage, Undead Immunities, Putrescent, Collapse, Immune To Turning

SAVES: M+P

INT: Inferior - Average

ALIGNMENT: Neutral

TYPE: Undead (cannot be turned)

TREASURE: 1

XP: 15+1

Some people, through utter imbecility, a shocking lack of common sense, or sheer orneriness, may not accept the fact of their own death. Shambling along in their rotting bodies, they insist upon being treated as if they were still alive. Such Deluded Revenants will keep on going until their flesh falls from their bones, in the meantime making life a living hell for those subjected to their foolish antics.

Any time a person with an Intelligence, Wisdom, or Charisma score of less than 6 dies, the dumb, dense or stubborn soul may refuse to leave their rotting body. Those few mortals who achieved the rare trifecta of being simultaneously stupid, imperceptive, and obnoxiously intractable, may even be considered so undesirable by the spiritual powers that their souls are denied a place in the realms of the afterlife!

There are four accepted ways of ridding oneself of a Deluded Revenant. The first is to wait until the thing's muscles and tendons fall apart, which generally takes about a month (but may take longer during the winter). Those who lose patience with having a corpse hanging around may try to hack the thing apart, and bury the pieces. The third way to rid oneself of the monster is to try to convince it that it is dead, and should go to its grave. The fourth way is the most clever, since it involves tricking the Revenant into performing a strenuous activity that will cause its rotting body to collapse.

Combat: The putrefaction of a Deluded Revenant is not arrested in any way. Their liquifying muscles therefore make the creatures weak melee opponents, and unable to adequately dodge blows. Since they believe themselves to be alive, they will generally only attack if someone attacks them first. They will try to use any weapons they were proficient with in life, but make all attacks at a -1. The Deluded Revenant's oddly high Hit Die type reflects the fact that it will not stop moving until it has been completely dismembered (and may even try to keep going after that!) Of course, the stress of combat will probably make the Deluded Revenant begin to fall apart on its own...

Putrescent: Deluded Revenants who have been dead longer than a week emit extremely foul smelling gases. Anyone who engages one in melee must save versus Constitution or be affected as by a *Stinking Cloud*.

Collapse: A Deluded Revenant who engages in vigorous action (such as melee, dancing, or farm labor) must save versus Constitution each round or suffer 1d6 points of damage. Many Stubborn Revenants are too stupid to stop performing the damaging activity, even after they start losing hands and legs.

Immune To Turning: Deluded Revenants have such faith that they are still alive that they cannot be turned by Clerics.

PHANTOM TRAVELER

A strange traveling companion who often utters secrets, and always disappears suddenly.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5 (d8)

MOVE: 30'

AC: 15

ATTACKS: 1 Weapon (by weapon type)

SPECIAL: Undead Immunities, Darkvision 60', Immune to Non-Magical Attacks, Chilling Revelation, Indelible Mark, Sudden Disappearance.

SAVES: M+P

INT: High

ALIGNMENT: Lawful Neutral

TYPE: Undead (Unique)

TREASURE: Special

XP: 320+5

Phantom Travelers are the restless souls of those who died, or suffered some other traumatic tragedy, on or by a stretch of road. Sometimes they are encountered as potential companions, eager to join in otherwise lonely journeys. Sometime they are hitchhikers, begging for rides on carts and in carriages. Other times they simply wait by the side of the road, perhaps speaking, perhaps holding to an unnerving silence. However banally the initial meeting with a Phantom Traveler may begin, the end of the encounter is always unsettling.

A individual Phantom Traveler may be of any age or gender. They always appear to be solid and substantial, never translucent or ghostly. Usually the only indication of their nature is a pallid complexion. Sometimes, they will be dressed in a manner inappropriate for the current weather, a possible indication that the Traveler may not be an ordinary person. If touched, the body of a Phantom Traveler will appear to be actual flesh, although the skin will usually be very cold. Only very rarely will a Phantom Traveler appear in an obviously cadaverous, mangled, or otherwise ghastly state.

Typically, an encounter with a Phantom Traveler will start with the spirit asking to travel for a time with the encountering person. While many Phantom Travelers are taciturn, others can be quite talkative, even personable. Either way, the encounter will usually end with the Traveler revealing a Chilling Revelation, either of a coming disaster, or some disturbing secret, and suddenly disappearing thereafter. Usually, it is not until their Chilling Revelation that the Phantom Traveler reveals themselves to be one of the restless dead.

If a Phantom Traveler is ever given an object (such as an article of clothing, for example), it will also disappear when the being vanishes. Should the Traveler's grave or final resting place be found, the object will also be found there. Often, Phantom Travelers will be traveling in the direction of their mortal remains, disappearing before the place is reached. Many tales speak of hitchhiking Phantom Travels actually asking to be taken to a place that turns out to be their grave.

Combat: Phantom Travelers do not normally attack, or engage in combat. If given a weapon they may sometimes fight to preserve the lives of their traveling companions, if only so those people will be able to later hear the spirit's Chilling Revelation. If attacked by a current (or potential) traveling companion, a Phantom Traveler will simply reveal a Chilling Revelation, and disappear. Since it is impossible to damage them without the aid of magic, and they can become Ethereal at will, it is rare that anyone manages to actually destroy a Phantom Traveler by aggressive means. Should one actually be destroyed, its apparently solid body and clothing dissolve back into the Ether.

Immune to Non-Magical Attacks: Phantom Travelers can only be damaged by magic spells or weapons.

Chilling Revelation: Created by tragedy, Phantom Travelers know when other catastrophes are about to occur. They also know all the dark secrets of everyone they meet. When a Phantom Traveler reveals such information, it will unnerve anyone affected by it. For example, if the Phantom Traveler reveals that a bridge in town will soon collapse, anyone who might cross that bridge in the future will be affected. If the Phantom Traveler reveals that one of its traveling companions is a murderer, only that person and those who trust him are affected. Those thus affected by the Chilling Revelation must save versus Charisma (Challenge Level 5) or be overcome by dread, doubt, and paranoia, suffering a -1 penalty on all their rolls until the tragedy either comes to pass, or the guilty parties are punished for their misdeeds. Affected people receive a new saving throw each morning, allowing them to possibly regain their composure before the terms of the Chilling Revelation have been fulfilled.

Indelible Mark: Once a night, a Phantom Traveler is able to leave an indelible hand print on an object, or even on a creature's skin! The Indelible Mark will look like either a dark stain, or the effects of great heat. If left on a creature, the Indelible Mark does not hurt in any way, and the subject may not even realize they have been marked until some time later. While all Phantom Travelers possess the ability to leave an Indelible Mark, they only use it if they want to leave visible proof of their appearance.

Sudden Disappearance: A Phantom Traveler can become fully Ethereal at will, and will always end an encounter by suddenly disappearing into the Ether. Anything the Phantom Traveler carries will also become Ethereal.

Special XP Award: It is suggested that CK's award the Phantom Traveler's XP Value to all those who complete an encounter with it, not just those who actually destroy or turn it. This is because the creature is not really meant to be fought, and such an award also serves to mollify those players who might feel as if the spirit, and its Chilling Revelation, amount to an unfair ambulatory trap.

RECLAIMING REVENANT

A restless corpse arisen to retrieve its property.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 4 (d12)

MOVE: 20'

AC: 16

ATTACKS: 1 grasp (1d4+4), or 1 weapon (by weapon type+4)

SPECIAL: Unnatural Strength, Faultless Tracker, Obsession, Undead Immunities, Darkvision 60'

SAVES: P

INT: Average - Genius (as in life)

ALIGNMENT: Neutral Evil

TYPE: Undead (Unique)

TREASURE: Special

XP: 130+4

A Reclaiming Revenant is a reanimated corpse, returned to claim something from the living. Those who carelessly despoil burial grounds, or otherwise steal from the dead, have reason to fear the Reclaiming Revenant. Sometimes, the dead rise not just to reclaim rightful property stolen from them, but also to take things that they never actually possessed, but always wanted. If his corpse still retains flesh and bone, however rotted, the soul of such a person may come to re-inhabit the body. The reanimated corpse will rise from its grave, and set out to claim its property. If it succeeds, the Reclaiming Revenant will then return to the grave.

The Reclaiming Revenant is entirely focused on fulfilling its desire. It will not attack anyone not connected with taking the object it wants, unless they try to hinder it in some way. If that happens, the obstructing people will be mercilessly slain. Regardless of their Alignment in life, all Reclaiming Revenants become Neutral Evil.

When first encountered by a guilty person, the Reclaiming Revenant will softly ask the location of its property. Sometimes, the Reclaiming Revenant will visit, but not actually attack, for several successive nights, giving its victim the chance to surrender the Revenant's property. Other times, the creature will quickly grow impatient and repeat the question several times, in a progressively louder voice, until it screams. If it is refused, or lied to, the Revenant will mercilessly attack.

If the object of a Reclaiming Revenant's search is voluntarily returned to it, either by being given to the corpse, or placed on or in its grave, the creature will usually be satisfied. If for some reason the object of the Revenant's search can never be returned to it, it will kill everyone involved in the loss. On rare occasions, Reclaiming Revenant will kill all guilty parties, whether or not they return its property.

Destroying the physical body of a Reclaiming Revenant is sometimes futile, as the inhabiting soul may eventually return as an even more fearsome Ghost.

Combat: Most Reclaiming Revenants attack by grasping with their unnaturally strong hands, either strangling their prey, or breaking bones and twisting flesh. Those Revenants who were buried with weapons, however, will use them instead. The Revenant will not attack before asking the location of the object of its desire. Once a Reclaiming Revenant attacks, it will always continue until either it is destroyed, or its target is dead.

Unnatural Strength: A Reclaiming Revenant has an effective Strength score of 20. It receives a +4 bonus to all relevant rolls, including to-hit rolls, melee damage determination, Saving Throws and ability checks.

Faultless Tracker: The guilty can never escape a Reclaiming Revenant. The creature will always be able to find those responsible for taking whatever the Revenant wants, wherever they go. Strangely, however, the creature cannot automatically locate the actual object of its desire. For that reason, the Revenant will always demand to be told where that object is.

Obsession: The Reclaiming Revenant cares only about the object it has arisen to claim. Attempts to engage it in conversation on other topics are fruitless. Short of such things as an *Exorcism*, *Limited Wish*, *Wish*, or *Raise Dead*, the Revenant can never be directed away from its task. Even if Turned by the faith of a Cleric, the creature will only stop temporarily. If put into chains, the Revenant will still attempt to bust free and resume its hunt. If the creature's body loses limbs but has not received enough damage to destroy it permanently, whatever remains will continue to move and attack as best it can.

REDEMPTIVE SPIRIT

An apparition who seeks to bring people back to the path of Good.

NO. ENCOUNTERED: 1-4 (in one night)

SIZE: Medium

HD: 8 (d8)

MOVE: 30', 240' (fly)

AC: 17

ATTACKS: 1 Slam (1d4), or 1 Weapon (by weapon type)

SPECIAL: Undead Immunities, Darkvision 60', Atonement, Read Memory, Selective Invisibility, Ethereal Shift, True Sight, Spell-Like Abilities

SAVES: M+F

INT: Average to Genius

ALIGNMENT: Any Good

TYPE: Undead (Unique)

TREASURE: Special

XP: 2475+8

Often, the hardships and vicissitudes of life cause people to lose faith in Goodness, and become greedy, cynical, and hardhearted. Those who once embraced Good, but have turned from it, are sometimes given a second chance to return to the way of benevolence. To such people Redemptive Spirits come, to show sinners who they once were, to demonstrate the damage done by selfishness, and to reveal what will happen if the malefactor does not turn from their path.

Redemptive Spirits are sometimes the souls of people who embraced Goodness only near, or after, death. Having escaped Hell and the Outer Darkness, but unable to enter Heaven, they try to earn the company of the Angels by redeeming the lost. Other Redemptive Spirits are the souls of Good people who voluntarily foreswear the peace of Paradise, in order to help the living enter Heaven.

Redemptive Spirits generally appear around times of great significance, either on holy festivals, or on the anniversaries of events personally important to the people the Spirits visit. Indeed, some Bards and Sages speculate that it is only upon such days that the Redemptive Spirits may interact with the material world. Often, Redemptive Spirits will announce themselves to be the Spirits, Ghosts, or Specters of the day on which they appear.

Although they are ultimately agents of Mercy, Redemptive Spirits are quite willing to use any means necessary to redeem souls to Good. Possessing great powers of illusion and divination, they do not hesitate to use them. Humans who encounter Redemptive Spirits will often be made to face extremely disturbing visions, and may even be subject to violence if the spirit thinks it necessary.

Redemptive Spirits can appear in any humanoid or partially humanoid form. They take such shapes as they believe will most affect their human charges. Often, these forms are dark and frightful, designed to strike fear into the heart of the one to be redeemed. Other times, the Spirit's appearance will be completely benign. Always, the form taken by a Redemptive Spirit will be deeply symbolic. Example forms include:

The enemy knight that could never be defeated in combat.

A child, dressed in white and silver, and carrying a candle.

A leprous beggar, with a bowl full of blood.

A jolly king, whose robes conceal ghastly figures.

A man chained to a chest full of gold.

An old woman in rags, covered with frost, and appearing as if she has died from exposure.

A young woman, forced into prostitution to care for the sick baby she holds in her arms.

A faceless human figure, clad entirely in black.

A skeleton, with an hourglass representing that time is running out for the sinner.

Because they serve the powers of Good, Redemptive Spirits cannot be turned by Good-aligned Clerics. Evil Clerics, who seek to destroy all Hope, can actually *Turn* (but never *Command*) Redemptive Spirits. Such actions can easily cause an escalation of spiritual warfare, with Heaven perhaps sending an actual Guardian Angel, the powers of Evil responding in kind, and the whole ending in in true battle for the soul of the sinner.

Combat: Redemptive Spirits have no interest in anyone except the person they are redeeming. In fact, they can use their *Selective Invisibility* power to insure that they are not bothered by anyone but that person. They will readily use violence if they feel that it is the only way to reach their target's heart. They may use their extensive powers of illusion to create symbolic monsters for a sinning warrior to fight, for example. On certain occasions, the Redemptive Spirit may even strike the sinner themselves, but always with a blunt weapon, and for subdual damage. Under no circumstances will the Redemptive Spirit allow the sinner to be actually killed, but they may want that person to believe that they will die at the Spirit's hands. On those rare occasions when others can actually perceive the Redemptive Spirits, and try to interfere with their work, the Spirits will strike for real damage, and use their magical powers to deadly effect. Curiously for so powerful an entity, a materialized Redemptive Spirit can be damaged by normal weapons.

Atonement: The entire reason for the Redemptive Spirit's existence is allow redeemable people the chance to atone for their misdeeds. Therefore, the Redemptive Spirit is capable of granting full *Atonement*, as the Clerical spell, once per night.

Read Memory: A Redemptive Spirit has full access to the knowledge and memories of its intended subject. This allows the Spirit to create flawless illusions that faithfully replicate entire scenes from the sinner's life, or any place where the target has been. The Spirit also knows everything their chosen target is thinking and feeling. Note that a Redemptive Spirit only possesses this power with regard to the person to be redeemed.

Selective Invisibility: A Redemptive Spirit enjoys the benefits of constant *Improved Invisibility*, but they can choose to allow specific people or creatures to perceive them normally, while remaining invisible to all others. Furthermore, the Spirit can make its chosen subject *Invisible* in the same way, choosing whether or not certain other people will be able to perceive the sinner during the time he is with the Spirit.

Ethereal Shift: Redemptive Spirits can become Ethereal or Material, at will. When they do either, however, they can take no other actions that round. The Spirit can also bring the chosen target into and out of the Ethereal plane, but cannot so affect anyone else.

True Sight: Redemptive Spirits enjoy constant *True Seeing*, as the spell.

Spell-Like Abilities: A Redemptive Spirit can use any of the following abilities as often as they like, but no more than one per round: *Clairaudience*, *Clairvoyance*, *Divination*, *Light*, *Persistent Image*, *Major Creation*, *Mirage Arcane*, *Phase Door*. Three times a night they can use *Greater Shadow Conjuration*. Once per night they can use *Time Stop*. The Redemptive Spirit can also grant another the ability to *Endure Elements*, *Phase Door*, or to *Fly* at great speed (240'). Once per night they can grant a *Limited Wish*, but only if the request is completely unselfish. All powers have an effective caster level of 12.

Special XP Award: Characters who actually *Atoned* for their misdeeds and become Good after encountering a Redemptive Spirit receive the Spirit's XP value as an experience point reward, just as if they had otherwise defeated it.

CK's note: Players who have lost Good, or once Good, PCs could have their characters return as Redemptive Spirits for a special session aimed at restoring the Good Alignment, or Paladin status, of another player's current character.

SCREAMING SKULL

A haunted and malevolent skull.

NO. ENCOUNTERED: 1

SIZE: Small

HD: 9 (d10)

MOVE: 20' (Levitate)

AC: 15

ATTACKS: Bite (1d4)

SPECIAL: Darkvision 60', Scream, Energy Drain, Weapon Resistance, Reform, Spell-Like Abilities, Create Wraiths, SR 15

SAVES: M

INT: Exceptional

ALIGNMENT: Lawful Evil

TYPE: Undead (Unique)

TREASURE: 8

XP: 3,000+9

A Screaming Skull appears to be an ordinary human or demi-human skull. Each one is associated with a particular spot, and it does not attack unless someone tries to remove it from that place. Typical places that may be haunted by a Screaming Skull include tables in old castles, niches in catacombs, and reliquaries of ancient temples.

Combat: If anyone is so foolish as to attempt to steal or otherwise move a Screaming Skull, it will emit a horrible scream. Even worse, an agitated Skull can Levitate and bite.

Scream: The skull's Scream has an effect equal to a *Fear* spell from a 12th Level caster. The Skull can Scream in this manner at will.

Energy Drain: The bite of a Screaming Skull does 1d4 points of damage, and drains 1 Level from its unlucky victim. The Screaming Skull heals 5 hp for every Level it drains in this manner.

Weapon Resistance: Piercing and Slashing Weapons do just 1 point of damage (plus any Strength bonus) to a Screaming Skull. Blunt weapons do full damage.

Reform: Unless Holy Water is poured over the remains of a Screaming Skull and the fragments *Blessed*, a shattered Screaming Skull will simply reform the next night in its haunted area.

Spell-Like Abilities: In addition to its scream, a Screaming Skull has the following spell-like powers: *Levitate* (at will), *Telekinesis* (five times a night), *Nightmare* (once a night), *Phantasmal Killer* (once a night), *Control Weather* (once a night). All effects are as if from a 12th Level caster.

Create Wraiths: Anyone slain by a Screaming Skull becomes a Wraith under its control.

WOMAN IN WHITE (Crying Woman)

A tragic phantom tied to waterways.

NO. ENCOUNTERED: 1

SIZE: M

HD: 7 (d10)

MOVE: 30'

AC: 15

ATTACKS: 1 Grapple

SPECIAL: Drain Constitution, Curse of Sorrow, Grapple and Drown, Incorporeal Form, Darkvision 60', Daylight Powerlessness

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Undead (Unique)

TREASURE:

XP: 720+7

A Woman In White (also called a Crying Woman) is a restless phantom condemned to haunt a lake, river, well, or other body of water. They are the spirits of women who killed a loved one in a waterway, or were themselves killed in one. Because they are unable to ever put things right, they are filled with a mixture of endless sorrow and unquenchable rage. At first glance, a Woman In White appears as an attractive, pale figure dressed in a thin white gown. Sometimes she will wear a gauzy veil, other times her face will be bare. Either way, A Woman In White appears to be constantly sobbing, and will often be pathetically calling out for her loved ones (especially if she killed them). Closer inspection reveals that her tears are streaming from empty eye sockets.

Combat: A Woman In White will seek to grab hold of those she encounters, inflicting Constitution Damage and the Curse of Sorrow upon them. She will then try to drown her victim in any nearby water. A Woman in White is Incorporeal if she is not attacking, but must manifest a corporeal form to grab victims.

Constitution Drain: The touch of a Woman In White is icy cold, and inflicts 1d4 point of Constitution damage. This can be negated by any spell that confers immunity to cold. Upon the destruction of the Woman In White, any Constitution damage inflicted by her is restored at the rate of 1 point per day.

Curse of Sorrow: Anyone grabbed by a Woman In White must save versus Wisdom, or be overcome with profound sorrow. Those who fail their save are unable to attack or defend themselves in any way, sobbing uncontrollably and resigning themselves to their fate.

Grapple and Drown: If a Woman in White successfully grapples, she will drag her victim to the nearest water and hold his face under it in order to drown him. This causes the victim to lose 1/4 of his hit points per round. Those not inflicted with the Curse of Sorrow are entitled to a Constitution save to avoid being damaged that round, and may also seek to break the grapple (as per the Grappling rules in the C&C Player's Handbook).

Incorporeal Form: At will, a Woman In White can become Incorporeal, but remain visible. She must become corporeal, however, to attack and hold a victim. When Incorporeal, a Woman In White can only be struck by silver or magical weapons.

Daylight Powerlessness: A Woman In White is powerless and invisible during the day.

ZOMBI SERVANT

A reanimated corpse employed as a slave.

NO. ENCOUNTERED: 1-100

SIZE: Medium

HD: 2 (d12)

MOVE: 20'

AC: 10 (or by armor type)

ATTACKS: 1 Weapon (by weapon type)

SPECIAL: Undead Immunities, Darkvision 60'

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 22+2

Zombi Servants are reanimated human corpses created to be tireless laborers. They appear to be people with unusually pale complexions, dull expressions, and glazed eyes. They walk with a listless gait. Generally, they will be dressed in cheap rags, but it is not unknown for certain Zombi Servants to be attired in rich finery. Zombi Servants cannot speak.

The sorcerer who wishes to create a Zombi Servant must magically trap a subject's soul in a small container, such as a bottle, pottery jar, or stoppered gourd. The sorcerer must then slay the hapless victim using a special poison, which can either be administered surreptitiously through food or drink, or be blown as a powder into the victim's face. Victims slain by other means cannot be turned into true Zombi Servants, although they might be otherwise reanimated. The victim of the Zombi poison must be disinterred before the body begins to decay significantly. A magical drug is then poured into the corpse's mouth, reanimating the flesh, but destroying the higher mental functions.

Zombi Servants are Undead, having already suffered death, and the loss of their souls. They possess all the standard immunities conferred by their Undead status. Nonetheless, Zombi Servants still need to eat, drink, and breathe (but not sleep) to maintain their twilight existence. However, care must be taken that the Zombi Servant's meals remain bland. Should it ever taste salty or flavorful food, the Zombi's mind will be sufficiently stimulated to realize its own condition, with possibly unpleasant consequences for the necromancer who created it.

Although their mental faculties are extremely limited, Zombi Servants can faithfully perform any tasks demonstrated to them. Usually, they are employed as agricultural laborers or soldiers. Whispered tales speak of attractive Zombi Servants being used for work of a wholly different nature, however.

Whoever possesses the container that holds the soul of a Zombi Servant controls the creature. Therefore, necromancers who employ Zombi Servants must take care to guard those containers, lest their own Undead slaves be turned against them. It is common practice for a necromancer who commits an offense against his magical order to be punished by being forced to surrender his Zombi Servants to a superior.

The technique to create Zombi Servants was created by certain sorcerers of the tropical islands. There the unfortunate victims are employed in plantations that keep more northerly regions supplied with exotic crops and luxury goods. Many kings of the north sometime speak loudly of sending crusading missionaries to stop the making of Zombi Servants. It is obvious, however, that those same kings have no true desire to stop a practice they profit so handsomely from.

Combat: Zombi Servants attack with weapons, but only if they have been instructed to do so. Their ability in combat depends wholly upon their purpose. Zombi Servants instructed as soldiers will be able to call upon any techniques and tactics they have been programmed to use. Those Zombi Servants used as agricultural laborers will simply swing farm tools. Zombi Servants cannot make new or independent plans, however, so clever opponents can sometimes find a tricky way to escape them.

Awakening A Zombi Servant: Should a Zombi Servant ever be stimulated by tasting salt, spices, or other strongly-flavored food, it will regain both its former intellect and the ability to speak. Aware of its unnatural state, the awakened Zombi Servant will usually hurry to rebury itself in its grave, ignoring all further instructions from its former master. Sometimes, however, the freed Zombi Servant will try to resume its former life. Some tales even suggest that if the Zombi Servant had possessed a strong spirit while alive, it may decide to take vengeance upon the sorcerer who created it. In such a case, the Zombi will rush to physically attack the necromancer, or find the bottle that contains its soul. If released, the once-imprisoned soul becomes an uncontrollable Wraith immune to magic, and set upon destroying the sorcerer. If successful in its vengeance, the Wraith will rejoin its former body, and the now resurrected person will resume their former abilities.

ZOMBIE, CEREBROVORE

A walking corpse who devours the brains of the living.

NO. ENCOUNTERED: 1-100

SIZE: Medium

HD: Body: 6 (d12), Head: 1 (d12)

MOVE: 15'

AC: Body: 12, Head: 16

ATTACKS: 1 Bite (1d4)

SPECIAL: Head Vulnerability, Slow, Zombie Sickness

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Undead (Common)

TREASURE: 6

XP: 240+6

Far more terrible than ordinary Zombies, Cerebrovore Zombies hunger after human brains. They are as slow as ordinary Zombies, but somewhat more intelligent. Many retain enough intelligence to constantly jabber the the word "Brains", although they can't usually communicate in any other way.

Combat: Cerebrovore Zombies are extremely hard to destroy. They must literally be hacked to pieces to stop them from attacking, and even then they will remain animate (although unable to attack). This is reflected in their high bodily Hit Dice.

Head Vulnerability: The only way to actually kill a Cerebrovore Zombie is to destroy the brain. The head is AC 16, but can suffer only 1 HD of damage before the brain is destroyed. The Castle Keeper must track damage to the creature's body separately from damage to its head.

Slow: Cerebrovore Zombie always lose initiative, attacking last in any melee round.

Zombie Sickness: Anyone bitten by a Cerebrovore Zombie must make a Constitution save, or be inflicted with the Zombie Sickness. Infected characters must thereafter make a successful Constitution Save every hour, or lose 1 point of Constitution. Once Constitution reaches 0, the character becomes a Cerebrovore Zombie. *Cure Disease*, *Neutralize Poison*, or *Remove Curse* will all remove Zombie Sickness (and restore all lost Constitution).

ZOOMORPHIC REVENANT

The restless spirit of a dead person, returned in animal form.

NO. ENCOUNTERED: 1 (Rarely 1-6)

SIZE: As Animal Form

HD: As Animal Form

MOVE: As Animal Form

AC: As Animal Form

ATTACKS: As Animal Form

SPECIAL: As Animal Form, plus Undead Immunities, Speak, Persistent Return, Release

SAVES: P

INT: Average

ALIGNMENT: Any

TYPE: Undead (Extraordinary)

TREASURE: Equal To HD

XP: As Animal Form, + 50% of Base Award

In certain rare circumstances, souls who are unable to experience the peace of death return in the bodies of animals. Bound to the mundane world by some overwhelming desire, such Zoomorphic Revenants often take forms symbolic of their obsessions. Savage bandits sometimes return as wolves, while a glutton may be trapped in the form of a hog, and a loyal guardsman might come back as dog. Some tales even claim that if an animal feeds upon the body of a person who has not been buried in consecrated ground, the soul may be absorbed into the body of the beast. A third possible way that a Zoomorphic Revenant might be created is through the magic of the *Reincarnate* spell.

A Zoomorphic Revenant is a fully corporeal being, with most of the same abilities and characteristic of a normal animal. It is an Undead creature, however, possessed of human intelligence and the power of speech. Its human soul retains all the memories of its previous life. A Zoomorphic Revenant can easily be mistaken for a Demonic Beast, but a Zoomorphic Revenant never suffers from the horrible bodily distortions typical of the demonically possessed. Nonetheless, its form may display some physical characteristic suggestive of its previous body.

It is possible for a Zoomorphic Revenant to manifest as a collective swarm of flies, rats, or other such vermin, rather than as a single animal.

Zoomorphic Revenants sometimes become the familiars of powerful magicians.

Combat: Zoomorphic Revenants have the same attacks as their animal forms. Of course, their human intelligence makes them far more dangerous opponents than any ordinary beast. Furthermore, Zoomorphic Revenants are fully aware that they can not be permanently destroyed through violence, although normal weapons appear to harm the flesh of their bodies. Therefore, a Zoomorphic Revenant will never retreat, unless faced with a holy man or magician who seems powerful enough to undo them.

Speak: Whatever the present shape of a Zoomorphic Revenant, the creature can speak in the voice it possessed in its previous human life.

Persistent Return: A Zoomorphic Revenant's animal body can apparently be killed, but the creature will simply reform and return at full strength the next night. Likewise, while a Zoomorphic Revenant does not regenerate during combat, any damage done to its physical body will be completely healed every nightfall. Zoomorphic Revenants who are *Polymorphed*, *Shapechanged*, or otherwise magically transformed will simply be returned to their animal forms upon the next sunset. There are only a few ways to stop this Persistent Return:

A "Destroy" result on a Turning Attempt.

A *Resurrection*, *True Resurrection*, *Limited Wish*, *Wish*, *Alter Reality*, or *Distort Reality* spell.

Performing a specific action which releases the restless soul.

Release: The Release of a Zoomorphic Revenant is an action that, if ever performed, will actually cause its demise. Typical Releases may be proper burial of the Revenant's human corpse, the delivery of a lost love letter, or the avenging of a murder. Some very evil Zoomorphic Revenants are only satisfied by the commission of a pointless atrocity, however. Many Zoomorphic Revenants will try to make their Releases known, so they can be at peace. Some grow to enjoy their animal existence, and will try to hide their Releases.

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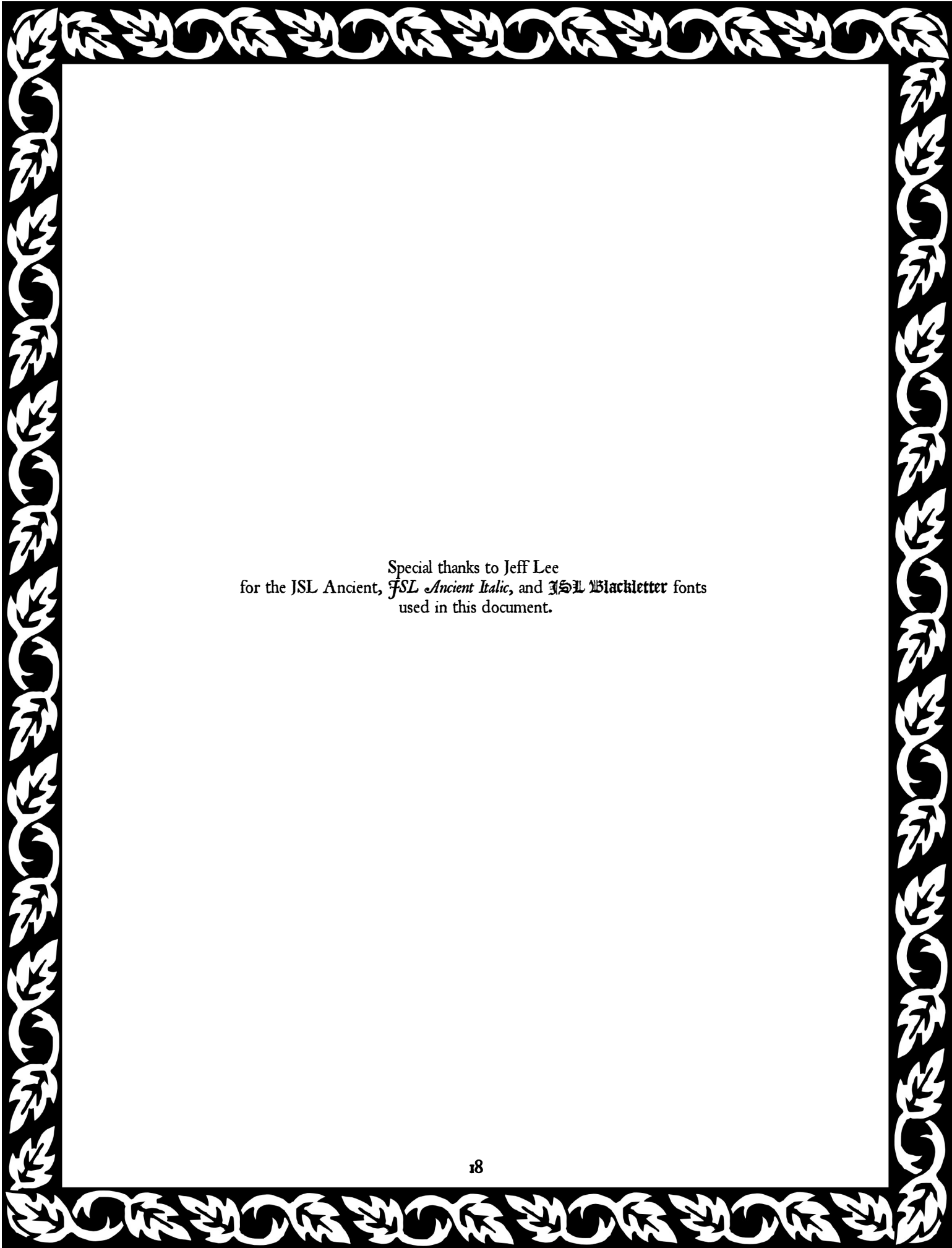
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