

Gregorius21778:

Almanac of Animated Cadavers



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.0; by Kai Pütz

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Are your players veterans of the fight against the undead? Do they know exactly what to expect when they smell the stench of decay from a dark corridor while they hear the shuffling of feet, accompanied by the odd, disgusting moan? Then, it is time to beef up the rotting flesh.

The Almanac of Animated Cadavers features 35 variants of risen corpses. While all of them still are low-HD monsters (1-2), they come with special abilities that both players and characters might not have expected, may take them by surprise and have them -think- about how to engage this foe (instead of going through a tried-and-true routine again). Also included is a small list of rules for those Referees who wish to make this unusual undead available for spellcasting characters.

Any reference to "PCR" means the LotFP Player Core Rules.

Enjoy!

"Standard" Animated Cadaver

Move:	90'(30')
Hit Dice:	1
Armor Class:	12
Attacks:	1
Damage:	1d4 or as weapon
Moral:	12

Animated Cadavers are unaffected by *Charm* or *Sleep* spells. Minor weapons, bows, bolts, throwing knives etc. cannot harm them, as they do not depend on vital organs or blood anymore. An additional dice is rolled when hit points are determined, and the lowest dice is discarded. Alternately, the Referee may decide to simply use maximum hit points for them.



01# Anathema to Nature

Animals often do react to the presence of the undead, according to their nature. Horses may shy, hounds may bark. But a well trained horse may not fail its rider, and a courageous hound may attack to defend its owner.

Some cadavers are imbued with forces so foul that nature not only abhors, but fears it. Every mundane animal will always react with fear towards their presence, and fail any moral test in regard to these undead automatically.

02# Aura of Decay

A powerful undead (HD:2) may be a focus of entropic energies that radiate outwards from its host body, to assault and leech away the health of those it comes close to. Any character but Dwarfs and Elves that is within 10' of an undead with an *Aura of Decay* must *Save vs. Death* at the end of the round. On a failure, the character will take one point of Constitution damage (which will regenerate as usual afterwards).

03# Black Teeth ("Black Kiss")

The fluids that remain in a corpse are never wholesome, but necromancy may distill them inside the animated body to something poisonous that then rises up the creature's throat to gather in its mouth and cover its teeth. This is called *the Black Kiss* among summoners of the dead, and those cadavers that are able to give it are always marked by teeth covered in a black, viscous substance.

To deliver the black kiss, a zombie may bite after it got control of a grapple (see p.62 of the PCR) or receives a chance through other circumstances (critical attack). No matter how it happens, when the black teeth sink into living flesh, the victim must *Save vs Poison*. If the test is failed, the character will lose a hit point roughly every two turns (modified by Constitution bonus, but at least 1 turn) through an effect similar to blood poisoning.

The *Black Kiss* may be treated with potent mundane medicine, an anti-venom that works against necrotic and/or blood poisons or with spells that counter poisoning. The begin of a treatment by a skilled physician, potent medicine and rest will stop the effects of the *Black Kiss*. If an effected character only rests, the progress of the poisoning is measured in hours (instead of turns), and the victim may *Save vs. Poison* when the damage would set in to stall the damage for another hour (but not to stall the damage longer than that).

04# Breath of Death

Many a corpse grows a potbelly, and some completely bloat. This is due to unwholesome gases that form as the innards decay. When the cadaver becomes animated by magic, the same forces may enhance the gases inside such a "ripe" corpse.

Undead with the *Breath of Death* may once per turn exhale a vapor of foul gases against a target in melee range. The target must *Save vs. Poison* or is going to be unable to act during the next round of combat ("stunned"). Some animated corpses do not use it as a breath attack, but have this gases released as their belly is cut upon (when at least half of the hit points are lost).



05# Bulbous Zombie

When flesh rots, it may drop from the bones like wet clay or even liquefy. Such malleability of the raw material may be a drawback for some, but crafty necromancers use this to their advantage as well. They stack two corpses upon another, and have the lower absorb the fat, skin and nearly liquefied flesh of the other in the process of animation. These grotesquely fattened cadavers gain +8 hit points and increase their AC by 1.



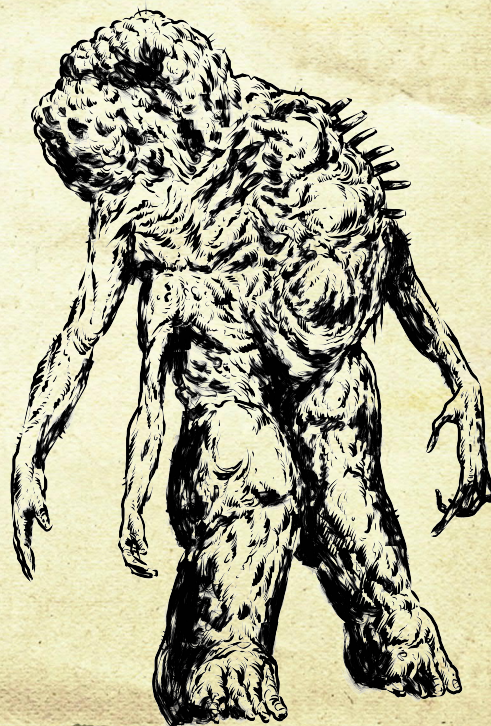
06# Busy Teeth

The bite of a corpse is a horrifying attack, but not the most deadly when compared to a swing with an ax, the thrust of a spear or even a well-placed strike with a cudgel. After all, it is enough to keep the deathless fiend at arms reach to evade it, and that is what one is armed for oneself. And one wears armor to battle, after all.

Some undead clack their teeth repeatedly, an unnerving display of the eagerness to bite and tear at flesh. But something yet more sinister may be the reason. Some animated cadavers have *busy teeth* imbued with foul magic. Each time such an undead clacks the teeth for a round while having its gaze rest on a target, a "point" is created. When five points are accumulated before a turn is up, no matter if just by one zombie or more of them in concert (as long as they are accumulated for the same target), the victim will feel the bite of the dead while matching wounds begin to manifest on the flesh. This is treated as the effect of a *Cause Light Wounds* spells, but only deals 1d4 damage.

07# Cadaver Hulk

The malleability of flesh that rots has already been mentioned, as has been its potential to a crafty necromancer. Those who are very skilled in the dark arts take this even further: they stack three to five dead bodies upon another, and have them merge into one humongous form through incantation and ritual. The resulting zombie is stronger than one cadaver could ever be on its own (HD equal to number of corpses, +2 hit points per corpse, AC as leather armor).



08# Call of the Kiss

To animate a cadaver, necromancy calls forth entities from the beyond that merge with the body to animate it. It is possible to have two weaker entities share the same body, in hope of having another corpse for the other one later. If this is done, the animated cadaver may lean over another, yet-unanimated corpse to "breathe" the other entity into it. Due to the macabre resemblance, this is called *the Call of the Kiss*. The erstwhile host thereby loses 1 HD (and potentially drops to zero HD, but remains active) and half of the remaining hit points, while the other corpse rises as a HD:0 animated cadaver with 1d6 hit points. This trick of the trade is used by necromancers to send their undead out to graveyards to bolster their numbers on their own.



09# Catch the Deathgiver

Rotting flesh is not the most durable of materials, and most animated cadavers may be hacked to pieces easier than a living man would be. Still, weapons may get stuck and some necromancers prepare their undead minions for this effect. Corpses taken from bogs are a lot more tough once animated, some desecrated grounds rich in clay may be used to bury a (stolen) corpse anew before animating it to instill some of the properties. And some necromancers are rumored to have found a way to have the very entrails grab a weapon that pierced the torso.

No matter what the secret behind it may be, some animated cadavers may *Catch the Deathgiver*. When an attack against those are a fumble or when a successful attack with a non-minor thrusting or bladed weapon shows a "1" on the damage roll, the weapon gets stuck in the body. The attacker has two options then: letting go of it or to attempt to pry it lose. The later calls for a test for *Force Doors*, and on a failure the attacker will find herself in a grapple with the undead (see p.62 of the PCR) without the foul creature having to spend any attack or action on it.

10# Company of Crows

Corpses and crows go together like horse and carriage. The carrion eaters are always happy to gather around human remains to feast. Crows are also often used as familiars by witches and warlocks, for their attributed ties to Pluto and the Realm of Death. Necromancers that want to send their animated cadavers as foot soldiers against those who know to cast spells of their own sometimes give them an escort of crows to strengthen them against their enemy's magic.

A special ritual enacted while the corpse is animated will call in nearby crows, and 1d8 will then follow the corpse from then on and stick around. While they do, every undead within 10 feet of the one that is the focal point for the *Company of Crows* is treated as being one HD higher for the purposes of *Turn Undead* and their own saving throws. The crows will disperse if their focal point is destroyed, or when one of them is killed (AC:17; a ranged attack is likely to be necessary).

11# Daemonic Host

The entities bond into service to animate the remains are often rather weak, as a more powerful being might rebel against the necromancer's will. It is yet possible to secure the service of vile spirits with more power (HD:2) that will still serve willingly. For doing so, a sacrifice of a living creature needs to be added (see the *Summon* spell; one HD worth of sacrifice for every animated cadaver that shall become a *Daemonic Host*).

Undead empowered that way levitate up to two feet above the ground (120' / 40' movement), and will be able of one round of flight every other round (but not as part of an attack).



12# Death's Messenger

When Death walks, Death talks. And when Death talks, it is to call somebody while reminding all the others of itself. And for no other reason.

When a corpse is made to rise, it is always imbued with something from beyond the grave. And that *thing* may have a message from there, a message that may not care to much about who exactly receives it.

An animated cadaver that is *Death's Messenger* will, upon being put out of existence again, have an unnatural clear whisper for the one that struck the final blow. "Death knows your name, and is coming for you". While this is an ultimate truth for all of mankind, the delivery of the message puts a temporary *curse* onto the character: for the next 2d4 days, the victim suffers from a -2 penalty to all *Save vs. Death* and all other saves which failure would bring about instant, immediate death.

13# Explosive Ending

The occult force that animates an undead body is fused into its flesh. It is a fleeting mixture, as the mockery of life is not welcomed by what is natural about decay, and what was in the embrace of Death is not prone to seek another's touch again. Sometimes, the energies that makes a cadaver move will not leave the real world by just slinking away when the ties to flesh are severed again. Sometimes, they go with a bang.

An animated corpse may be prepared for such an *Explosive Ending* upon the moment when it is made to rise. When the last hit point is gone and the creature thereby destroyed, the flesh will explode and fly off the bones, showering everyone within 10' with rotting bits and foul ichor. While this does no damage to speak off, it may come as a *surprise* (checked for as for an *ambush* when a character was not prepared for THAT) and thereby take the initiative from a fighter. It may end up in the eyes as well, and temporarily blind a character (*Save vs Paralyze*; blind for 1d3 rounds or till a round is taken to clear the eyes). No matter what, a victim of this effect will be splattered with gore and rot, and reek accordingly.



14# Fleshfeaster

The dead do not hunger. The dead do not need to eat. So it is said. But as the dead do not walk, the necromancer may have a corpse abjure this truth as well, and give it a hunger for flesh.

An animated cadaver that is a *Fleshfeaster* may devour the flesh of a fresh corpse (not older than a turn) to replenish the own existence with the lingering remains of life still found in the meat and the blood. The undead may regain 1d8 hit points while feasting for half a turn (but not exceed the maximum hit points), and a fresh (demi-) human corpse will provide enough for three such "feasts".

15# Furious

"Slowly the risen dead shamble on, lurching and dragging themselves forward." This picture some have is not entirely true, and much less for those that have been raised to be *Furious* by their new masters. While they move no quicker than their brethren in undeath, they throw themselves with abandon into battle. Should the attack of a *Furious* hit, the animated cadaver may roll another attack immediately, and another one should THAT attack hit as well. A small group of *Furious* undead may overcome even those that face them with the advantage of greater number.

16# Grasp of Death

Every living being fears death. Very few people (those very wise, very stupid, very strong of will or very, very miserable in life) manage to overcome this fear. It is this very fear that may take hold on the heart when one looks straight into the dead eyes of a walking corpse that is coming to take the own life.

Some of the undead have something special in their milky eyes, a special gleam or quality that carries something of the beyond. Something that may invoke primal fear and briefly put the victim into the *Grasp of Death*. It is a gaze attack that may be averted with *Save vs Paralyze*, and will not work as soon as a character is engaged in melee (as the imminent threat of a violent death triggers survival instincts that counter the effect). On a failure, the victim will be under an effect akin to a *Hold Person* spell for 2d4 rounds if the encroaching undead holds eye contact. The effect ends at the moment of an attack (and is then treated as a *Surprise* instead). Having experienced the *Grasp of Death* immunizes a character against it for an hour (modified by Wisdom bonus).

17# Graveborn

Usually, a necromancer digs up a body (or has it dug up for her) before she goes about animating it. But that is not a rule fixed in stone. Some leave the body in the encasing of its casket and the womb of musty earth till it is needed. For such an enforced period of waiting may lend what inhabits the rotting flesh now a fervor born out of impatience.

While still resting under the earth, the *Graveborn* may sense any living being within 10' and may communicate mentally with its creator within the same distance. When it is finally given the order to rise (directly or under a condition given as an order), the animated corpse breaks out of its coffin quickly and parts the surrounding ground like a swimmer parts the water. A *Graveborn* that attacks right out of the grave does so with little signs that may give a prior warning (*Ambush*) but will at first only be half out of a ditch filled with loose earth while attacking. Thereby, they often start to grapple from the ground to pull a victim down (and may work in concert to do so). They may emerge fully from the surrounding soil as part of their next attack, but count as "prone" till then.

While a *Graveborn* may break out of a simple coffin with ease, sturdier means of burial (e.g. a sarcophagus) will keep them trapped.

18# Headhunter

An animated cadaver is not much more than an animated assembly of rotting body parts. Somehow, some necromancers create something that becomes more than just the number of its parts. A *Headhunter* is an undead that may add to its own body the severed heads of other fresh corpses (not more than a turn old) to increase the own potential. Such a creature may be created out of one corpse, or out of one and up to two further heads to start with. For each two heads above the first, the *Headhunter* gains a +1 bonus on all attack rolls and is treated as one HD higher in regard to its own saving throws. It also gains +1 hit point (both current and maximum) per head added.

19# Host of Flies

A rotting corpse in the open attracts flies, and is often ripe with maggots that twist and worm in its putrid form. If the corpse is animate usually makes no difference for the flies, as they are to mindless to be bothered by the unnatural. Some flies even become part of the unnatural itself, if the entity bound into the decaying flesh is strong enough to command them (HD:2). Such a *Host of Flies* is surrounded by a buzzing halo of insects that aggressively harasses those that come into melee range (-2 on all attack rolls). Even worse, the animated cadaver may send the whole swarm forth against a single target within 10 feet of range. The flies will then assault its mouth and nose in an attempt to block the windpipe with filthy little bodies, and even crawl onto the eyes. This will leave the character choking, wrenching and unable to otherwise act. The flies will stop such an attack when their host has been dealt with, or when the host comes into melee range of the victim (which will have them act as a living aura again).

The control the Host has over the flies may be broken with *Dispel Magic*.

20# Infectious Rot

Wounds dealt by the undead are never "clean", and everyone that had to face any of these in melee is well advised to clean any sustained wounds carefully. In regard to some, even the latter may not help. The same forces that revive the body to a resemblance of life may strengthen the infection that this body might bring, either with hand and teeth or with a melee weapon. Any character that lost hit points due to a melee attack of such an animated cadaver has to *Save vs. Poison* at the end of the battle. On a failure, the wounds will begin to inflame and fester quicker than they otherwise would. During rest (or once a day if no rest is taken), the character will not heal but has to *Save vs. Poison* to avoid the loss of a further hit point. This condition may be cured with mundane means by a physician, or with healing magic.



21# Legion

When a necromancer raises the dead, she puts one entity from beyond into every corpse to be animated. One entity. But there are strange things beyond the veil, things that evade the comprehension of our minds just as the threefoldness of the Christian god, the Holy Trinity, does. How can different entities be one while still being different at the same time? The fact that our minds struggle with the concept does rule out their existence. And there even are such that a necromancer may grasp, with the own spellcraft at least, and bring into service. Such undead are often referred to as "Legion", for obvious reasons.

Cadavers animated by a *Legion* may act as one. They see all what one of them sees and learn what one of them learns. And they act with an accord that is frightening to behold. If more than one *Legion* body attacks the same target, they all get an additional attack bonus equal to their number. They also make for excellent guards, as attacking just one of them will alarm them all.

22# Lingering Undeath

As it has already been pointed out, necromancy calls forth entities from the beyond that merge with a corpse to animate it. It takes a little more to strengthen these entities enough to have a chance to remain after their erstwhile host has been destroyed, but it is not impossible to do so. Those entities will linger, invisibly and insubstantial, for a brief while after their erstwhile body has been destroyed. If they find and reach (120' movement) another corpse within 2d4 rounds that has not been animated yet, they slip into it and have it rise. While their HD remains the same, the hit points are only determined with 1d6, as this hasted link to the new flesh is weak as best. But the entity may repeat this process, on and on, as long as it finds suiting corpses to animate. Destroying the head of a corpse will not hinder the entity to use it, but a *Protection from Evil* will keep it away from a corpse, and a *Dispel Magic* will banish it. A corpse that was buried in a proper way or at least sprinkled with holy water is untouchable to it.

23# Not Done Yet

Fighting animated corpses means hacking them to pieces. Sometimes this has to be done literally, for when anything less is done the danger is not dealt with yet. An animated cadaver that is *Not Done Yet* will be taken out of combat the first time it is reduced to zero hit points. Its head has then been severed or bashed in, its body might have been split in half, or about half of it might have been hacked away. It goes down, but will only stay down for 1d4+2 rounds while it twitches, turns and flails. Two or three more strikes with a sharp or heavy weapon (10 points of damage) will end the undead for good. If this is not done within the aforementioned 1d4+2 rounds, the thing will come to terms with the new situation and continue fighting. It counts as prone, may only crawl and drag itself along the ground (30') and is reduced to a HD:0 creature with 10 hit points, but otherwise able to fight, so not with a weapon anymore.

24# Plague Zombie

Necromancers need corpses for their trade, but there usually is no shortage of those. Sometimes, they do not even need to rob the graveyards but just have to leave a town or city. Death walks the land regularly in search of company, and plagues reap many. There are often filled-up pits with the remains of plague victims near towns and cities. Not only do those pits offer a vast supply in materials, they also may be the source of a special ingredient.

A *Plague Zombie* has the course of its death revived with it, and rises not only to follow the orders of its master, but to spread the source of its own demise anew. Those that had any close contact with one, like melee, will have to *Save vs Poison* at the end of the encounter or catch the disease. Perhaps it is...

The Brown Demise

Incubation Period: 1d4+3 days

Infection Time: 2d6+4 days

Interval: 1 day

Effect: The character loses a point of Constitution. All saving throws are -2.

Symptoms: The character grows listless, and often lethargic. As the illness runs its course, patches of the skin get a rough, scabby, brown texture. The longer the disease last, the more and bigger these patches grow. At the end of the disease, they may be peeled off and will reveal wet sores. Peeling them off while the disease still runs its course will cause purulent wounds instead.



25# Savage Strength

How much strength can an animated corpse have? Are not the muscle soft and rotting? Does not the flesh tear easily? Do the risen corpses not move slowly? Is that not all speaking for the lag of strength they must have? Yes. All of this is logical and hard to argue, but one for point. A dead man walking has nothing to do with logic. The arms they raise and feet they shuffle with are not moved by muscles empowered by the flow of blood or a beating heart. Their strength, likewise, has nothing to do with the physical condition of their body. Or the laws of nature.

Necromancers may imbue the animated dead with a savage strength that will come to bear once they get close. Strangely, it does not make them strike harder, but they tear down barricades with greater ease, and may tear a man apart, from limb to limb, when they work in concert. When an animated cadaver with *Savage Strength* faces a barricade, it is treated as having Strength: 20 and will never fail a *Force Doors* test (or similar feat of strength). In a grapple, they act with Strength: 20 as well and automatically deal 1d4 points of damage as long as they are in control (for the pressure they can put onto joints and bones). If two or more have control over one victim in a grapple, they may decide to pull and tear at it, which deals 1d6 points of damage per zombie as they literally try to tear their victim apart.

26# Strength through Death

The strength of the undead is that of the force within them, and as vampires may derive sustenance and vigor from consuming blood, an animated corpse may regain vigor by ending a life. The life force released through its untimely, violent ending is sweet honey and the rise of an inner sun to such creatures: they regain 2d4 hit points for every (demi-) human that is killed within 10' feet. If more than one undead feeds on this event, the hit points are spread as evenly among them as possible.

27# Sword of the Dead

Those who live by the sword often ask to be buried with it, as the bound between them and the cold steel they shared their life with is a special one to them. But not only to them, as every kind of bound in life can have a meaning in death that may be put to use. Necromancers in search for minions with a high martial prowess often seek such sword-bearing corpses. Animated the right way, the bound between sword and corpse is revived as well, and such an animated corpse that wields that blade of its burial gains a +3 melee attack bonus, and all damage is rolled twice (with the higher result being kept).

28# The Blasphemous

There is not one god considered good that does not abhor the deeds of the necromancers, and not one Cleric of one that would not be empowered by the own faith to drive off or banish the risen dead when confronted (at least, when prepared). Such is the might of faith. But faith is stifled and challenged by blasphemy, and blasphemy is never far when one turns away from the good (and Lawful) to reach out for the means to do the own deeds. Strangely, using the corpse of a man of faith seems to be beneficial for such an undertaking.

With the right rituals, a corpse may be animated with a blasphemous entity that will gleefully laugh when a Cleric raises its symbol of faith, to then spit at it and shout out profanity and execrations against both the faith and the faithful. *The Blasphemous* thereby evokes an effect similar to *Protection against Lawful 10'*, but with the difference that *Lawful* characters and creatures are not hindered in their mundane action. Just their supernatural powers are. A Cleric of 5th level or higher is too attuned to her faith to be effected by *the Blasphemous*.

29# The Howling Ones

The dead are eerie for their silence. The undead are unnerving in their moaning. The howl of an animated cadaver is a soul-trembling thing. Risen corpses able to do so will start howling as soon as they see somebody they are going to attack. This will not only mystically inform any other undead created by the same necromancer that is within 100' (and likely, draw them to this location unless they have other orders), but also has any character but Dwarfs, Fighters and Clerics freeze with fear for a number of rounds equal to the creatures HD unless they pass a *Save vs. Magic*. The effect of different howls do not "stack", and having passed a save immunizes a character for up to three turns (modified by Wisdom bonus).

30# Unending Ichor

Undead do not bleed. Not the way that a living being does, because the blood as well as all other fluids in their body decay along with it. What remains inside is foul and resembles the previous state only vaguely. Still, some undead seem to "bleed" without end, and lose more fluid than the corpse may hold by any means. And this is due to a foul magic trick that made every dram of liquid gather and be ready to pour out. 2d6 rounds after the first successful attack, an animated corpse with *Unending Ichor* will have spilled so much of it that an unsuccessful melee attack against it calls for a *Save vs. Paralyze* to avoid slipping and falling prone in the pooling liquid. The undead is unaffected.

31# Unavoidable Undead

Know when to run. That is a basic advice many a survivor of many a battle may give, and not all of them are lilly-livered cowards. With an insalubrious enemy like the walking dead, one has even more reason to shy away from a confrontation, and the comparatively slow approach of an animated cadaver increases the likeliness of success of a hasty retreat. But not with those undead that have been turned into an unavoidable doom. The moniker may be a bit much, as there still is the chance to run from these rotting assailants, but the odds are changed into the corpses favor by spellcraft. By reaching out for it, the animated cadaver may cast an effect like that of a *Slow* spell (PCR p. 107) onto a character within 50 feet. The target may *Save vs. Magic* to negate the effect, and may do so at the beginning of every round. Once the effects has been overcome, the character is immune to it for the remaining turn. But every *Unavoidable Undead* above the first that focuses on the same target puts a -1 penalty onto the saving throw, and one saving throw must be passed for each of them to finally be free of the effect.

32# Unholy Entrails

As the entity bound into the dead flesh may animate the limbs of the body, it may as well animate every other part of it when it is prepared to do so. Some forms of the spell to raise the dead allow the entity to animate the entrails as well, which leads to a nasty surprise once the torso has been broken up with the blow of an ax, or the entrails have been brought forth with a slice of a blade. An animated cadaver with *Unholy Entrails* will gain the bonus of a shield in melee after it lost half of the own hit points, and put a -2 penalty on all attacks against it in melee, both due to the now free, whipping and gripping animated entrails. They also gain an extra bonus equal to their HD while grappling/wrestling.

33# Unnatural Jaw & Teeth

Most necromancers arm their risen minions, and they do well to do so. Even the fists of the dead are no substitute for a club, and even the fiercest bite pales to that of a sharpened blade. Yet, some do not have tools of war at hand nor have means to acquire them (at least without raising undue superstition). Those have to make sure that the corpse itself is able to do enough harm in combat. The jaws are then strengthened and the teeth enlarged, especially the canine teeth which grow more pointy and prominent. Such an undead may, after a successful unarmed melee attack or after a critical success with any attack, roll for another bite attack in the same turn, which deals 1d6+1 damage.

34# Wailing Dead

Many a risen corpse moans, groans or makes even less human sounds when it approaches a living being. Some do more than just that: they wail with a lament that comes from beyond, from where the entity that animated the corpse hails, and such a wailing is enough to twist and break the mind of even strong and stoic man.

Wailing Dead will start doing so as soon as they become aware of targets they are going to engage. After a number of rounds equal to [15 minus the number of *Wailing Dead* within earshot] every character that is not a Cleric or already insane must *Save vs. Devices* at the beginning of the own round. On a failure, a d6 is rolled to see how the wailing affects the target. If three saving throws in a row are passed, the target is immune against the effect till after the next sleep (when the wailing will haunt her dreams).

1 - 2 May act normally

3 Shaken & disturb: +1 on the next roll on this table

4 Will just babble, stammer or weep for a round

5 Will try to disengage and/or walk away for a round

6 Will TURN AND RUN in panic for 2d6 rounds

Fighters and Dwarfs may replace option "6" with the PRESS option instead.

35# Wormpuke

Once in a coffin, you are worm fodder. Sane people do not like to think about that too much, well-meaning people do not stretch the fact too much. Necromancers are often non of that. Why only imbue the rotting flesh with otherworldly power? Why not those things that consume it as well?

After about a day, all the creeping, hungry things that worm through the flesh of the risen cadaver have consumed enough of the magically imbued flesh to fall under a spell themselves, and gather in the stomach and throat area, from where the walking corpse may regurgitate and puke them into the face of somebody they are in melee with. Those not aware of this ability might be *surprised* by it. Surprised or not: a character that was not able to avoid this disgusting attack (*Save vs. Paralyze*) has 2d6 rounds before the now monstified worms and maggots dig to deep under the skin to be easily removed (which means the loss of point of Constitution per day until a physician has been seen or 1d6 points of damage for a more crude ad-hoc removal have been suffered).

Getting them off takes two hands and two rounds.

-- To Raise the Dreadful Dead --

Referees who wish to make the creation of the aforementioned undead available to player characters (or simply want some set of guidelines for their NPC) may use the following rules:

HD-Based Special Abilities

The special abilities of the cadavers in this supplement may be treated as *special abilities*, and thereby paid for in "potential HD" at creation (see LotFP Player Core rules, p.89-90). Each of them should be treated as being worth one HD, but *Aura of Decay*, *Lingering Undeath* and *the Blasphemous*. While non of the abilities are especially balanced against another, these are more powerful and should be treated as 2 HD each. A *Cadaver Hulk* must be raised with a total "HD of power" equal to its corpses (final HD) plus 1.

Where the use of a certain kind (or number) of corpses is mentioned in the text, the Referee is encouraged to use this as "needed material" requirement, no matter which game mechanic are used for the actual creation.

Spell-Based Special Abilities

Should any of the special abilities be considered too powerful by the Referee to just be waved through as "HD-based", it may instead become available to a character that researches that option. This is treated like researching a spell (see PCR p. 80ff), but instead of treating it as a brand new version of the *Animate Dead* spell, the character only has to research a variant option, and thereby less days are need (see below). If the costs for "researching a spell on the spell list" or "researching a new spell" apply is ultimately up to the Referee, but it is suggested to treat it as "spell on the list".

Anathema to Nature, *Bulbous Zombie*, *Fleshfeaster*, *Not Done Yet*, *Sword of the Dead* and *Unending Ichor* are suggested to take 1d6 days of research each.

Black Teeth, *Breath of Death*, *Cadaver Hulk*, *Catch the Deathgiver*, *Company of Crows*, *Explosive Ending*, *Furios*, *Grasp of Death*, *Graveborn*, *Headhunter*, *Infectious Rot*, *Plague Zombie*, *Savage Strength*, *Strength through Death*, *The Howling Ones*, *Unholy Entrails*, *Unnatural Jaws & Teeth* and *Wormpuke* are suggested to take 2d6 days of research each.

Busy Teeth, *Call of the Kiss*, *Daemonic Host*, *Death's Messenger*, *Host of Flies*, *Legion*, *Unavoidable Undead* and *Wailing Dead* are suggested to take 3d6 days of research each.

Finally, *Aura of Decay*, *Lingering Undeath* and *The Blasphemous* are suggested to take 5d6 days of research each.

The wider array of "days to research" allows for a finer distinction according to relative might. The Referee is encouraged to tinker with these suggestion as he sees fit. After all, YOU will know best how useful (or not) a given variant will be in your game world



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