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CAMPAIGN CODEX #2:
LESSER UNDEAD



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CAMPAIGN CODEX: LESSER UNDEAD

Presenting stat blocks, variant stat blocks and a slew of other easy-to-use material to personalise and bring to life your NPCs the Campaign Codex line does the hard work so you can focus on crafting a memorable and enjoyable game for you and your friends.

This instalment presents ghastrs, ghouls, skeletons, wights and zombies.

CREDITS

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USING THIS SUPPLEMENT

These notes explain how to use this book. Each featured creature benefits from the following material:

- **Stat Blocks and Variant Stat Blocks:** Each featured creature benefits from a basic stat block and several variant stat blocks with different equipment and abilities. Use these to add variety to encounters featuring the creature.
- **Treasure:** Generate the creature's coin wealth, on this table.
- **Trash & Trinkets:** Use this table, to determine the creature's interesting possessions. They can be nothing but "creature dressing" or could be more significant in some way.
- **Notable Physical Characteristics:** Use this table, to determine the creature's general appearance.
- **Roleplaying Notes & Hooks:** Use this table, to generate a roleplaying hook for the creature.
- **Names:** If you need to name a creature, roll on this table.

Remember, you do not have to use all these tables all the time. Not every foe needs a name, notable appearance and interesting piece of treasure.

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GHAST

All ghosts have the following abilities:

Immunities Ghosts are immune to *sleep* and *charm* spells.

Cold Iron Vulnerability Weapons forged of cold iron inflict double damage to ghosts.

Magic Circle Vulnerability A magic circle of *protection from evil* used in conjunction with cold iron keeps ghosts at bay.

Paralysis A ghost's touch causes paralysis in all humanoids including elves. A successful saving throw versus paralysation negates this effect.

Stench Ghosts exude a carrion stench in a 10 ft. radius. Characters within the stench must save against poison to avoid retching and nausea. Characters failing the saving throw suffer a -2 penalty on their "to hit" rolls.

GHAST

Medium undead, chaotic evil (XP 266)

Move 15"

Armour Class 4 (natural)

Hit Points 18 (4 HD)

Attacks (THAC0 15) claw (1-4 plus paralysis), claw (1-4 plus paralysis) and bite (1-8 plus paralysis)

VARIANT GHOSTS

SLAVERING GHAST

Medium undead, chaotic evil (XP 291)

Move 15"

Armour Class 4 (natural)

Hit Points 18 (4 HD)

Attacks (THAC0 15) claw (1-4 plus paralysis), claw (1-4 plus paralysis) and bite (1-8 plus paralysis)

Ravenging Hunger Driven wild by hunger, a slaving ghost can either make one extra attack each round with its bite or attack once with a +2 bonus to hit to its bite attack.

GHASTLY PRIEST

Medium undead, chaotic evil (XP 331)

Move 15"

Armour Class 4 (natural)

Hit Points 18 (4 HD)

Attacks (THAC0 15) claw (1-4 plus paralysis), claw (1-4 plus paralysis) and bite (1-8 plus paralysis)

Spellcasting The ghost has a Wisdom of 13 and the spellcasting powers of a 4th-level cleric:

2nd—*hold person, silence 15' radius*

1st—*bless, command (2), protection from good*

TREASURE

d20 TREASURE		d20 TREASURE	
1	9 cp	11	1 gp, 7 sp, 2 cp
2	2 sp, 4 cp	12	6 sp, 2 cp
3	1 sp, 9 cp	13	5 gp, 17 sp, 6 cp
4	2 sp	14	7 gp, 10 cp
5	8 cp	15	7 gp, 9 sp, 3 cp
6	1 sp, 11 cp	16	8 gp, 10 sp, 6 cp
7	1 gp, 4 sp, 10 cp	17	9 gp, 5 sp, 5 cp
8	1 gp, 3 sp, 7 cp	18	10 gp, 2 sp, 2 cp
9	11 sp, 1 cp	19	11 gp, 5 sp, 8 cp
10	1 gp, 6 sp, 1 cp	20	5 pp

TRASH & TRINKETS

d20 TRASH & TRINKETS	
1	A knife encrusted with filth, dried excrement and blood
2	A pair of low soft boots encrusted with blood, bile and fragments of intestines
3	A gnawed leg bone incised with deliberate cuts which could be a count or crude runic writings
4	A rotting hand clutching an unopened vial of holy water
5	A fragment of parchment showing a map of the surrounding areas
6	A blood-soaked backpack missing one of its straps containing a coiled 50 ft. length of knotted silk rope
7	A fur-lined cloak which stinks of ghost, and is consequently near worthless
8	A fragment of studded leather armour wrapped around the chewed-upon corpse of a hoary badger
9	A bone whistle which emits a sound too high for a human to detect—but which undead hear with crystal clear clarity
10	A grimy sack holding a rusty pick and shovel
11	A pouch of now horribly ruined spices
12	A chipped stone statuette of a crouching cat
13	A miraculously clean handkerchief
14	An elegant wide-brimmed red velvet hat finished with three long white feathers
15	A heart-shaped silver pendant hanging from a slender broken silver chain
16	A rusty set of keys
17	A black fingerless glove
18	A lump of charcoal carefully wrapped in a strip of cloth
19	A black mask with two ragged eyeholes
20	A book— <i>My Amazing Life</i> written by Vilimzair Aralivar—signed by the legendary bard himself!

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE GHAST...

- 1 Emanates a stench so vile it is as if Hell's gates are open
- 2 Is so emaciated its grey skin is almost translucent
- 3 Wears a bloody burial shroud like a poncho
- 4 Has long, curved claw-like fingers encrusted with earth
- 5 Is hairless
- 6 Smells like putrid flesh left out in the hot sun for days
- 7 Has the tell-tale signs of torture all over its skinny body
- 8 Has rubbed wet earth over its body, giving it a mottled, diseased look
- 9 Wears the decomposing scalp of a prior victim as a hat
- 10 Has curved, vampire-like fangs
- 11 Stinks of rotten fruit and excrement
- 12 Wears an all-encompassing dirty cloak
- 13 Emits a fetid stench similar to putrid fruit
- 14 Howls with joy at the sight of fresh meat
- 15 Is—ironically—missing its nose; just a blood hole remains
- 16 Smells of death, decay and corruption
- 17 Has doused itself in rank perfume to mask its stench
- 18 Is almost seven-foot tall and towers over its fellows
- 19 Smells like it has been drenched with pungent urine
- 20 Stinks of sulphur

ROLEPLAYING NOTES & HOOKS

d20 THE GHAST...

- 1 Drools and cackles—hunger has driven it insane
- 2 Capers about on all-fours while insanely jabbering
- 3 Drags away the first paralysed foe for a private feast
- 4 Is not above eating its fallen brethren
- 5 Vomits foul yellow bile over its first opponent
- 6 Tries to grapple its foe before worrying its neck
- 7 Skirts combat looking for an easy target
- 8 Is the pack's leader—and loudly leads from the back
- 9 Likes soft flesh and prefers to bite at a foe's buttocks
- 10 Has a light crossbow—and uses it against spellcasters
- 11 Has no control over its bowels—and smells terrible
- 12 Rubs itself with a chunk of putrified flesh
- 13 Cannot stop chewing, although its mouth is empty
- 14 Clubs its enemies with a gnawed, decomposing leg
- 15 Drools uncontrollably and drenches its foes in spittle
- 16 Is uncontrollably flatulent—which adds to its stink
- 17 Dribbles greenish vomit down its chin
- 18 Has a piercing, unblinking gaze and unshakeable focus
- 19 Breaks a tooth on the first character it bites
- 20 Chooses retreat over death, if things go badly

NAMES

d20 FEMALE NAME

- 1 Amare
- 2 Aruru
- 3 Eulli
- 4 Meania
- 5 Nigbau
- 6 Sabit
- 7 Zimu
- 8 Siduri
- 9 Inanna
- 10 Gemekala

d20

- 11 Adad
- 12 Ekur
- 13 Etana
- 14 Namtar
- 15 Ninazu
- 16 Dungio
- 17 Akalamdug
- 18 Damuzi
- 19 Sangasu
- 20 Utu

GHAST VOCABULARY

Descriptors: Thin, skinny, emaciated, starved, stink, stench, nauseous, noisome, malodorous, mephitic, loathsome

Actions: Creep, pounce, slaver, howl, scream



GHOUL

All ghouls have the following abilities:

Immunities Ghouls are immune to *sleep* and *charm* spells.

Magic Circle Vulnerability A magic circle of *protection from evil* keeps ghouls completely at bay.

Paralysis A ghoul's touch causes paralysis in all humanoids except elves. A successful saving throw versus paralysis negates this effect.

GHOUL

Medium undead, chaotic evil (XP 83)

Move 9"

Armour Class 6 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) claw (1-3 plus paralysis), claw (1-3 plus paralysis) and bite (1-6 plus paralysis)

VARIANT GHOULS

GHOULISH THIEF

Medium undead, chaotic evil (XP 91)

Move 9"

Armour Class 6 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) claw (1-3 plus paralysis), claw (1-3 plus paralysis) and bite (1-6 plus paralysis)

Thief A ghoulish thief has some of the skills of a 2nd-level thief (MS 21%, HiS 15%, HN 10%, CW 86%) which it uses to hunt down its prey.

SLAVERING GHOUL

Medium undead, chaotic evil (XP 91)

Move 9"

Armour Class 6 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) claw (1-3 plus paralysis), claw (1-3 plus paralysis) and bite (1-6 plus paralysis)

Ravens Hunger Driven wild by hunger, a slaving ghoul can either make one extra attack each round with its bite or attack once with a +2 bonus to hit to its bite attack.

GHOULISH ACOLYTE

Medium undead, chaotic evil (XP 128)

Move 9"

Armour Class 6 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) claw (1-3 plus paralysis), claw (1-3 plus paralysis) and bite (1-6 plus paralysis)

Spellcasting The ghast has a Wisdom of 13 and the spellcasting powers of a 2nd-level cleric:
1st—*command* (2), *protection from good*

TREASURE

d20 TREASURE		d20 TREASURE	
1	1 sp, 7 cp	11	1 gp, 12 sp, 10 cp
2	2 sp	12	8 sp, 5 cp
3	2 sp, 1 cp	13	5 gp, 25 sp, 2 cp
4	1 sp, 4 cp	14	6 gp, 10 sp, 5 cp
5	10 cp	15	8 gp, 9 sp, 1 cp
6	16 cp	16	7 gp, 2 sp, 8 cp
7	8 sp, 1 cp	17	9 gp, 7 sp, 7 cp
8	1 gp, 3 sp, 10 cp	18	12 gp, 14 sp
9	1 gp, 7 sp, 1 cp	19	7 gp, 26 sp, 4 cp
10	1 gp, 4 sp, 8 cp	20	4 pp, 6 gp, 8 sp, 5 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS	
1	A ripped and torn leather belt covered in blood and dirt
2	A pouch holding a mass of spoiled spell components
3	A grimy ivory statuette of a hornless unicorn
4	A four-foot length of string from which depend nineteen finger bones of various sizes and states of decomposition
5	A silver anklet set with skull charms
6	A pouch holding some chewed coins (roll on "Treasure" to determine how many coins fill the pouch)
7	A gold hoop earring yet attached to a decomposing ear
8	A broken horn flute sized for a halfling or child
9	A ragged acolyte's robes as worn by the members of a local good-aligned faith; any holy sigils have been ripped off the garment
10	An old boot filled with gnawed, splintered bones
11	A pile of shredded, bloody mould-encrusted clothes
12	A torn apart spell component pouch suitable for a necromancer or other student of the dead
13	A silver dagger missing its tip sized for a halfling
14	A dented holy symbol depicting a rising sun
15	An old verdigris-covered brass statuette depicting a squatting three-eyed, three-mouthed frog-like creature
16	A ragged brown shoulder-length cape
17	An (unlucky) horseshoe
18	A squashed once beautiful silver coffer suitable for holding jewellery
19	A ripped and torn map partially covered in excrement and blood depicting part of the legendary dungeon of Gloamhold which lies in the Duchy of Ashlar
20	An iron vial contains a half-evaporated <i>potion of invisibility</i> (which has half the usual duration)

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE GHOUL...

- 1 Is missing both ears—just gaping holes remain
- 2 Has crimson, glowing eyes
- 3 Wears a bloody bandage over its eyes
- 4 Is so skinny its rib bones stick out like ridges
- 5 Is smaller than its fellows—it was once a halfling
- 6 Has brown mould growing on its back and chest
- 7 Oozes yellow pus from a jagged throat wound
- 8 Has black eyes flecked with red motes of light
- 9 Is naked but for a pair of thigh-high leather boots
- 10 Has a crude tattoo of a dagger cut into its scalp
- 11 Wears a covering of earth and soil like a second skin
- 12 Has badly healed scars all over its body
- 13 Is missing its left hand—only a jagged bone remains
- 14 Limpes toward the party—a caltrop pierces its left foot
- 15 Has a dislocated shoulder and is in obvious pain
- 16 Clutches a bloody, filthy knife
- 17 Has a seeping, puss-filled wound on its left leg
- 18 Has one black eye and one red eye
- 19 Has an abnormally long red tongue
- 20 Wears the sigil of the death god cut into its chest

ROLEPLAYING NOTES & HOOKS

d20 THE GHOUL...

- 1 Is terrified by bright light—and flees from such
- 2 Is mindless with hunger, and thinks of nothing but food
- 3 Hops from foot to foot in excitement
- 4 Sings a wordless dirge in a high-pitched voice
- 5 Picks its teeth with a shard of finger bone
- 6 Is consumed by stomach cramps
- 7 Is lazy and only attacks paralysed or unconscious foes
- 8 Clutches its stomach as if beset by great hunger or pain
- 9 Incessantly grins to reveal its sharp, filthy teeth
- 10 Mincers about like a deranged dancer
- 11 Throws grave dirt at its foe's eyes to blind them
- 12 Hoots and snorts in a deranged fashion
- 13 Likes to ambush foes from above
- 14 Pays no attention to defending itself
- 15 Is mad with hunger—even the other ghouls avoid it
- 16 Chomps wildly on a severed arm, and won't drop it
- 17 Slinks forward on its belly, trying to escape notice
- 18 Throws its fetid loincloth at the nearest character
- 19 Laughs unceasingly as if enjoying a hilarious joke
- 20 Craves both love and food, and could be trained as a pet of sorts by a character who doesn't mind its diet

NAMES

d20 FEMALE NAME

- 1 Ailred
- 2 Eanith
- 3 Frithwyn
- 4 Hild
- 5 Leofrum
- 6 Oshild
- 7 Saehild
- 8 Ymma
- 9 Eadgil
- 10 Bucge

d20 MALE NAME

- 11 Morcaer
- 12 Ulf
- 13 Baldred
- 14 Brid
- 15 Ceol
- 16 Eorhic
- 17 Gyric
- 18 Osred
- 19 Sithric
- 20 Wynstan

GHOUL VOCABULARY

Descriptors: Thin, skinny, emaciated, scrawny, lean, skeletal

Actions: Creep, pounce, furtive, sly, skulk, slaver, howl, scream



SKELETON

All skeletons have the following abilities:

Immunities Skeletons are immune to *sleep*, *charm*, *hold* and *cold*-based spells.

Weapon Resistance Skeletons only suffer half damage from sharp and/or edged weapons.

Holy Water Vulnerability Skeletons suffer 2-8 hit points of damage, if struck by a vial of holy water.

SKELETON

Medium undead, neutral (XP 18)

Move 12"

Armour Class 7 (natural)

Hit Points 4 (1 HD)

Attacks (THAC0 19) any weapon (1-6)

VARIANT SKELETONS

SKELETAL WARRIOR

Medium undead, neutral (XP 18)

Move 9"

Armour Class 5 (rusty chain mail)

Hit Points 4 (1 HD)

Attacks (THAC0 19) longsword (1-6) or spear (1-6)

SKELETAL CHAMPION

Medium undead, neutral (XP 92)

Move 9"

Armour Class 3 (banded mail)

Turning A skeletal champion is turned as a ghast.

Hit Points 19 (4 HD)

Attacks (THAC0 15) longsword (1-6) or spear (1-6)

SKELETAL WIZARD

Medium undead, neutral (XP 157)

Move 12"

Armour Class 7 (natural)

Turning A skeletal wizard is turned as a ghast.

Hit Points 19 (4 HD)

Attacks (THAC0 15) dagger (1-6)

Spellcasting The skeletal wizard has the spellcasting powers of a

4th-level magic-user:

2nd—*ray of enfeeblement*, *stinking cloud*

1st—*burning hands*, *magic missile*, *protection from good*

TREASURE

d20 TREASURE

1 7 cp

2 1 sp, 9 cp

3 1 sp, 7 cp

4 16 cp

5 1 sp

6 2 sp, 2 cp

7 1 gp, 1 sp, 9 cp

8 2 ep, 3 sp, 3 cp

9 2 ep, 1 sp, 5 cp

10 10 sp, 18 cp

d20 TREASURE

11 1 ep, 10 sp, 3 cp

12 1 gp, 1 sp, 1 cp

13 3 gp, 4 ep, 9 sp, 8 cp

14 4 gp, 4 ep, 3 sp, 3 cp

15 1 pp, 3 gp, 10 sp, 1 cp

16 8 gp, 17 sp, 3 cp

17 6 gp, 9 sp, 6 cp

18 9 gp, 1 ep, 4 sp, 6 cp

19 1 pp, 2 gp, 5 sp, 2 cp

20 3 pp, 15 gp, 4 ep, 4 sp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1 A pair of good leather boots with a hole in the left sole

2 A tarnished bronze chain necklace hung with charms of devils, demons and skeletons

3 A scrap of fine silken burial shroud

4 A pair of (loose) ivory false teeth

5 A chipped and dirty gold ring

6 A scrap of rusting chain mail with the remains of a faint heraldic device

7 A wide leather belt festooned with small pouches filled with decomposing and rusting odds and ends

8 A pair of black leather elbow-length gloves

9 A yellowing—once white—linen bandana with a stylised stitched pattern of leaves and flowers

10 A suit of mouldy bloodstained leather armour

11 A fine dagger with a silvered pommel in a mouldering leather scabbard

12 A rising sun holy symbol of Darlen decorated with tiny flecks of transparent yellow and orange carnelians

13 A chunky silver signet ring set with an ornate rearing swan device

14 A copper anklet decorated with a complicated geometric pattern

15 A set of white fur-topped thigh-high boots with metal strips sowed into the front for protection

16 A soiled burial shift

17 A set of leather bracers decorated with arrow sigils

18 A ripped and tattered white dress streaked with blood

19 A frayed hangman's noose

20 A skull-shaped holy symbol of Braal decorated with tiny flecks of black obsidian

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE SKELETON...

- 1 Is missing its jaw
- 2 Has wisps of straggly blond hair clinging to its skull
- 3 Wears old, worn-through leather boots
- 4 Has an arrow wedged in its ribcage
- 5 Has black spiders crawling about inside its ribcage
- 6 Is missing half its rib bones
- 7 Grasps a rotting rat in its mouth
- 8 Has yellowing bones; its skull has half disintegrated
- 9 Only has one arm
- 10 Wears dusty, stained clothes of an olden style
- 11 Wears a long, frayed purple robe
- 12 Is missing a chunk of skull
- 13 Is wrapped in a burial shroud and looks like a mummy
- 14 Wears nothing but a mouldy loincloth
- 15 Has red motes of light in its eye sockets
- 16 Has an intricate tattoo drawn into its skull
- 17 Has dried blood and viscera splattered over its armour
- 18 Wears armour covered in yellow mould
- 19 Has many nicks and cuts in its bones
- 20 Glows with a soft radiance equal to a candle

ROLEPLAYING NOTES & HOOKS

d20 THE SKELETON...

- 1 Picks a target and ignores all others
- 2 Capers about like a mad fool as it advances
- 3 Hisses at its enemies, through broken teeth
- 4 Gnashes its teeth at enemies
- 5 Grins menacingly and opens its mouth wide
- 6 Stagger about as if drunk or disorientated
- 7 Opens its mouth wide as if silently screaming
- 8 Gesticulates at its fellows wildly as if urging them on
- 9 Raises its hands as if surrendering as it is destroyed
- 10 Is slower than its fellows and hangs back from melee
- 11 Has a wide toothless grin
- 12 Host a small swarm of flies in its ribcage
- 13 Waves its weapon around its head before attacking
- 14 Slowly advances in a crouch
- 15 Rushes at its enemies
- 16 Falls over when first hit; quickly stands back up
- 17 Loses its head when first damaged; fights on
- 18 Tries to bite its foes along with its normal attack
- 19 Has many red beetles crawling about its body
- 20 Still has vestiges of its (shrivelled) internal organs; they fall out of its ribcage during a fight

NAMES

d20 FEMALE NAME

- 1 Aili
- 2 Elli
- 3 Helga
- 4 Ilmatar
- 5 Kaarina
- 6 Leena
- 7 Maaria
- 8 Rauna
- 9 Tuuli
- 10 Vilutar

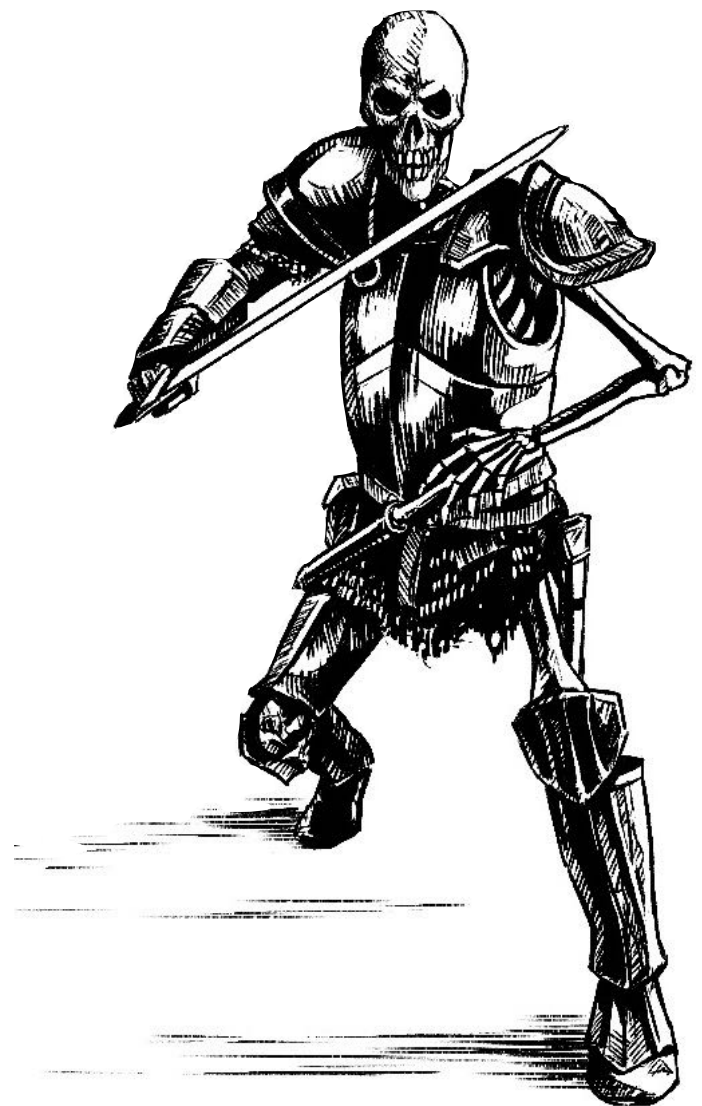
d20 MALE NAME

- 11 Anton
- 12 Eero
- 13 Hannes
- 14 Iasak
- 15 Immo
- 16 Jegor
- 17 Kalle
- 18 Niko
- 19 Pieti
- 20 Tapio

SKELETON VOCABULARY

Descriptors: Skeletal, bony, yellowing, pitted, crumbling, clacking

Actions: Stalk, implacable, fearless, merciless, indefatigable



WIGHT

All wights have the following abilities:

Immunities Wights are immune to *sleep*, *charm*, *hold* and *cold*-based spells as well as poison and paralysation. They cannot be injured by normal weapons; only silver or magical weapons can harm them.

Vulnerabilities Wights suffer 2-8 hit points of damage, if struck by a vial of holy water. A *raise dead* cast on a wight destroys it.

Drain Life Energy A wight's attacks drain their opponent's life energy. Each successful hit drains one level of experience (and all the benefits gained from that level) from the target. Any human totally drained of life energy becomes a half-strength wight under the control of its slayer.

WIGHT

Medium undead, lawful evil (XP 645)

Move 12"

Armour Class 5 (natural)

Hit Points 21 (4+3 HD)

Attacks (THAC0 15) natural attack (1-4 plus one experience level)

VARIANT WIGHTS

HALF-STRENGTH WIGHT

Medium undead, lawful evil (XP 430)

Move 12"

Armour Class 5 (natural)

Hit Points 10 (2+1 HD)

Attacks (THAC0 16) natural attack (1-4 plus one experience level)

BARROW WIGHT

Medium undead, lawful evil (XP 1,086)

Move 12"

Armour Class 3 (natural)

Hit Points 31 (6+4 HD)

Attacks (THAC0 13) natural attack (1-4 plus one experience level)

Silent Hunter Barrow wights are adept at moving silently (47% chance) and hiding in shadows (37% chance).

BARROW GUARD

Medium undead, lawful evil (XP 1,211)

Move 12"

Armour Class 3 (natural)

Hit Points 31 (6+4 HD)

Attacks (THAC0 13) natural attack (1-4 plus one experience level)

Spellcasting The barrow guard has the spellcasting powers of a 6th-level illusionist:

3rd—*fear*

2nd—*blindness*, *blur*, *hypnotic pattern*

1st—*change self*, *darkness*, *hypnotism*, *wall of fog*

TREASURE

d20 TREASURE

1	13 cp
2	1 sp, 6 cp
3	1 sp, 10 cp
4	2 sp
5	1 sp, 12 cp
6	2 sp, 4 cp
7	6 sp, 41 cp
8	9 sp, 29 cp
9	13 sp, 14 cp
10	14 sp, 5 cp

d20 TREASURE

11	1 gp, 5 sp, 21 cp
12	1 gp, 1 ep, 2 sp
13	2 gp, 2 ep, 5 sp
14	3 gp, 1 ep, 7 sp, 24 cp
15	5 gp, 3 ep, 15 sp
16	7 gp, 27 sp, 36 cp
17	10 gp, 1 ep, 47 cp
18	1 pp, 1 gp, 20 sp
19	1 pp, 9 ep, 5 sp, 8 cp
20	1 pp, 7 gp, 30 sp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1	A broken sword hilt bearing the crest of a long-dead noble family
2	A grisly lantern crafted from a dwarf's skull hung from a black iron chain
3	An iron gauntlet bristling with wicked barbs sized for a halfling or human child
4	An ancient flint dagger with a razor-sharp edge and a crude handle wrapped in flayed skin
5	A frayed pouch containing clumps of dried purple moss crawling with red and black ants
6	A defaced holy symbol encrusted with blackened blood
7	A pair of sturdy manacles lined with spikes on the inside
8	A notched bronze handaxe, worn with age
9	A cracked black onyx exuding thin wisps of blue smoke
10	A stoppered pewter flask containing strong, foul-smelling alcohol
11	A slender, six-inch fang wrenched from some horrible beast set into a copper necklace
12	An ornate iron flask holding scented oil smelling faintly of rosemary
13	A carved piece of antler resembling a tiny horse
14	A bronze clasp holding the tattered remains of a cloak
15	A set of five rusted iron spikes
16	A single lock of ancient and brittle ash-blond hair
17	A dried sheep's heart pierced with thorny branches
18	A damp rosewood box containing 2d4 seeds of long-extinct plants
19	An ornate scabbard depicting an unknown hero's journey picked out in filthy silver and gold thread
20	An octagonal coin from a fallen kingdom with faded markings, minted from jet-black metal

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE WIGHT...

- 1 Has a fist-sized stone jammed between its broken teeth
- 2 Wears a gilded death mask showing angelic features
- 3 Has glowing red runes carved into its exposed ribs
- 4 Is missing almost half of its skull
- 5 Oozes a cold, white mist from its ribcage
- 6 Has a broken arm
- 7 Wears ancient cobwebs, like a ghostly veil
- 8 Wears spurred boots which jingle softly as it walks
- 9 Has pale moss and toadstools clinging to its bones
- 10 Is riddled with broken arrow-shafts
- 11 Has long, dark braids of hair still attached to its scalp
- 12 Has charred and blackened bones smelling of wet ash
- 13 Is home to countless beetles crawling across its body
- 14 Has exceptionally long teeth, hair and nails
- 15 Wears a black iron crown nailed into its skull
- 16 Has an ancient silver coin wedged into one eye socket
- 17 Walks haltingly, dragging a broken leg
- 18 Wears its own tattered skin like a ceremonial robe
- 19 Smells strongly of ancient balm and rancid oils
- 20 Wears an imposing antlered great helm

ROLEPLAYING NOTES & HOOKS

d20 THE WIGHT...

- 1 Fights with honour, following an ancient warrior's creed
- 2 Hates clerics with undying zeal
- 3 Hisses a torrent of ancient curses at the characters
- 4 Fears fire and retreats from open flames
- 5 Retreats early in battle to set up an ambush later
- 6 Tosses a severed head at the characters before combat
- 7 Eschews the use of weapons
- 8 Is howling mad and wildly unpredictable
- 9 Is a guardian who doesn't attack unless provoked
- 10 Drags its weapon across the floor as it moves
- 11 Challenges the strongest character to single combat
- 12 Believes itself alive, experiencing "pain" when injured
- 13 Poses as a dead body to surprise the characters
- 14 Despises loud noises, seeking to eliminate the source
- 15 Ceaselessly grinds its teeth
- 16 Offers its blade in mock surrender after losing half hp
- 17 Is an expert tactician, commanding its allies in battle
- 18 Is so tough it allows the characters first strike
- 19 Longs to end its unlife, seeking death in combat
- 20 Refuses to turn victims into zombies, decapitating them instead

NAMES

d20 FEMALE NAME

- 1 Tuomita
- 2 Hamarys
- 3 Mandantya
- 4 Kostaa
- 5 Ylkea
- 6 Sureva
- 7 Haudata
- 8 Karsimys
- 9 Tuska
- 10 Valittaa

d20 MALE NAME

- 11 Haudast
- 12 Kopeus
- 13 Raakus
- 14 Viharr
- 15 Hirmuvalt
- 16 Raukka
- 17 Ruumis
- 18 Emantus
- 19 Levoton
- 20 Kuolematon

WIGHT VOCABULARY

Descriptors: Ancient, withered, time-worn, decaying, desiccated, relentless, implacable, merciless, sullen, grim, pale, cold

Actions: Stride, stalk, shuffle, hiss, rasp, screech, thrust, parry, shatter, sunder, wither, wilt, terrify



ZOMBIE

All zombies have the following abilities:

Immunities Zombies are immune to *sleep*, *charm*, *hold* and *cold*-based spells.

Holy Water Vulnerability Zombies suffer 2-8 hit points of damage, if struck by a vial of holy water.

Slow Zombies are slow and always attack last in a round.

ZOMBIE

Medium undead, neutral (XP 38)

Move 6"

Armour Class 8 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) natural attack (1-8)

VARIANT ZOMBIES

LEGLSS ZOMBIE

Medium undead, neutral (XP 38)

Move 3"

Prone The legless zombie is always considered prone and cannot stand up.

Armour Class 8 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) natural attack (1-8)

MOANING ZOMBIE

Medium undead, neutral (XP 83)

Move 6"

Armour Class 8 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) natural attack (1-8)

Moan of the Dead Moaning zombies emit sorrowful moans. Characters hearing the moan must make a successful saving throw against paralysis or flee from the zombie for two rounds. Characters fleeing have a 50% chance of dropping any item carried in their hands. Characters making the saving throw are immune to the moan of the dead for 24 hours.

ROTTING ZOMBIE

Medium undead, neutral (XP 83)

Move 6"

Armour Class 8 (natural)

Hit Points 9 (2 HD)

Attacks (THAC0 16) natural attack (1-8)

Stench The stench of death and decay surround a rotting zombie in a 10 ft. radius. Characters within the stench must save against poison to avoid retching and nausea. Characters failing the saving throw suffer a penalty of -2 on their "to hit" rolls. Characters making the saving throw are immune to the zombie's stench for 24 hours.

TREASURE

d20 TREASURE		d20 TREASURE	
1	1 sp, 8 cp	11	9 sp, 3 cp
2	1 sp, 10 cp	12	8 sp, 7 cp
3	1 sp, 3 cp	13	10 gp, 5 sp, 15 cp
4	1 sp, 6 cp	14	1 pp, 6 gp, 5 sp, 5 cp
5	1 sp, 5 cp	15	6 gp, 2 sp, 6 cp
6	2 sp, 2 cp	16	1 pp, 7 gp, 4 sp, 3 cp
7	1 gp, 4 sp, 5 cp	17	2 pp, 10 sp, 6 cp
8	13 sp, 6 cp	18	18 gp, 5 sp, 9 cp
9	1 gp, 7 sp, 7 cp	19	1 pp, 2 gp, 5 sp, 23 cp
10	1 gp, 2 sp, 3 cp	20	1 pp, 9 gp, 6 sp, 4 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS	
1	A mass of glutinous soil fills the zombie's pouch
2	A silver earring covered in dried blood hangs from the zombie's left ear
3	A ripped wide leather belt with an empty pouch
4	A leather necklace from which depend three shiny and smooth black pebbles
5	A pair of finely wrought sandals
6	A plain gold ring encrusted with dirt and filth that could escape a casual search
7	A surprisingly clean white jerkin embellished with silver and gold thread
8	A leather hairband within which is hidden a sliver of silver and gold thread
9	A once fine set of clothes now hopelessly ruined by long years worn by the zombie
10	A hidden coin purse holds twice as much treasure as normal (roll twice on "Treasure")
11	A spell component pouch holding a small amount of ground silver suitable for the creation of holy water
12	A silver armband decorated with etchings of dolphins and mermaids
13	A pair of high quality, waterproof thigh-high boots
14	A pair of gold teeth, covered in blood and gore
15	A burial shroud marked with unholy symbols
16	An insane mouse lives in the zombie's brain cavity
17	A ragged blue wizard's robe decorated with silver stars
18	A ripped and torn (now illegible) scroll
19	An iron key hidden in a fold in the zombie's clothes
20	A golden ring wrought to resemble a dragon swallowing its tail. The ring could be magical or hold a potent curse of undeath

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE ZOMBIE...

- 1 Wears bloody rags and is missing half its throat
- 2 Has only one eye; its other socket gapes empty
- 3 Is so emaciated it could be mistaken for a ghoul
- 4 Is nude and many injuries are evident on its body
- 5 Wears bloody, muddy rags and stinks of decay
- 6 Emits the pungent stench of decay and death
- 7 Trails its putrid entrails from a great gash in its stomach
- 8 Has a dagger jutting from its left eye
- 9 Wears once fine, but now horribly ruined, clothes
- 10 Is missing its left foot, and moves slowly as a result
- 11 Is freshly dead and still oozes blood from its wounds
- 12 Is blinded by a flap of skin hanging over its eyes
- 13 Wears a musty burial shroud over its head, and looks a bit like a child dressed up as a ghost
- 14 Has a broken bone protruding from its left thigh
- 15 Has several arrows in its chest
- 16 Has a splayed-open rib cage and no internal organs
- 17 Is infested with black beetles that crawl about its body
- 18 Has a tattoo on its chest praising the god of death
- 19 Has a broken neck and its head lolls at a strange angle
- 20 Is in pristine condition and looks like it is still alive

ROLEPLAYING NOTES & HOOKS

d20 THE ZOMBIE...

- 1 Hated elves in life and its hatred yet burns bright
- 2 Shakes its head from side to side like a dog with bone
- 3 Moans incessantly
- 4 Smacks its lips as if anticipating a tasty morsel
- 5 Tries to grapple its foes
- 6 Dribbles gore from its mouth
- 7 Cocks its head to one side as if listening for something
- 8 Is easily distracted
- 9 Moves jerkily as if its anima is in some way imperfect
- 10 Is distracted after a round of combat and wanders off
- 11 Foams blood at the mouth, when in combat
- 12 Clutches a decomposing leg and uses it like a club
- 13 Howls in unholy excitement, when in combat
- 14 Spits a semi-chewed finger at its first foe
- 15 Holds a handaxe, and uses it to cleave foe's skulls
- 16 Attacks the smallest visible foe
- 17 Beats its chest and moans for a round before fighting
- 18 Automatically fails any undead type power
- 19 Cowers for a round, when injured
- 20 Has a gleam of terrified sentience in its eyes

NAMES

d20 FEMALE NAME

- 1 Mirja
- 2 Pia
- 3 Riita
- 4 Satu
- 5 Ulla
- 6 Varma
- 7 Viivi
- 8 Aune
- 9 Alina
- 10 Helmi

d20 MALE NAME

- 11 Atro
- 12 Elmo
- 13 Kaarlo
- 14 Onni
- 15 Panu
- 16 Turkka
- 17 Usko
- 18 Veli
- 19 Ylermi
- 20 Jarmo

ZOMBIE VOCABULARY

Descriptors: Rank, decomposed, haggard, mouldy, fleshy, putrid, mouldering

Actions: Shamble, totter, moan, stagger, grasp, bite, tear, worry, batter, smash



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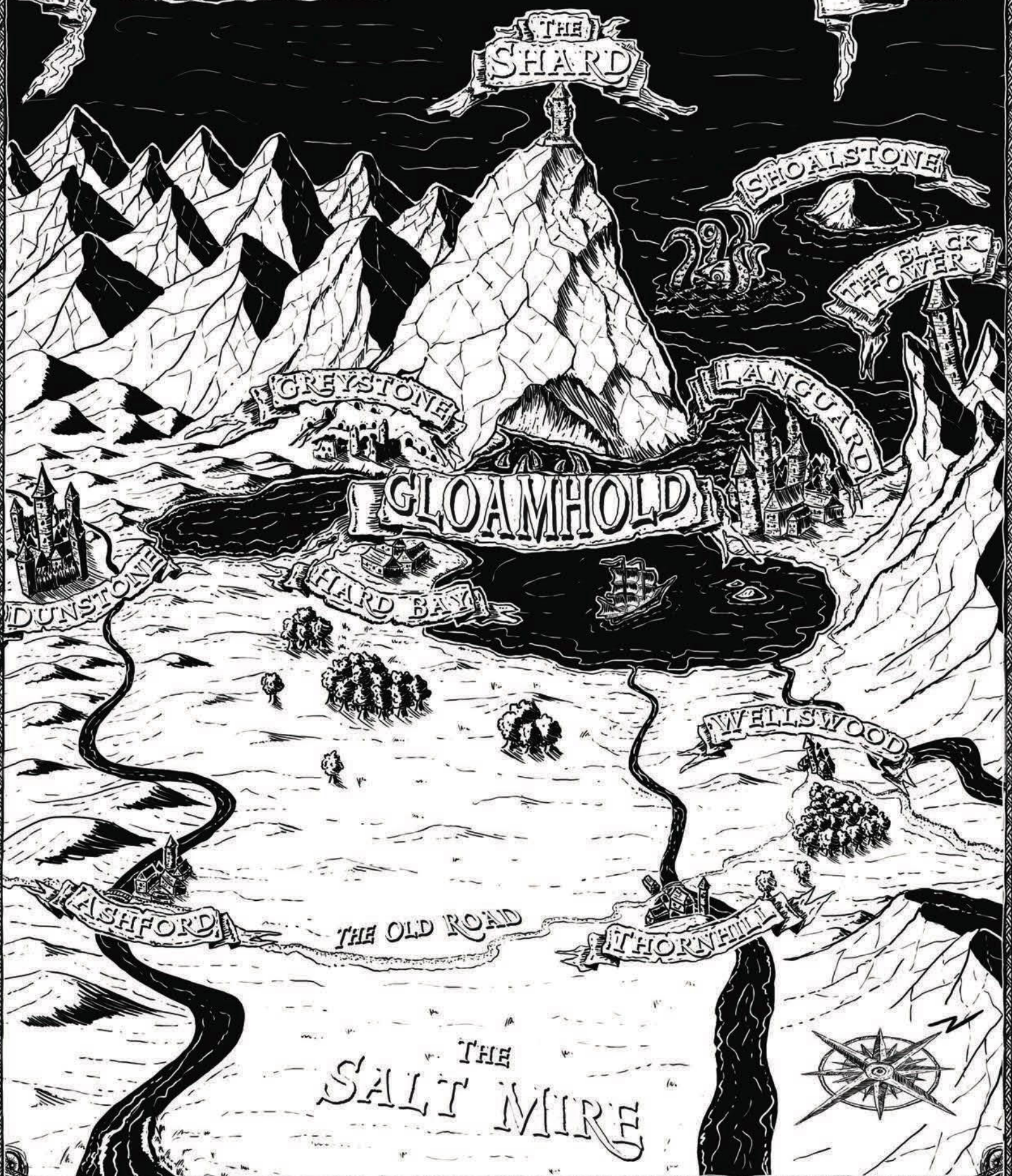
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GLOAMHOLD AND ITS SURROUNDINGS



THE SHARD

SHOALSTONE

THE BLACK TOWER

GREYSTONE

LANGUARD

GLOAMHOLD

DUNSTONE

SHARD BAY

WELLSWOOD

WASHFORD

THE OLD ROAD

THORNHILL

THE SALT MIRE



