

THE RISEN DEAD

IMMINENCE

VEIL RATING

THREAT EFFECTS:

- 1** The dead are wandering the lands! If the characters have an encounter this week, it will be with 2d6 skeletons and a captain of the dead. If it is winter, a wraith wanders with the patrol as well.
- 2** A pack of mindless dead roam about. If the characters have an encounter this week it will be with 3d12 confused and unorganized zombies.
- 3** Hauntings abound. An NPC in the characters' home village or another settlement on the map suffers from disturbing and frequent hauntings. The NPC will be unable to deal with the characters in any meaningful way for the next month (no trading, no offer of help, etc). If you get this result twice in a row, the poor fellow has died of fright.
- 4** There is an organized attack by a warband of undead warriors. Randomly determine which human settlement (but not a city) is attacked. The warband consists of 50 + 2d20 skeletons or zombies, two captains of the dead, and one wight. If the characters are present in the attacked settlement during this week, they may try to mount a defense. Otherwise, when they return to the settlement, they will find it badly damaged. Should a settlement be attacked twice in the same year without significant repairs taking place between the attacks, it is wiped out.
- 5-6** The veil weakens. Decrease the veil rating for the land by one. If the veil is already at zero, increase the Risen Dead's Imminence by one instead.

THE DEAD

SKELETON

Hit Dice: 1d8 (4 HP)
AC: 13
Attack: +1 to hit, 1d8 damage
Alignment: Neutral **XP:** 20
Notes: Dead and Mindless

WRAITH

Hit Dice: 5d8 (22 HP)
AC: 15
Attack: +6 to hit, 1d8 damage
Alignment: Chaotic **XP:** 550
Notes: Drain Will (on touch: save vs. Polymorph or lose 1 Cha), Incorporeal (no physical form; only magic and silver weapons)

WHISPERING SPIRIT

Hit Dice: 3d6 (18 HP)
AC: 16
Attack: +2 to hit, 1d8 damage
Alignment: Chaotic **XP:** 160
Notes: Clanks and Whispers (-1 to those in near range), Incorporeal (no physical form; only magic and silver weapons)

ZOMBIE

Hit Dice: 1d6 (4 HP)
AC: 10
Attack: +0 to hit, 1d6 damage
Alignment: Neutral **XP:** 15
Notes: Dead and Mindless

CAPTAIN OF THE DEAD

Hit Dice: 3d8 (14 HP)
AC: 15
Attack: +3 to hit, 1d8 damage
Alignment: Neutral **XP:** 90
Notes: Dead and Mindless

THE FOOLISH MORTAL

Hit Dice: 2d6 (7 HP)
AC: 10
Attack: +1 to hit, 1d4 damage
Alignment: Chaotic **XP:** 110
Notes: Spellcaster (2nd level); Cantrip: Second Sight, Spell: Reanimation, Rituals: Circle of Protection and Summoning; Int 14 and Wis 8

THE VEIL:

- 10** At this level, the veil is at full strength. No special rules are in effect.
- 9** The living and the dead see each other. Even the incorporeal dead are visible. Hauntings are more likely.
- 8** All undead creatures of 10 hit dice or greater have a +2 to saving throws and spellcasting rolls. Anyone casting any necromantic magic has a +2 bonus to any associated rolls.
- 7** Plants begin to sicken, and food tastes like ash and spoils quickly. Living characters may not regain hit points from rest.
- 6** Healing magics begin to fail. Any hit points restored by spells or magic items is cut in half, rounding down.
- 5** All incorporeal spirits are fully corporeal and may be harmed by ordinary weapons and attacks.
- 4** Skeletons and zombies lose the 'Dead and Mindless' special rule.
- 3** Healing magics no longer function. Characters may still be tended to with an ability score check.
- 2** All undead creatures regenerate a single hit point every hour.
- 1** Living characters may not regain hit points in any way, magical or otherwise.
- 0** The two worlds are one. Anyone in a location with this veil rating is effectively within the Underworld. When characters leave this location, they are just as likely to wander into the Underworld as they are to return to the lands of the living.

VEIL RATINGS AND INFLUENCES

LOCATION

- a very haunted house: 9
- a cursed graveyard: 7
- deep in the great catacombs: 5

TIME

- the midnight hour -1
- the equinox -1
- the winter solstice -2
- following the casting of necromantic magic -2

THE RULER OF THE DEAD

NAME: SYMBOL:

NOTES: