

Blood & Bone

Undead Characters for OSR Games

Labyrinth Lord
Compatible Product

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This product is compatible with *Labyrinth Lord* and other OSR systems

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Introduction

Welcome!

Welcome to *Blood & Bones*. This little book here holds a number of character options for *Labyrinth Lord* and similar OSR games: Undead characters. This introduction covers general information. The next part has a detailed description of ten undead classes. The last part discusses a couple of ideas for undead campaigns.

Natural Armour

Many undead are tougher than living creatures even when they are not wearing any armour. Undead with natural armour only profit from wearing armour when their armour has an armour class higher than their natural armour. Thus, a ghoul with natural AC 6 does not benefit from nonmagical leather or scale armour, but does profit from armour as good as chain, *leather armour +2* or better.



Natural Weapons

Some undead rely on weapons such as swords or maces, whereas others come with claws and fangs. For the most part, natural weapons are treated like common weapons. A character's Strength modifier is added to attack and damage rolls with natural weapons. It is also possible to enchant a natural weapon like one would enchant a crafted weapon. From level 4 on, all undead with natural weapons can hit creatures immune to mundane weapons

Attribute Requirements

None of the classes presented here have attribute requirements. This way, all players can play the class they wish to play no matter the scores they rolled. However, groups who would like to introduce attribute requirements can use the optional attribute requirement table below.

Table 1: Attribute Requirements

Class	Requirement
Ghoul	STR 9
Juju Zombie	DEX 9
Mummy	WIS 9
Skeleton	DEX 9
Spectre	CHA 9
Vampire	CHA 9
Wight	CON 9
Wraith	INT 9
Zombie	CON 9

Class variants have the same requirements as main classes e.g. a nosferatu has the same Charisma requirements as a vampire.

Thinking Undead

Some undead such as skeletons or zombies are traditionally mindless. Undead characters will always be exceptional here and be as intelligent as their Intelligence score indicates. This can be explained by the fact that these undead were raised by a special variant of the *Animate Dead* spell, a ritual that lets undead retain their intellect or any other explanation that the game master chooses.



Alignment

With few exceptions, undead creatures are traditionally evil. Undead player characters can be of any alignment the game master allows and that fits the game he is running.

Level Limits

All the undead character classes advance all the way to level 20, and experienced players and game masters can easily extend their progression beyond that point. However, groups who would like to add an extra layer of old-school authenticity can use the table below and limit the progression of undead characters.

Table 2: Arbitrary Level Limits

Class	Maximum Level
Ghoul	12
Juju Zombie	14
Mummy	9
Skeleton	15
Spectre	10
Vampire	11
Wight	10
Wraith	9
Zombie	14

Class variants have the same level caps as main classes e.g. a lacedon has the same level cap as a ghoul.



Character Classes

This chapter features new undead character classes. Just like demihuman classes are classes defined by their race, undead classes are classes defined by their type. A skeleton that was a human in life looks different than one that started as a dwarf, but the two skeletons will not be mechanically different.

Common Undead Traits

Every undead character has the traits listed below unless mentioned otherwise in the class description.

Cold Resistance: No warm blood flows through an undead's veins - provided it has veins in the first place. Thus, undead take only half damage from cold-based attacks.

Spell Immunity: Being undead fundamentally alters a being's physiology and spirit. Thus, undead become immune to *Sleep*, *Hold* and *Charm* spells and other forms of mind control.

Darkvision: Undead have unnatural eyesight and can see in the dark up to a distance of 60'. Under dim light conditions, their vision is not impaired at all.

Turning Susceptibility: All undead can be turned by clerics. Additionally, powerful non-evil clerics can outright destroy undead. Evil clerics may take control over undead instead. Undead characters are turned as monstrous undead with hit dice equal to their level.

Ghoul

Ghouls are everhungry undead. A ghoul looks like a corpse, but unlike a zombie, it does not rot. Ghouls have grotesque faces and long claws which they use to dig out corpses. Ghouls value the taste of rotten meat over everything else, but are not above eating freshly killed creatures if nothing else is available.



Hit Die: The ghoul uses the d8 to determine its hit points (see Table 3). It gains one additional hit die until level 9, from whereon it receives an additional two hit points per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: A ghoul use the thief's attack progression table (see Table 12).

Saving Throws: A ghoul's saving throws progress as those of a thief (see Table 15).

Prime Requisite: Ghouls are very strong. Their claws strike as sharp as a sword and their

arms are strong enough to dig out bodies without tools. A ghoul's prime requisite is Strength.

Equipment: Ghouls can use any weapon, but are restricted to armour no heavier than leather, and cannot use shields.

Natural Armour: Ghouls have tough skin. Their natural armour class is AC 6. Ghouls only profit from armour with an armour class better than that.

Ghoul Claws: A ghoul's claws deal 1d8 points of damage. On a successful hit, the target has to make a saving throw vs. paralysis or will be immobilised for 2d4 rounds. Elves are immune to the paralyzing effect of ghouls' claws. Ghoul paralysis can also be healed with *Cure Light Wounds* or a stronger healing spell.

Ghoul Bite: Instead of using its claws or a weapon, a ghoul can also use its bite. This attack deals only 1d4 points of damage, but can be used when the ghoul's arms are restrained.

Flesh to Flesh: Ghouls are addicted to the taste of dead flesh, especially rotten flesh. A ghoul who eats a rotten human-sized corpse regains hit points equal to the ghoul's maximum number of hit points. Eating a fresh corpse allows the ghoul to only regenerate half its maximum hit points. Eating a smaller corpse (like that of a halfling) also halves the number of recovered hit points. Thus, a ghoul that eats a freshly slain halfling recovers hit points equal to a quarter of its maximum hit points. A ghoul can only consume flesh equal to that of a human per day.

Table 3: Ghoul Advancement

Level	XP	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	7d8
8	120,000	8d8
9	240,000	9d8
10	360,000	9d8+2
11	480,000	9d8+4
12	600,000	9d8+6
13	720,000	9d8+8
14	840,000	9d8+10
15	960,000	9d8+12
16	1,080,000	9d8+14
17	1,200,000	9d8+16
18	1,320,000	9d8+18
19	1,440,000	9d8+20
20	1,560,000	9d8+22

Variant Ghoul: Lacedon

The lacedon is an aquatic ghoul. Most lacedons are undead drowned sailors that live in shipwrecks or on reefs. A lacedon has a swim speed of 120'. Being an aquatic undead, it needs to water its skin with saltwater once per day or will not regenerate any lost hit points. Other than that, lacedons are identical to ghouls.

Juju Zombie

The juju zombie is a special kind of zombie. Juju zombies are occasionally created when a creature dies through a *Drain Energy* spell. Whereas zombies are slow and tough, the grey-skinned juju zombies are agile and cunning. Most juju zombies are aware of their condition and infused with hatred of the living.



Hit Die: The juju zombie uses the d6 to determine its hit points (see Table 4). It gains one additional hit die until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: A juju zombie use the thief's attack progression table (see Table 12).

Saving Throws: A ghouls saving throws progress as those of a thief (see Table 15).

Prime Requisite: Unlike common zombies, juju zombies are quite agile. They are excellent climbers and as fast - if not faster - as they were when they were still alive. Thus, a juju zombie's prime requisite is Dexterity.

Table 4: Juju Zombie Advancement

Level	XP	Hit Dice	Climb Walls
1	0	1d6	87%
2	1,200	2d6	88%
3	2,400	3d6	89%
4	4,800	4d6	90%
5	9,600	5d6	91%
6	20,000	6d6	92%
7	40,000	7d6	93%
8	80,000	8d6	94%
9	160,000	9d6	95%
10	280,000	9d6+1	96%
11	400,000	9d6+2	97%
12	520,000	9d6+3	98%
13	640,000	9d6+4	99%
14	760,000	9d6+5	99%
15	880,000	9d6+6	99%
16	1,000,000	9d6+7	99%
17	1,120,000	9d6+8	99%
18	1,240,000	9d6+9	99%
19	1,360,000	9d6+10	99%
20	1,480,000	9d6+11	99%

Equipment: Juju zombies can use any weapon or armour, but cannot climb while wearing armour heavier than studded leather.

Natural Armour: Its agility grants the juju zombie a natural armour class of 6.

Special Defences: A juju zombie suffers only half damage from attacks not made with magical weapons or spells. From level 9 on, a juju zombie takes no damage from nonmagical weapons. Piercing and bludgeoning weapons of any kind do as well as fire only half damage to a juju zombie. Electricity and cold deal no damage. Lastly, juju zombies are not affected by *Magic Missile* spells.

Climb Walls: Juju zombies are excellent climbers and infiltrators. They have a chance to climb walls successfully equal to that of a thief (see **Table 4**) and can climb surfaces that others cannot even attempt to master.

Mummy

Mummies are the preserved remains of long-deceased people. Some are natural mummies, others have been specially treated. What all of them have in common is that they transmit the dreaded mummy rot disease.

Hit Die: The mummy uses the d6 to determine its hit points (see **Table 5**). It gains one additional hit die until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: Mummy advance their combat skills like clerics (see **Table 12**).

Saving Throws: Mummies have the same saving throws as clerics (see **Table 18**).

Prime Requisite: Well-preserved and often centuries old, mummies see the world with different eyes than short-lived mortals. Their prime requisite is Wisdom.

Equipment: Mummies cannot wear any armour or use any weapons. They can use other magical items usable by clerics as well as any rod, staff, or wand.



Natural Armour: Mummies are tougher than they look. A mummy starts with AC 7. Its armour class improves by one point every two level until it reaches AC 3 (see **Table 5**).

Special Defences: A mummy suffers only half damage from attacks not made with magical weapons or spells. From level 9 on, a mummy takes no damage from nonmagical weapons. However, mummies always take double damage from mundane or magical fire (see below).

Aura of Fear: The sight of a mummy is terrifying. Beings that see a mummy of level 4 or higher have to make a saving throw vs. paralysis or will be too terrified to act in any way. This effect lasts until the mummy moves out of the victim's sight, the victim is attacked or the mummy engages someone in combat.

Table 5: Mummy Advancement

Level	XP	Hit Dice	Armour Class	Strike
1	0	1d6	7	1d6
2	1,500	2d6	7	1d6
3	3,000	3d6	6	1d8
4	6,000	4d6	6	1d8
5	12,000	5d6	5	1d10
6	25,000	6d6	5	1d10
7	50,000	7d6	4	1d12
8	100,000	8d6	4	1d12
9	200,000	9d6	3	1d12
10	300,000	9d6+1	3	1d12
11	400,000	9d6+2	3	1d12
12	500,000	9d6+3	3	1d12
13	600,000	9d6+4	3	1d12
14	700,000	9d6+5	3	1d12
15	800,000	9d6+6	3	1d12
16	900,000	9d6+7	3	1d12
17	1,000,000	9d6+8	3	1d12
18	1,100,000	9d6+9	3	1d12
19	1,200,000	9d6+10	3	1d12
20	1,300,000	9d6+11	3	1d12

Fire Vulnerability: Mummies are susceptible to fire. A successful fire attack against a mummy deals double damage.

Unarmed Strike: The strike of a mummy deals 1d6 points of damage and transmits the dreaded Mummy Rot (see below). This damage increases at levels 3, 5 and 7 to 1d8, 1d10 and 1d12 points of damage (Table 5).

Mummy Rot: A successful attack by a mummy transmits the Mummy Rot disease, which is actually a curse. A creature cursed by a mummy heals at one tenth of its normal healing rate until the cruse is lifted with *Remove Curse*.

Recovery: A mummy that rests for at least six hours in a quiet place heals all its lost hit

points. If its rest is disturbed, the mummy does not regain any hit points.

Skeleton

Skeletons are simple undead and consist of the animated skeleton of a once living creature. The absence of a decomposing body makes the popular minions of necromancers. Common folk will be terrified by the presence of a skeleton, but not leaving a stench behind allows disguised skeletons to move among the living with comparable ease.

Hit Die: The skeleton uses the d6 to determine its hit points (see Table 6). It gains one additional hit die until level 9, from whereon it receives an additional two hit points per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: A skeleton's combat skills advance as those of a fighter (see Table 14).

Saving Throws: Skeletons have the same saving throws as fighters (see Table 18).

Prime Requisite: Few skeletons are blessed with a radiating personality or physical strength. However, their bony fingers are no less nimble than those of living creatures and being nothing but bones does not hinder their movement in any way. Thus, a skeleton's prime requisite is Dexterity.

Table 6: Skeleton Advancement

Level	XP	Hit Dice
1	0	1d6
2	2,200	2d6
3	4,400	3d6
4	8,800	4d6
5	17,000	5d6
6	35,000	6d6
7	70,000	7d6
8	140,00	8d6
9	270,00	9d6
10	400,000	9d6+2
11	530,000	9d6+4
12	660,000	9d6+6
13	800,000	9d6+8
14	950,000	9d6+10
15	1,100,000	9d6+12
16	1,250,000	9d6+14
17	1,400,000	9d6+16
18	1,550,000	9d6+18
19	1,700,000	9d6+20
20	1,850,000	9d6+22

Equipment: Skeletons can use any weapon and armour, as their undead form does not restrict them.

Bone Grafts: A skeleton can recover lost hit points by replacing damaged bones with bones from other creatures. A human skeleton allows an undead skeleton to recover all its hit points. Skeletons of smaller creatures such as halflings will provide the skeleton only with enough bones to recover half its maximum hit points. Replacing bones this way requires about six hours of careful work.



Skeletal: Skeletons consists of nothing but bones. Damaging a skeleton is comparably difficult, as they take only half damage from attacks made with edged and piercing weapons.

Tongueless Existence: Skeletons lack a tongue, just as they lack anything else of their former body except for their bones. Skeletons cannot speak, but they can communicate via sign language or by writing things down. They can hear just fine, though.

Spectre

A spectre is the spirit of a deceased creature. Spectres did not leave the world of the living, often because they died a violent death and their soul cannot find peace. Spectres are translucent, but otherwise look much as they

did in life and are easily recognised by those who knew them back then. Spectres can also be created by other spectres or, less commonly, by frightening a creature to death.



Hit Die: The spectre uses the d6 to determine its hit points (Table 6). It gains one additional hit die until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: The spectre has the same attack progression as a fighter (see Table 14).

Saving Throws: Spectres have the cleric's saving throw advancement (see Table 16).

Prime Requisite: Not everybody who dies a violent death becomes a spectre. Only those who are emotional, determined or have a strong personality will stay in the world of the living. A spectre's prime requisite is Charisma.

Table 7: Spectre Advancement

Level	XP	Hit Dice	Armour Class	Touch
1	0	1d6	7	1d6
2	2,500	2d6	7	1d6
3	5,000	3d6	6	1d8
4	10,000	4d6	6	1d8
5	20,000	5d6	5	1d10
6	40,000	6d6	5	1d10
7	80,000	7d6	4	1d12
8	150,000	8d6	4	1d12
9	300,000	9d6	3	2d8
10	450,000	9d6+1	3	2d8
11	600,000	9d6+2	2	2d10
12	750,000	9d6+3	2	2d10
13	900,000	9d6+4	2	2d10
14	1,050,000	9d6+5	2	2d10
15	1,200,000	9d6+6	2	2d10
16	1,350,000	9d6+7	2	2d10
17	1,500,000	9d6+8	2	2d10
18	1,650,000	9d6+9	2	2d10
19	1,800,000	9d6+10	2	2d10
20	1,950,000	9d6+11	2	2d10

Equipment: Spectres cannot use any weapons or armour or items such as healing potions or magic rings.

Special Defences: Spectres suffer only half damage from attacks not made with magical weapons, silvered weapons or spells. From level 9 on, a spectre zombie takes no damage from nonmagical weapons, silvered or not.

Incorporeal: Spectres are incorporeal. They can manipulate objects and carry them in their hands, but not wear rucksacks or haul larger amount of items. For the purpose of determining a spectre's carrying capacity, its Strength score is halved. In addition to that, a spectre can squeeze through openings one eights of its size or larger.

Levitation: Spectres can levitate. A levitating spectre does not trigger pressure-sensitive traps and is not harmed by hazards such as caltrops. Levitation also allows a spectre to cross calm water without sinking. At level 6, a spectre can not only levitate but fly at a speed of 60'. From levels 9 and 12, a spectre can fly at a speed of 120' and finally at 240'.

Ghost Touch: A spectre's withering touch deals 1d6 points of damage to living creatures. Other undead, constructs such as golems and other nonliving creatures are not affected by this touch. The damage the spectre's touch deals increases as the spectre gains experience up to a maximum of 2d10 points of damage at level 11 (see Table 7). This ghost touch can damage creatures immune to magical weapons even before the spectre reaches level 4.

Vampire

Vampires are among the most feared undead. Their touch drains the life force of liv-

ing beings, their gaze allows them to take over those who dare to look into their eyes, and they can turn into a variety of different animals.



Hit Die: The vampire uses the d6 to determine its hit points (see Table 8). It gains one additional hit die until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: Vampires advance like mages with regard to their combat skills (see Table 13).

Saving Throws: Vampires use the mage's saving throw table (see Table 18).

Prime Requisite: Vampires have a strong personality. Their abilities - especially their charming gaze - give them confidence and cause many vampires to look down on mortal races. A vampire's prime requisite is Charisma.

Table 8: Vampire Advancement

Level	XP	Hit Dice	Armour Class	Slam	Regeneration	Special Abilities
1	0	1d6	9	1d6	1 hp/turn	-
2	2,500	2d6	8	1d6	1 hp/turn	Summon Bats
3	5,000	3d6	7	1d6	1 hp/turn	-
4	10,000	4d6	6	1d6	1 hp/turn	Summon Rats
5	20,000	5d6	5	1d8	2 hp/turn	-
6	40,000	6d6	4	1d8	2 hp/turn	Summon Wolves
7	80,000	7d6	3	1d8	2 hp/turn	Lesser Drain
8	150,000	8d6	2	1d8	2 hp/turn	Bat Form
9	300,000	9d6	2	1d10	3 hp/turn	-
10	450,000	9d6+1	2	1d10	3 hp/turn	Mist Form
11	600,000	9d6+2	2	1d10	3 hp/turn	Greater Drain
12	750,000	9d6+3	2	1d10	3 hp/turn	-
13	900,000	9d6+4	2	1d10	3 hp/turn	-
14	1,050,000	9d6+5	2	1d10	3 hp/turn	-
15	1,200,000	9d6+6	2	1d10	3 hp/turn	-
16	1,350,000	9d6+7	2	1d10	3 hp/turn	-
17	1,500,000	9d6+8	2	1d10	3 hp/turn	-
18	1,650,000	9d6+9	2	1d10	3 hp/turn	-
19	1,800,000	9d6+10	2	1d10	3 hp/turn	-
20	1,950,000	9d6+11	2	1d10	3 hp/turn	-

Equipment: Vampires can use any weapon, but often avoid crude or massive weapons such as clubs or two-handed swords, as these weapons lack style. They do not use any armour or shields.

Natural Armour: Vampires are swift and elegant, and not easy to hit. From level 2 on, a vampire's armour class improves by one point per level until it reaches AC 2 at level 8 (see Table 8).

Unarmed Strike: A vampire's crushing blow delivers 1d6 points of damage. This damage increases to 1d8 and 1d10 at levels 5 and 9. From level 7 on, a successful attack drains one level. From level 11 on, it drains two levels (see Table 8).

Bat Form: At level 8, a vampire masters the art of transforming into a giant bat. This transformation takes one round. In bat form, a vampire has AC 6, flies at a speed of 180' and deals 1d4 points of damage with its bite. While in bat form, a vampire cannot drain energy, summon animals or use other special abilities.

Life Force Drain: As described above, a vampire drains levels with its vampiric touch. A vampire has to drain levels equal to its own number of hit dice every night, or it will not regenerate during the next night. From the second day on a vampire does not drain life energy, it loses 1d6 hit points per day.

Humanoids killed by a vampire's life force drain will raise as vampires after one day if they are promptly buried in a coffin or crypt.

Mist Form: From level 10 on, a vampire can turn into mist. While in this form, it can levitate at a speed of 120' and becomes inert. A vampire in mist form cannot be harmed and can likewise not harm anyone or use any of its special abilities. A vampire who is reduced to naught hit points automatically turns into mist, even if it has not reached level 10 yet. Afterwards, it has to levitate back to its coffin to reform as soon as possible. If it does not do so before the sun goes up, the vampire is destroyed.



Regeneration: A vampire regenerates one hit point per turn. Its regeneration rate increases to two and three hit points at levels 5 and 9 (see **Table 8**). Vampires only regenerate when they spent at least six hours the previous day in their coffin. Vampires can move their coffin or have others move it during the day.

Summon Monsters: Once per night, vampires can all the creatures of darkness to their aid. From level 2 on, the vampire can summon 1d10 · 10 bats. From level 4 on, they can alternatively call 1d10 · 10 rats, and from level 6

on, 3d6 wolves or 2d4 dire wolves. Summoned creatures appear after 2d6 rounds. They can only be called if an area where they naturally appear are nearby. The animals will serve the vampire until sunrise, they are slain or their morale breaks.

Variant vampire: Nosferatu

The nosferatu are undead similar to the common vampire. During the night, they look like normal members of their race, but during daytime, they fall into a coma. Nosferatu are often will-integrated into their society. Unlike common vampires, these vampires drink blood instead of draining the life force of other creatures directly.

A nosferatu loses 1d4 hit points each day. This increases to 2d4 and 2d6 hit points at levels 3 and 6. These hit points can only be restored by drinking blood. Drinking blood from a warm-blooded humanoid always grants 1d4 hit points. Drinking blood from animals grants 1d2 hit points. A nosferatu who did not feed and rest during the previous night does not regenerate.

Nosferatu use the 1d8 to determine their hit points and gain an additional two hit points per level from level 9 on. They do not have a slam attack but can use any weapon. Otherwise, nosferatu are identical to common vampires.

Vampire Charm: A victim that looks into the eyes of a vampire can be charmed as per *Charm Person*. A vampire can use this ability once per day. From level 9 on, it can use this ability at will (but only once per creature per night). In addition to that, the victim suffers a -2 penalty to its saving throw.

Vampiric Weaknesses: Vampires have a number of weaknesses. They cannot cross running water. If submerged in running water, it will die in one turn. If exposed to sunlight, a

vampire has to make a saving throw vs. death for every round it remains exposed. If it fails the save, it is destroyed and turns into ash. Garlic makes vampires cringe for 1d4 rounds. During this time, they can defend themselves or flee, but cannot take other actions. Holy symbols presented with confidence repel a vampire. It cannot come close to the symbol and the person wielding it.

Wight

Wights were once humans or demihumans. Now, in undeath, they are pale, twisted versions of their former self, with horrid faces, long fingers and burning eyes. Many wights haunt catacombs, underground mazes and old burial sites.

Table 9: Wight Advancement

Level	XP	Hit Dice
1	0	1d6
2	2,200	2d6
3	4,400	3d6
4	8,800	4d6
5	17,000	5d6
6	35,000	6d6
7	70,000	7d6
8	140,000	8d6
9	270,000	9d6
10	400,000	9d6+1
11	530,000	9d6+2
12	660,000	9d6+3
13	800,000	9d6+4
14	950,000	9d6+5
15	1,100,000	9d6+6
16	1,250,000	9d6+7
17	1,400,000	9d6+8
18	1,550,000	9d6+9
19	1,700,000	9d6+10
20	1,850,000	9d6+11

Hit Die: The wight uses the d6 to determine its hit points (see Table 9). It gains one additional hit die until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: The wight uses the cleric's attack progression table (see Table 12).

Saving Throws: Wights have same saving throws as thieves (see Table 16).

Prime Requisite: Wights are powerful creatures. Even with silvered or magical weapons, they are difficult to destroy. The wight's prime requisite is Constitution.



Equipment: The wight can use any weapon or armour. It can use its life drain only if it uses its touch attack, though.

Natural Armour: Just like zombies, wights have a tough hide and no longer rely on the shielding function it once had. A wight's natural armour class is AC 5.

Special Defences: Wights are infused with an animosity against the living and laugh at

those who use mundane weapons against them. Wights take only half damage from weapons that are not silvered or magical. From level 6 on, they take no damage from weapons without these properties.

Heliophobia: Wights fear the light of the sun. It does not harm them directly, but for every turn in direct sunlight, a wight has to make a saving throw vs. death. If the save is not successful, the wight is forced to move out of the sunlight for 2d4 rounds and cannot take any other actions during that time. After the this time has passed (or another turn comes up), the wight has to make another saving throw.

Life Force Drain: Wights can drain the life force of living beings by touching them. This touch attack requires an attack roll and drains one level, but does not do extra damage. Wights have to drain a number level equal to their own number hit dice every day. If they do so, they regenerate all their lost hit points at dawn. Otherwise, they do not heal at all. From the second day on a wight does not drain life energy, it loses 1d6 hit points per day.

Humans and demihumans that are killed by a wight's life drain raise as wight after twenty-four hours provided the wight that killed them was of level 6 or higher. These new wights start at level 1 and will not necessarily be loyal to their creator.

Wraith

Wraiths are incorporeal undead. Once humans or demihumans, they are now the manifestation of darkness and negative energy. Wraiths are forged from the souls of deceased beings. Some - not all - wraiths haunt the place where they died.



Hit Die: The wraith uses the d4 to determine its hit points (see Table 10). It gains one additional hit die per level until level 9, from whereon it receives an additional hit point per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: The wraith uses the cleric's attack progression table (see Table 12).

Saving Throws: Wraiths have same saving throws as mages (see Table 17).

Prime Requisite: Wraiths are cunning creatures and rely more on intelligence than on raw power. Their prime requisite is Intelligence.

Equipment: Wraiths do not use armour. They can use non-ranged weapons, but often prefer to strike with their touch attack instead. Many wraiths appear to be wearing armour or weapons, even if these are only a part of their shadowy form.

Natural Armour: The wraith's incorporeal nature grants it AC 6. From level 3 on, the wraith's armour class improves by one point per two levels until it reaches AC 1 at level 11.

Table 10: Wraith Advancement

Level	XP	Hit Dice	Armour Class
1	0	1d4	6
2	2,000	2d4	6
3	4,000	3d4	5
4	8,000	4d4	5
5	16,000	5d4	4
6	32,000	6d4	4
7	64,000	7d4	3
8	120,000	8d4	3
9	240,000	9d4	2
10	360,000	9d4+1	2
11	480,000	9d4+2	1
12	600,000	9d4+3	1
13	720,000	9d4+4	1
14	840,000	9d4+5	1
15	960,000	9d4+6	1
16	1,080,000	9d4+7	1
17	1,200,000	9d4+8	1
18	1,320,000	9d4+9	1
19	1,440,000	9d4+10	1
20	1,560,000	9d4+11	1

Special Defences: Like all incorporeal creatures, wraiths cannot be harmed by mundane weapons. They take only half damage from weapons that are not silvered or magical. From level 6 on, they take no damage from weapons that are not silvered or magical. From level 9, a weapon with at least two enchantment levels is required to hit a wraith.

Incorporeal: Wraiths are incorporeal, which grants them a number of advantages described above. In addition to that, a wraith can squeeze through openings one quarter of its size or larger. However, its semi-substantial existence

allows the wraith to carry only half as much as other creatures with the same Strength score.

Levitation: Wraiths can levitate. A levitating wraith does not trigger pressure-sensitive traps and is not harmed by hazards such as caltrops. Levitation also allows a wraith to cross calm water without sinking. At level 6, a wraith can not only levitate but fly at a speed of 60'. From levels 9 and 12, a wraith can fly at a speed of 120' and finally at 240'.



Life Force Drain: The touch of a wraith drains the life force of living beings. It deals 1d6 points of damage. The wraith does not profit from its Strength modifier when he uses this attack.

If the wraith makes a successful touch attack, the target loses one level. Wraiths rely on draining life force to survive and have to have to drain a number level equal to their own number hit dice every day. If they do so, they regenerate all their lost hit points at dawn. Otherwise, they do not heal at all. From the second day on a wraith does not drain life energy, it loses 1d6 hit points per day.

A human or demihuman who is killed by the wraith's touch will rise as a wraith after twenty-four hours. However, only wraiths of level 8 or higher can cause deceased creatures to rise this way. These new wraiths start at level 1 and will not necessarily be loyal to their creator.

Heliophobia: Like wights, wraiths despise the light of the sun. While exposed to direct sunlight, a wraith cannot attack and moves at half speed. Bright light from other sources, such as a *Continual Light* spell, drive wraiths back. To enter and stay in an area illuminated by such a bright light source, the wraith has to make a saving throw vs. paralysis every turn.

Zombie

Zombies, shambling corpses risen from their grave, are relatively common undead. They are feared among commoners. Zombies are slow, but persistent and harder to bring down than commonly assumed.



Table 11: Zombie Advancement

Level	XP	Hit Dice
1	0	1d10
2	1,500	2d10
3	3,000	3d10
4	6,000	4d10
5	12,000	5d10
6	25,000	6d10
7	50,000	7d10
8	100,000	8d10
9	200,000	9d10
10	300,000	9d10+3
11	400,000	9d10+6
12	500,000	9d10+9
13	600,000	9d10+12
14	700,000	9d10+15
15	800,000	9d10+18
16	900,000	9d10+21
17	1,000,000	9d10+24
18	1,100,000	9d10+27
19	1,200,000	9d10+30
20	1,300,000	9d10+33

Hit Die: The zombie uses the d10 to determine its hit points (see Table 11). It gains one additional hit die until level 9, from whereon it receives an additional three hit points per level. Constitution modifiers are no longer applied from this point on.

Attack Progression: The zombie's fighting skills progress like those of a fighter (see Table 14).

Saving Throws: Zombies have the same saving throws as fighters (see Table 18).

Prime Requisite: Zombies are slow and tough. Unless they fall apart completely, they no longer rely on functioning organs or intact tissue. Thus, a zombie's prime requisite is Constitution.

Equipment: Zombies can use all kinds of armour. The only weapons a zombie can use effectively are large impact weapons such as the warhammer, the heavy flail or mace. Zombies cannot use ranged weapons such as the bow or crossbow. They can use hurled weapons like the javelin, but will only hit their target on a natural roll of 20.

Natural Armour: Zombies no longer depend on their skin and tissue being fully intact. Their natural armour class is AC 8. They profit only from armour that improves their armour class beyond that.

Allotransplantation: Zombies can replace damaged body parts with body parts from other humanoids. A zombie who has a full humanoid corpse at its disposal can recover hit points equal to the zombie's maximum hit points by using the corpse's parts as grafts. If the body is damaged, using it will provide the zombie only with half its maximum hit points. For severely damaged bodies, this is reduced to a quarter. Using a body from a different humanoid species also halves the number of hit points. Thus, a human zombie using body parts of a damaged gnome corpse only recovers a quarter of its hit points.

Zombie Slowness: Zombies are naturally slow and have a movement speed of 60'. The speed of an encumbered zombie is adjusted accordingly.



Table 12: Ghoul, Juju Zombie, Mummy & Wight Attack Progression

Level	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 - 3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4 - 5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6 - 8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9 - 10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13 - 14	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15 - 16	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
17 - 18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
19 - 20	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2

Table 13: Vampire Attack Progression

Level	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 - 3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4 - 7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
8 - 10	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
11 - 12	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
13	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
14 - 15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
16 - 18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
19 - 20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Table 14: Skeleton & Zombie Attack Progression

Level	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 - 2	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
5	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
6	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
7 - 8	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
9	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
10 - 11	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
12	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
14	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
16	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
17	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
18	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2
19 - 20	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2

Table 15: Ghoul, Juju Zombie & Wight Saving Throws

Level	Dragon Breath	Poison, Death	Paralysis, Petrification	Wands	Rods, Staffs, Spells
1 - 4	16	14	13	15	14
2 - 8	14	12	11	13	12
9 - 12	12	10	9	11	10
13 - 16	10	8	7	9	8
17 - 20	8	6	5	7	6

Table 16: Mummy & Spectre Saving Throws

Level	Dragon Breath	Poison, Death	Paralysis, Petrification	Wands	Rods, Staffs, Spells
1 - 4	16	11	14	12	15
5 - 8	14	9	12	10	12
9 - 12	12	7	10	8	9
13 - 16	8	3	8	4	6
17 - 20	6	2	6	4	5

Table 17: Vampire & Wraith Saving Throws

Level	Dragon Breath	Poison, Death	Paralysis, Petrification	Wands	Rods, Staffs, Spells
1 - 5	16	13	13	13	14
6 - 10	14	11	11	11	12
11 - 15	12	9	9	9	8
16 - 18	8	7	6	5	6
19 - 20	7	6	5	4	4

Table 18: Skeleton, Spectre & Zombie Saving Throws

Level	Dragon Breath	Poison, Death	Paralysis, Petrification	Wands	Rods, Staffs, Spells
1 - 3	15	12	14	13	16
4 - 6	13	10	12	11	14
7 - 9	9	8	10	9	12
10	7	6	8	7	10
13 - 15	5	4	6	5	8
16 - 18	4	4	5	4	7
19 - 20	4	3	4	3	6

Undead Campaigns

In many campaign worlds, an party of undead or even a single undead character is something out of the ordinary. This chapter discusses a few possibilities how to integrate undead characters into a campaign.

Back from the Dead

Being dead does not always mean the end of a character's career. At higher levels, the death of a fellow adventurer can in fact boil down to little more than strain on time and resources. However, if a party does not have access to spells such as *Raise Dead*, their deceased friend has been dead for too long, or the resurrection went horribly wrong, they might find themselves in the company of an undead.

Never Give Up

Sometimes, things go terribly wrong and the entire party dies in glorious (or not-so-glorious) fight. Is this the end? Maybe, but instead of rolling up a bunch of new adventurers, why not continue with the old ones? Maybe they died in a place tainted with necromantic energies?

The Necromancer and his Friends

Necromancers and undead mix well for obvious reasons. Thus, a party with necromancers and undead can make for an interesting campaign. It is not recommended to make a necromancer the master of the undead party members, though. This might be fine for some groups, but for many players, being the minion of another player will not be fun.

World of the Dead

In many campaign settings, a skeleton, a zombie and a vampire walking into a bar will result in a panic and a fight with the city guard and the local temple. That does not *have* to be the case, though. How about a world where undead are considered to be freaks, but are tolerated? Or maybe even one where it is perfectly normal to remain a little longer in the world of the living?

The Specialists

Even in places where undead are considered to be an evil that has to be exterminated, some people will tolerate and employ undead. Undead are well-suited for a great number of jobs such as assassins or body snatchers for local doctors. If a city has a thieves guild, a trading guild and a wizards guild, why not an undead guild too?



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