



GOthic HORROR  
MONSTER-AS-CLASS

BY JAMES ANDREWS

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

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# CONTENTS

VAMPIRE	PAGE 4
WEREWOLF	PAGE 6
REANIMATED	PAGE 8
MUMMY	PAGE 10

# VAMPIRE

**Requirements:** None  
**Prime requisite:** CHA and DEX  
**Hit Dice:** 1d6  
**Maximum level:** 14  
**Armour:** Leather, chainmail, shields  
**Weapons:** Any  
**Languages:** Alignment, Common

Vampires are mortals who were killed while being fed on by a greater vampire. Unlike the thralls which follow the vampires will, these were cast aside and forgotten. Cursed with immortality, but left with the will intact. Vampires lose themselves upon their transformations, forgetting their life and previous morals.

**Alignment:** A vampire may not be lawful.

## VAMPIRE SKILLS

Vampires can use the following skills with the chance of success shown opposite.

**Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the vampire falls at the half-way point, suffering falling damage.

**Hear noise (HN):** In a quiet environment, a vampire may attempt to listen at a door or portal to hear the sounds of something approaching or leaving.

**Hide in shadows (HS):** Requires the vampire to be motionless. If moving or attacking, the hide ends.

**Move silently (MS):** A vampire may attempt to sneak past creatures unnoticed.

## DRINK BLOOD

Once a day a vampire may bite an unaware living target to drink their blood and heal 2 HP per level. An equal amount of damage is dealt to the target. If the target dies, then they will awaken as a level 1 vampire if not given a proper burial.

A vampire can only eat by drinking blood.

## SUN WEAKNESS

When in natural sunlight vampires suffer a -2 penalty to attack rolls and a -1 penalty to AC. While in sunlight, vampires cannot use drink blood or shapechange

## SHAPECHANGE

At 7th level, a vampire gains the power to change into the form of a wolf, bat, or rat (once per day each). If a vampire has lost hit points, they regain 2 hit points per level upon changing into an animal. All equipment carried by the vampire is absorbed into the animal form and reappears when the vampire changes back.

## UNDEAD

A vampire cannot heal with rest and receives damage from healing magic, rather than heal from it. The vampire is also immune to any effects of age or age increasing effects and diseases. The vampire can also be turned like an undead of hit dice equal to level +2

VAMPIRE SKILL CHANCE OF SUCCESS

Level	CS	HN	HS	MS
1	87	1-2	10	20
2	88	1-2	15	25
3	89	1-3	20	30
4	90	1-3	25	35
5	91	1-3	30	40
6	92	1-3	36	45
7	93	1-4	45	55
8	94	1-4	55	65
9	95	1-4	65	75
10	96	1-4	75	85
11	97	1-5	85	95
12	98	1-5	90	96
13	99	1-5	95	98
14	99	1-5	99	99



# VAMPIRE LEVEL PROGRESSION

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	16	14	13	15
2	2750	2d6	19 [0]	13	16	14	13	15
3	5,500	3d6	19 [0]	13	16	14	13	15
4	12,000	4d6	17 [+2]	13	16	14	13	15
5	24,000	5d6	17 [+2]	12	14	13	12	13
6	45,000	6d6	17 [+2]	12	14	13	12	13
7	95,000	7d6	14 [+5]	12	14	13	12	13
8	175,000	8d6	14 [+5]	12	14	13	12	13
9	350,000	9d6	14 [+5]	10	12	11	10	10
10	500,000	9d6+1*	12 [+7]	10	12	11	10	10
11	650,000	9d6+2*	12 [+7]	10	12	11	10	10
12	800,000	9d6+3*	12 [+7]	10	12	11	10	10
13	950,000	9d6+4*	10 [+9]	8	10	9	8	8
14	1,100,000	9d6+5*	10 [+9]	8	10	9	8	8

\* Modifiers from CON no longer apply.

## REACHING 10TH LEVEL AND ABOVE

A vampire cannot increase level past 9 unless the vampire who created them is destroyed.

A vampire of 10th level may build a castle that will attract other undead and lesser vampires.



# WEREWOLF

**Requirements:** None  
**Prime requisite:** CON  
**Hit Dice:** 1d8  
**Maximum level:** 9  
**Armour:** Leather  
**Weapons:** Club, dagger, sling, spear, staff  
**Languages:** Alignment, Common, secret language of the wolf

A werewolf is a cursed individual who survived a werewolf attack. Once a month, they turn into a mindless beast, slaughtering their friends and family. However, the curse is not without its benefits. The werewolf can turn into a wolf or wolf hybrid, gaining increased abilities.

## TRANSFORMATION

The werewolf may attempt to transform into a wolf or wolf human hybrid. The chance of success is dependent on level (TC). If the werewolf fails, they may try again only after a day or after taking damage.

On a success, the were-wolf transforms and all armor is destroyed. This process heals 1 hit point per level. While in a hybrid form, the werewolf claws deal 1d6 damage and movement rate is 180'. Furthermore, the werewolf gains access to the abilities labeled with TA, which stands for transformation abilities. In wolf or direwolf form (see Dire below) the character uses the monsters statistics, but keeps current HP.

## SCENT (TA)

The werewolf can detect and track scents on a 2 in 6.

## INFRAVISION (TA)

The werewolf has infravision out to 60'.

## HOWL (TA)

The werewolf can howl, forcing all animals to roll morale in the vicinity. This howl can be heard up to a mile away.

## DIRE (TA)

Upon reaching 5th level, the werewolf may use transformation to turn into a direwolf.

## CURSE (TA)

A creature nearly slain by the transformed werewolf will have a 1 in 6 chance of contracting lycanthrope.

## PACK

Upon reaching 5th level, a werewolf can attempt to defeat an alpha wolf or an alpha dire wolf in one-on-one combat. The werewolf then becomes the alpha, and can have a number of wolf companions with a total number of HD equal to the werewolves level.

## SILVER WEAKNESS

Werewolves take double damage from silver weaponry, and silver burns their skin.



# WEREWOLF LEVEL PROGRESSION

Level	XP	HD	THAC0	TC	Saving Throws				
					D	W	P	B	S
1	0	1d8	19 [0]	2-6	10	13	12	15	16
2	3,000	2d8	19 [0]	2-6	10	13	12	15	16
3	6,000	3d8	19 [0]	3-6	10	13	12	15	16
4	12,000	4d8	17 [+2]	3-6	8	11	10	13	14
5	30,000	5d8	17 [+2]	4-6	8	11	10	13	14
6	60,000	6d8	17 [+2]	4-6	8	11	10	13	14
7	120,000	7d8	14 [+5]	5-6	6	9	8	11	12
8	240,000	8d8	14 [+5]	5-6	6	9	8	11	12
9	480,000	9d8	14 [+5]	6-6*	6	9	8	11	12

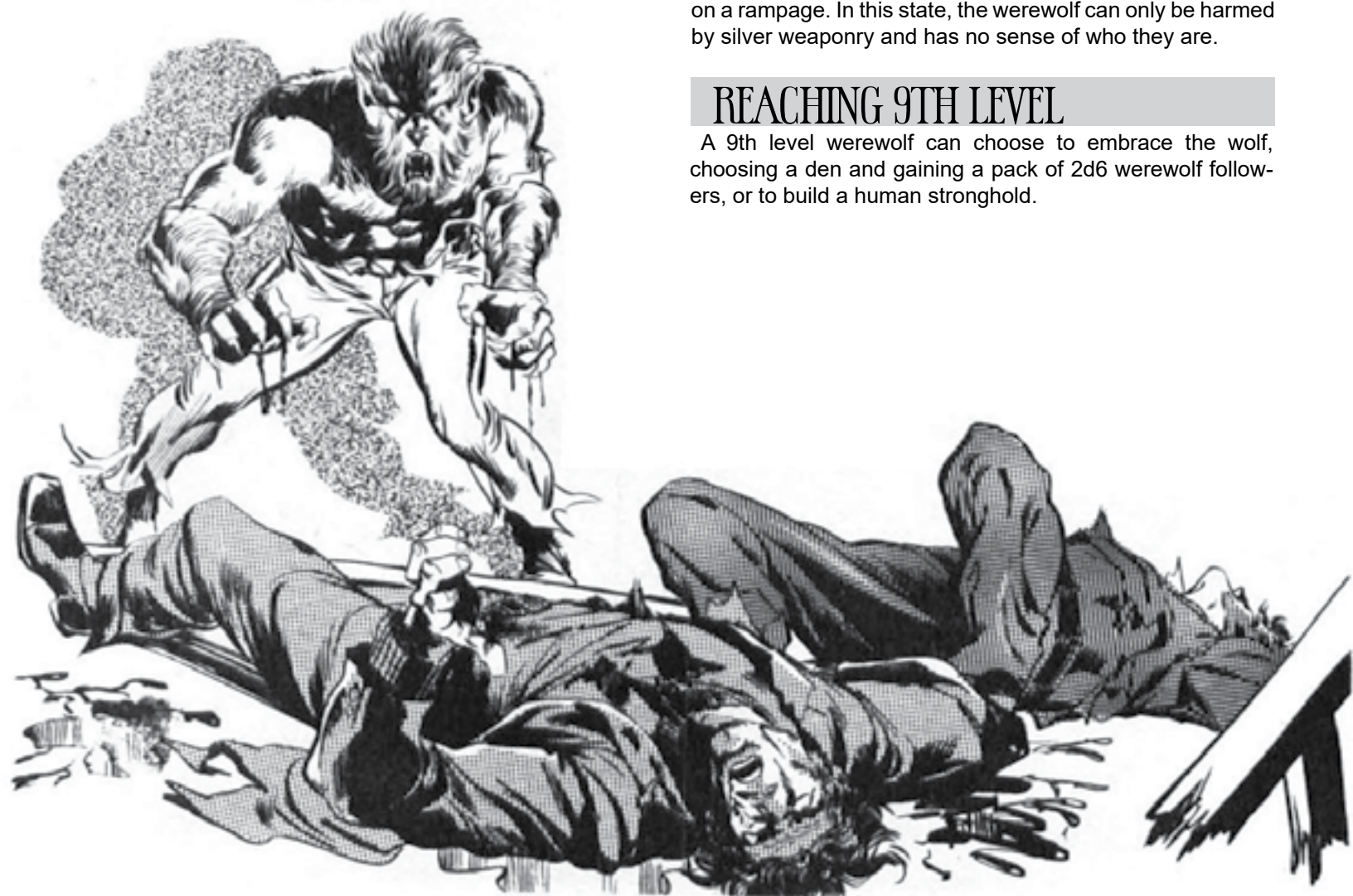
\* Auto success

## MOON STRUCK

On the nights before, during, and after the full moon, a werewolf transforms into a hybrid wolf. The player loses control of the werewolf, who then becomes a monster that goes on a rampage. In this state, the werewolf can only be harmed by silver weaponry and has no sense of who they are.

## REACHING 9TH LEVEL

A 9th level werewolf can choose to embrace the wolf, choosing a den and gaining a pack of 2d6 werewolf followers, or to build a human stronghold.



# REANIMATED

**Requirements:** None  
**Prime requisite:** STR  
**Hit Dice:** 1d8  
**Maximum level:** 9  
**Armour:** Any, Including Shields  
**Weapons:** Any  
**Languages:** Alignment, Common

A reanimated is a sick creation of flesh and bone sewn together and given life through the power of storm. Their disconnect from their brain and body allows them to ignore their bodies limitations while granting them enhanced strength, but at the cost of strain on their bodies.

## UNTETHERED SKILLS

These skills are a result of the disconnection from the brain and body. The sluggish firing of neurons from a once dead brain. When any of these skills are used, the reanimated takes one point of damage on a success.

**Bend Bars (BB):** The reanimated can bend bars up to two inches thick enough to fit through.

**Lift Portcullis (LP):** The reanimated can lift a stuck portcullis by themselves.

**Throw Body (TB):** The reanimated can throw a body or willing ally up to 20'.

**Open Door (OD):** The reanimated can use this in place of natural strength.

**Crush Skull (CS):** The reanimated can crush the skull of a creature in its grip. The creature must have less than 5 HD and have a skull to crush for this to be effective.

## ENERGY RESISTANCE

Reanimated gain a +2 bonus to saving throws against electricity (lightning).

## UNNATURAL

The reanimateds ugly appearance causes a -1 penalty to any reaction rolls made in the reanimateds presence.

## SEWN BODY

If the reanimated loses a limb, then it can be reattached by sewing it, or another limb, back on. A surgeon with the skills to do the surgery generally charges 50 gold per limb.

## ITS ALIVE!

If the reanimated is killed, and the body repaired, it can be reanimated by being struck by lightning. There is a 1 in 6 chance of this succeeding, however.

UNTETHERED SKILL CHANCE OF SUCCESS

Level	BB	LP	TB	OD	CS
1	20	25	87	1-3	10
2	25	30	88	1-3	15
3	30	35	89	1-3	20
4	35	40	90	1-4	25
5	40	45	91	1-4	30
6	45	55	92	1-4	35
7	55	65	93	1-5	40
8	65	75	94	1-5	45
9	75	80	95	1-5	50



# REANIMATED LEVEL PROGRESSION

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	3,000	2d8	19 [0]	12	13	14	15	16
3	6,000	3d8	19 [0]	12	13	14	15	16
4	12,000	4d8	17 [+2]	10	11	12	13	14
5	30,000	5d8	17 [+2]	10	11	12	13	14
6	60,000	6d8	17 [+2]	10	11	12	13	14
7	120,000	7d8	14 [+5]	8	9	10	11	12
8	240,000	8d8	14 [+5]	8	9	10	11	12
9	480,000	9d8	14 [+5]	8	9	10	11	12



# MUMMY

**Requirements:** None  
**Prime requisite:** WIS  
**Hit Dice:** 1d4  
**Maximum level:** 14  
**Armour:** None  
**Weapons:** Dagger, sickle  
**Languages:** Alignment, Ancient Common

A mummy is an ancient ruler of a forgotten people. Their bodies are preserved through a mixture of alchemical and ritualistic practices. In death, their organs are removed, including the eyes and tongue. Though, scarab jewelry placed in the mouth allows them to speak with a raspy voice.

The mummy is animated once a curse has been inflicted upon a trespasser to their tomb. They are a powerful being at the start of their unlife, but once they destroy their prey, their power diminishes. Over time, they gain a sense of thought, forgetting all they once knew, and finding themselves miles and miles away from their tomb.

## DIVINE MAGIC

**Holly Symbol:** The mummy must carry a holy symbol, usually an Ankh or a mummified cat paw.

**God King:** The magic of the mummy is gifted to them by a forgotten god of the sun.

**Magical research:** A mummy of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a mummy reaches 9th level, they make create magic items.

**Spell casting:** The mummy may pray to receive spells. The power and number of spells available to a mummy are determined by the character's experience level. The list of spells available to mummies is the same as clerics.

**Using magic items:** As spell casters, mummies can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

## UNDEAD

A mummy cannot heal with rest. The mummy is also immune to any effects of age or age increasing effects, poison, and diseases. The mummy is immune to being backstabbed, and has needs not eat or drink. A mummy cannot be turned.

## MUMMY ROT

A mummies body is inflicted with a disease. When an enemy is hit by the mummy, they must save vs.death or become inflicted. Creatures inflicted with this disease cannot heal from magic, and natural healing is 10 times slowly. This disease can only be removed by magic.

## WRAPPINGS

A mummy receives double damage from fire. Furthermore, the wrapping around the mummy has special properties. If an arcane spell scroll is integrated into the wrappings, then that spell is added to the mummies spell list. However, if the mummy takes as much damage from fire as the level of spell, then the scroll is destroyed. If the scroll is removed, it is destroyed.

## ROTTEN FLESH

While at full health, the mummy appears human. However, as the mummy loses HP, its flesh becomes more and more dry and rotted. At 25% HP, the mummy appears as nothing but a skeleton with paper-like skin.

## AFTER REACHING 10TH LEVEL

A mummy that reaches 10th level remembers where their tomb is. They may go and clear it out of any monsters, and can reclaim their rightful treasure. This tomb becomes the mummies stronghold.

# MUMMY LEVEL PROGRESSION

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d4	19 [0]	13	14	13	16	15	1	-	-	-	-
2	2,500	2d4	19 [0]	13	14	13	16	15	2	-	-	-	-
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	-	-	-
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	-	-	-
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	-	-
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	-	-
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	-
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	-
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3

\* Modifiers from CON no longer apply.



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