

O.L.D.

A NECROMONICON

GHOST

	GHOST	POLTERGEIST	BANSHEE
TIER	Starting	Starting	Starting
SIZE	Medium	Medium	Medium
Type	Undead	Undead	Undead
SENTIENCE	Sentient	Sentient	Sentient
XP	196 (level 2)	256 (level 3)	289 (level 3)
STR	-	-	-
AGI	-	-	-
END	4 (3d6)	5 (3d6)	6 (4d6)
INT	4 (3d6)	3 (2d6)	3 (2d6)
WIL	6 (4d6)	8 (5d6)	8 (5d6)
CHA	4 (3d6)	1 (1d6)	1 (1d6)
MAG	0	0	0
SPEED	6 (fly)	7 (fly)	7 (fly)
CLIMB	-	-	-
JUMP	-	-	-
INITIATIVE	3d6	2d6	3d6
PERCEPTION	12	9	9
CARRY	-	-	-
NATURAL DAMAGE	2d6	2d6	2d6
HEALTH	12	15	18
DEFENSE	15 (incorporeal)	18 (incorporeal)	18 (incorporeal)
MENTAL DEFENSE	15	18	18
RESISTANCES	-	-	-
VULNERABILITIES	-	-	-
ATTACKS	Touch 4d6 (2d6 evil damage)	Thrown object 5d6 (2d6 damage; range 10)	Wail 5d6 (2d6 sonic damage; 30' radius)
COMBAT TRICKS	-	Aim, Ricochet, Volley	-
SPECIAL ABILITIES	Incorporeal, invisibility, chill aura	Incorporeal, invisibility, chill aura	Incorporeal, invisibility, chill aura, wail
SKILLS	History	History	History
EQUIPMENT	-	-	-

Ghosts are disembodied spirits doomed to wander the world until such a time as a curse or obligation is lifted. Usually driven by some strong emotion – hatred, anger, revenge, or lust – a ghost is usually confined to a specific location. Ghosts exist in a variety of forms – spectres, wraiths, poltergeists, banshees, and more. Poltergeists are permanently invisible, and can only interact with the world through the movement of objects; more unstable than other ghosts, poltergeists are usually filled with rage and are very possessive about physical locations. They will seek to drive off interlopers by throwing objects at them. Banshees are insane spirits cursed with anger and grief, letting loose chilling wails of despair which have the power to harm those who hear them.

Ghosts have no physical form (and thus no physical attribute scores). They interact with the world through a manifestation of willpower, and this is the attribute used to determine attacks and other physical actions. Ghosts are not impeded by physical barriers, walls, or doors. As incorporeal creatures, ghosts cannot be harmed by physical acts, although they can be affected by magic. Destroying a ghost, even though the use of magic, does not kill or banish it, however – it merely vanishes, only to return again later. A ghost can only be banished by fulfilling certain conditions – usually the release of an oath, obtaining revenge, or completing a task.

Ghosts of all kinds are accompanied by a chill aura, a near-physical radiation of undeath. This aura is a 5' aura (although it can be felt up to 30' away) and causes 1d6 cold damage to those who enter or start their turn in it. Some ghosts are able to suppress this aura for a short time (this requires a Difficult [16] WIL check and suppresses the aura for 10 minutes).

VAMPIRE

	SPAWN	MASTER	LORD	ELDER
TIER	Starting	Heroic	Legendary	Iconic
SIZE	Medium	Medium	Medium	Medium
Type	Undead	Undead	Undead	Undead
SENTIENCE	Sentient	Sentient	Sentient	Sentient
XP	900 (level 7)	1,350 (level 8)	1,800 (level 9)	2,700 (level 10)
STR	10 (6d6)	10 (6d8)	10 (6d10)	10 (6d12)
AGI	10 (6d6)	10 (6d8)	10 (6d10)	10 (6d12)
END	10 (6d6)	10 (6d8)	10 (6d10)	10 (6d12)
INT	6 (4d6)	6 (4d8)	6 (4d10)	6 (4d12)
WIL	3 (2d6)	3 (2d8)	3 (2d10)	3 (2d12)
CHA	10 (6d6)	10 (6d8)	10 (6d10)	10 (6d12)
MAG	8 (5d6) <i>shadow, death</i>	8 (5d8) <i>shadow, charm</i>	8 (5d10) <i>shadow, charm, summoning</i>	8 (5d12) <i>shadow, charm, summoning, death</i>
SPEED	8	8	8	8
CLIMB	8	8	8	8
JUMP	20'/10' (4 sq/2 sq)	20'/10' (4 sq/2 sq)	20'/10' (4 sq/2 sq)	20'/10' (4 sq/2 sq)
INITIATIVE	4d6	4d8	4d10	4d12
PERCEPTION	18	18	18	18
CARRY	130 lb	130 lb	130 lb	130 lb
NATURAL DAMAGE	2d6	2d8	2d10	2d12
HEALTH	30	40	50	60
DEFENSE	22 (SOAK 10)	26 (SOAK 10)	30 (SOAK 10)	34 (SOAK 10)
MENTAL DEFENSE	9	13	17	21
RESISTANCES	-	-	-	-
VULNERABILITIES	Good (virtue), light (element)	Good (virtue), light (element)	Good (virtue), light (element)	Good (virtue), light (element)
ATTACKS	Bite 6d6 (2d6 damage; drain)	Bite 6d8 (2d8 damage; drain)	Bite 6d10 (2d10 damage; drain)	Bite 6d12 (2d12 damage; drain)
COMBAT TRICKS	Drain, Feint, Death From On High	Drain, Feint, Death From On High	Drain, Feint, Death From On High, Counterspell	Drain, Feint, Death From On High, Counterspell
SPECIAL ABILITIES	Spiderclimb, drain	Spiderclimb, drain, transform	Spiderclimb, drain, transform	Spiderclimb, drain, transform
SKILLS	Hypnotism, history, religion	Hypnotism, history, religion, intuition, disguise	Hypnotism, history, religion, intuition, disguise	Hypnotism, history, religion, intuition, disguise

EQUIPMENT

Vampires are evil, cursed, undead creatures. Immortal, and condemned to an eternal undeath, vampires feed on the blood of living creatures. A well-fed vampire appears much as it did when alive, while a starving vampire will appear aged and emaciated. Vampires are stronger and faster than most humans, possessed of unholy strength. A vampire is truly evil, its soul corrupted by the unholy processes which bring about its undeath.

A vampire's bite does more than simply cause damage; the vampire is also able to drink the blood of its victim, draining its prey while strengthening itself. Each time it drains its target, the target loses a point of END and the vampire itself gains 1d6 HEALTH (this can go beyond its normal maximum). A victim drained to the point of zero END falls dead instantly, only to revive as a vampire under its slayer's control a day later.

Vampires increase in power based on the number of minions they control. A vampire with no minions is a *starting* tier monster; after it creates its first minion it becomes a *heroic* tier monster, and so on. Elder vampires are truly powerful creatures.

Starting	Heroic	Legendary	Iconic
0 minion	1-9 minions	10-49 minions	50+ minions
<i>spawn</i>	<i>master</i>	<i>lord</i>	<i>elder</i>

Vampire masters gain the ability to transform into an animal of their choice (level 1 or lower). Most vampires favour a certain type of animal – a bat, a wolf, a rat, or similar. The transformation takes two actions, and the vampire gains the statistics and attributes of the animal in question, retaining only its own intelligence.

A vampire also has the ability to move up walls and across ceilings as though they were ordinary surfaces.

Many 'traditional' vampiric abilities stem from their non-insignificant magical skills, with access to spell lists which allow them to cloak themselves in darkness, summon animals, and exert mental control over their prey. Like many undead creatures, vampires are vulnerable to strongly presented displays of good faith and to bright light. Other substances, as detailed in the herbalism chapter of the *O.L.D.* Rulebook (such as garlic) can be used in herbal or alchemical concoctions.

Other aspects of vampiric lore are generally true: vampires do not cast a reflection, and are weakened in sunlight – a vampire is treated as one tier weaker when exposed to sunlight, and a starting tier (spawn) vampire will die instantly. Immortal, reducing a vampire to zero HEALTH does not permanently kill it, and it will revive the following night at full HEALTH unless permanently destroyed; this requires that the vampire be beheaded, although a stake in the heart will suppress the revival until the stake is removed.

ZOMBIE

ZOMBIE

TIER	Starting
SIZE	Medium
Type	Undead
SENTIENCE	Non-sentient
XP	81 (level 0)
STR	4 (3d6)
AGI	1 (1d6)
END	4 (3d6)
INT	1 (1d6)
WIL	1 (1d6)
CHA	1 (1d6)
MAG	0
SPEED	5
CLIMB	3
JUMP	1'/1' (0 sq/0 sq)
INITIATIVE	1d6
PERCEPTION	7 (scent)
CARRY	70 lb
NATURAL DAMAGE	1d6
HEALTH	12
DEFENSE	6
MENTAL DEFENSE	6
RESISTANCES	-
VULNERABILITIES	Good (virtue)
ATTACKS	Bite 3d6 (1d6 damage plus zombie rot)
COMBAT TRICKS	-
SPECIAL ABILITIES	Zombie rot
SKILLS	Scent
EQUIPMENT	-

Zombies are a form of mindless undead which exist only to feed on the flesh of the living. An animated corpse, a zombie can be created by vile acts of necromancy, or simply spread by the creatures themselves via the transmission of zombie rot.

Zombies are slow and shuffling, and move in a straight line towards their prey, regardless of any danger to themselves. Typically found in hordes, zombies are rarely dangerous alone. However, they can quickly overwhelm an unprepared victim, and just a single bite is enough to inflict zombie rot.

ZOMBIE ROT		HOURLY/DIFFICULT [16]			
WIL	4	3	2	1	0
	SICK	SLOW	IMMOBILIZED	DEATH	ZOMBIE

Zombie rot acts like most normal diseases, with an hourly progression rate. However, it has a stage beyond death; the victim can reanimate as a zombie as soon as an hour after they die. A victim who becomes a zombie uses the same stats as a regular zombie; any skills, experience, or meaningful individualization are lost.

A zombie can be created by a necromancer with an *Invito Effigia* (Summon Undead) spell. A simple cantrip can animate an uncontrolled corpse for a single minute, but the most common version of the ritual is a 4 MP spell which animates an obedient zombie for an hour, with stronger versions which create an extra zombie for each additional MP.