

25 APPARITIONS, SPIRITS, AND HAUNTINGS

DONN STROUD



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

COMPATIBLE WITH
**DCC
RPG**



PSYCHODA



PRESS

25 APPARITIONS, SPIRITS, AND HAUNTINGS

CREDITS

Art: Adam B Forman, Sean McCoy, Sam Stroud
Editing: Jarrett Crader

Writing: Donn Stroud
Mago Morto by Pat Eyler

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#1: THE BLIZZARD LOST

Poor souls who lost their way in the blowing snows and succumbed to the cold, these spirits awaken when the icy winds howl and whirl the snow into a white tempest.

Blizzard Lost are tricksters who confuse travelers by calling out from different locations to separate and mislead people foolish enough to be caught in winter storms. These minor ghosts burn with frozen cold, hating fire because they will never be warm again. Drawn to torches and campfires, they exhale their icy breath at flames attempting to extinguish the warmth, becoming visible in the act.

Init +0; Atk cold hand +2 melee (1d6) or icy vortex (1d4); AC 16; HD 3d8; MV 40'; Act 1d20; SP see bullet list; SV Fort +2, Ref +1, Will +1; AL C.

AC 3 [16], HD 3** (12 hp), Att 1 × cold hand (1d6) or icy vortex (1d4), THACO 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 7, AL Chaotic, XP 65, NA 0 (1d6), TT None

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Icy vortex: 20' cone of frigid breath, 6" wide at mouth, 10' wide at far end.
- Invisible until attacking with breath, then visible for two combat rounds after.

#2: CLAWING WISP

These ghosts manifest as translucent misty bodies with ice blue claws. They are the souls of those caught in avalanches, crushed under heavy snow, and suffocated while trying to dig themselves out.

Clawing Wisps attack the unwary by grabbing the feet of travelers as they trudge through snow drifts. A Strength check must be made to escape the grip of the Clawing Wisp or following attacks gain +2 and are considered ripping claw attacks.

Init +0; Atk grasping hold +1 melee (1d3) or ripping claws melee (1d8); AC 19 (hands) 15 (body); HD 2d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +2, Ref +0, Will +0; AL C.

AC Hands 0 [19], Body 4 [15] HD 2* (9 hp), Att 1 × grasping hold (1d3), or ripping claws (1d8), THACO 18 [+1], MV 90 (30'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Chaotic, XP 25, NA 0 (1d8), TT None

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Grasping hold does 1d3 cold damage each round and will grant +2 to the Clawing Wisp's ripping claw attack until escaped.
- The body of a Clawing Wisp can only be hit with silver and magical weapons, but the hands are susceptible to mundane weapons.

#3: NIMBLE WRAITH

Thieves caught and executed, these minor ghosts are obsessed with stealing treasure far past the end of their mortal lifespan. They manifest as a near-solid spirit with bulging eyes, purple face, and often missing a hand (usually the left) which was removed to create a Hand of Glory. They resent this theft, and some say it is the reason they still walk the lands of the living.

Nimble Wraiths attack as thieves. If their opponents are surprised, the Nimble Wraith will back stab (+4 and double damage) the person in the back of the group.


Init +3; Atk touch +2 melee (1d6) and treasure stolen; AC 13; HD 4d8; MV 40'; Act 1d20; SP see bullet list; SV Fort +1, Ref +3, Will +1; AL C.

AC 6 [13] HD 4* (16 hp), Att 1 × touch (1d6 + treasure stolen), THACO 16 [+3], MV 120 (40'), SV D10 W11 P12 B13 S14 (4), ML 7, AL Chaotic, XP 125, NA 1 (1), TT L, R, S

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Treasure stolen: 1d10 coins, or 1 gem or piece of jewelry stolen with each hit. 50% chance these drop to the ground when defeated.



#4: WEeping SPIRIT



Weeping Spirits are found in buildings and are personifications of past disturbing events rather than actual spirits. These minor ghosts can appear 2x a day (in the same location) and manifest as a young woman wearing white, covering her eyes, and weeping. When spoken to she removes her hands, revealing bloody sockets and pouring blood down her face and dress. She attacks, then runs away while disincorporating.

This haunting can be lifted if the building is cleansed by a priest or cleric or the past wrong is righted.

Init +2; Atk bloody touch +3 melee (1d6) and curse; AC 18; HD 4d8; MV 30'; Act 2d20; SP see bullet list; SV Fort +1, Ref +2, Will +2; AL C.

AC 1 [18] HD 4** (18 hp), Att 2 × touch (1d6 and cursed), THACO 16 [+3], MV 120 (40'), SV D10 W11 P12 B13 S14 (4), ML 10, AL Chaotic, XP 175, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Bloody Hand Curse: If touched by a Weeping Spirit, a bloody hand print remains after she flees. The print comes back in 1d4 hours if washed away. It reappears in the same place on new clothing and armor, and on the skin if clothing is removed. Only a remove curse spell will take the bloody hand print away.

#5: GASEOUS HORROR

Glowing with green light, this minor ghost manifests as a floating, bloated torso and skeletal face. Gaseous Horrors are the soul remnants of wanderers led astray by Will-o'-wisps and drowned in the rotten waters of bogs, marshes, and swamps. The smell of the fetid waters and their decaying flesh projects from their non-corporeal remains.

Init +0; Atk touch + 1 melee (1d6 and Stamina Drain); AC 15; HD 3d8; MV 20'; Act 1d20; SP see bullet list; SV Fort +2, Ref +0, Will +1; AL C.

AC 4 [15] HD 3** (13 hp), Att 1 × touch (1d6 and Constitution drain), THACO 17 [+2], MV 90 (30'), SV D12 W13 P14 B15 S16 (3), ML 12, AL Chaotic, XP 65, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Constitution (Stamina) Drain: the Gaseous Horror's rotting touch drains 1 point of Constitution on a successful touch.
- Gaseous Cloud: a horrible smelling cloud projecting out 20' from the ghost. Every person within the cloud must save vs death or fight with a -3 modifier.

#6: BOOMING BLOB

A floating black blob, constantly bubbling and shifting between a person, an explosion of black, and a grotesque mass of twisted parts. They communicate if a favorable reaction is rolled. They return after being defeated within 1d8 days unless the one remaining mortal piece of them, an eye, is found and destroyed.

A Booming Blob haunts a location due to the loss of a treasure that was dear to them while alive (near the alchemical or magical explosion that killed them). If PCs can locate the Blob's treasure, it rewards them with the location of a magical weapon, and then moves on from the living world.

Init +1; Atk touch + 5 melee (1d8) or sonic boom or possession; AC 16; HD 6d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +3, Ref +1, Will +2; AL C.

AC 3 [16] HD 6+2** (34hp), Att 1 × touch (1d8), or sonic boom, or possession, THACO 13[+6], MV 90' (30'), SV D10 W11 P12 B13 S14 (6), ML 11, AL Chaotic, XP 950, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Sonic Boom: All within 300' must save vs spells (DC 11 Fort save) or become temporarily deafened (1d4+1 turns) and disorientated and will 1) drop their weapon, 2) walk in the opposite direction, 3) sit down and stare, 4) attack other party members.
- Possession: A single target must make a WIS check (DC 10 Will save) or become possessed. The oily, black blob enters through the eyes, nose, and mouth. The blob will remain until a successful WIS check (Will save) is made and is vomited out. While the blob is possessing the target, it will try to 1) run to a different location, 2) attack other party members, 3) pretend they are not possessed.



#7: FAMISHED APPARITION

As drought and famine beset an area, those who die of starvation may return as Famished Apparitions. Impossibly thin with swollen bellies, and moaning for sustenance, these starving ghosts are one of the few non-corporeal undead with a physical hunger.

AC 2 [17] **HD** 4* (18hp), **Att** 1 × bite (1d6 + 2), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 125, **NA** 1d4 (1d6), **TT** NA

- **Undead:** Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- **Mundane weapon immunity:** Can only be damaged with silver or magical weapons.

Init +1; Atk claw +3 melee (1d6+2); AC 17; HD 4d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +1, Ref +1, Will +2; AL C.



#8: WATCHER IN THE MIRROR

These ghosts can only manifest as a reflection which they use as a means of torture. Until they are defeated, a Watcher in the Mirror appears to the victim in every pool of water, polished armor, and any other reflective surface. This leads to jumpiness, lack of sleep, and maybe even longer lasting psychological issues. Watchers also have the means to kick, push, or pinch the person they're haunting, adding to the psychological toll.

Watchers in the Mirror usually attach themselves to a victim and slowly wear them down over weeks. If the haunted is in a precarious location or trying to do something carefully, a Watcher tries to push or distract them causing a fall or failure at whatever task the they're trying to accomplish.

A Watcher can be forced into a form that can be fought by causing it to manifest and then turning reflective surfaces to face each other. By breaking the reflections (like smashing a mirror or disturbing the water's surface) a copy of the Watcher is released into the physical realm. However, all reflections must be broken within the same round and each reflection makes 1d3 physical copies of the Watcher.

Init +0; Atk slap + 1 melee (1d4 and Personality Drain); AC 15; HD 1d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +0, Ref +0, Will +1; AL C.
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Roll 2d6 and use one result for appearance and the other to establish if the face is behind the PC's reflection (even) or superimposed upon the PC's reflection (odd).

Watcher in the Mirror's reflective appearance

1. Rotting face
2. Spectral face
3. Beautiful but blood covered
4. Exaggerated comical features
5. Bestial, snarling face
6. The face of a dead loved one

AC 4 [15] HD 1** (4 hp),
Att 1 × fist (1d4 + drain),
THACO 18 [+1], MV 90
(30'), SV D12 W13 P14 B15
S16 (2), ML 12, AL Chaotic,
XP 16, NA 1 (1), TT K

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: Requires a silver or magical weapon to cause damage to a Watcher in the Mirror.
- Drain: with a successful hit the Watcher drains 1d3 points of Charisma (Personality). If the target is reduced to 0 Charisma (Personality), their spirit becomes a Watcher in the Mirror.


Chance of distraction each day/night (anything above 25% interrupts restful sleep, leading to lack of spell memorization, healing, and negative modifiers to saving throws).

1. 80%
2. 60%
3. 50%
4. 25%
5. 10%
6. 5%

Form of distraction caused by Watcher in the Mirror

1. Whispers in the ear
2. Shoving
3. Pinch
4. Covering eyes
5. Slap
6. Loud, disembodied laughter
7. Singing off key
8. Crying
9. Tripping
10. Bumping arms/legs

#9: ETHEREAL PROJECTOR



Ethereal Projectors are ghosts of thieves betrayed during a job, backstabbed, and left at the scene. They haunt the location of their death and can't move more than 300 yards away. This death spot is marked by a dark stain.

When encountered they are standing in the puddle, with their back to whomever approaches (even if multiple people approach from different directions). A single, random target is backstabbed by a ghostly hand.

After this sneak attack they turn and yell about their betrayal. If a favorable reaction is rolled, the Projector can be convinced these people didn't betray them, and may even trade a hidden treasure location if the party agrees to help the ghost get justice.

AC 4 [15] HD 4** (17 hp), Att 1 × backstab (2d6), THACO 15 [+4], MV 120' (40'), SV D13 W14 P13 B16 S15 (Thief 4), ML 12, AL Chaotic, XP 175, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- These minor ghosts have the skills of 4th level thief and will attempt to climb walls, hide in shadows, pick pockets, etc.

Init +2; Atk backstab +3 melee (2d6); AC 15; HD 4d6; MV 30'; Act 1d20; SP see bullet list; SV Fort +1, Ref +3, Will +0; AL C.

#10: GHOST OF ASH AND CHAR

The anger of a Ghost of Ash & Char is unmatched. Rightfully so; they were subjected to the most horrible of deaths. These minor ghosts delight in inflicting pain and suffering upon their victims.

There are many different forms of these vengeful spirits.

Appearance

1. Charred, black, crusty skin, red embers underneath
2. A being of pure flame
3. Normal with smoke rolling out of mouth, eyes, and nose
4. A being of pure smoke
5. Made up of whirling ash
6. A being of embers
7. Blackened shell with burning light within
8. Roll 1d4 times on this table

Init +1; Atk flame hands +2 melee (1d8 + ignite); AC 14; HD 3d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +1, Ref +1, Will +2; AL C.

AC 5 [14] HD 3+1* (16 hp), Att 1 × burning hands (1d8 + ignite), THACO 16 [+3], MV 90' (30'), SV D12 W13 P14 B15 S16 (3), ML 9, AL Chaotic, XP 75, NA 1d6 (1d4), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Ignite: 35% chance of igniting the attacked, causing 1d6 damage each round.
- Takes double damage from cold spells.
- Liquid causes 1d6 damage to a Ghost of Ash & Char.
- When reduced to 0 hp this ghost explodes in a fireball: 20' radius, 2d6 damage, save vs spells for half.

#11: A SCARRED PARADOX

When this ghost is encountered it is human size and shape but hairless and featureless. If attacked, strange things begin happening. As the Scarred Paradox hits PCs, the rents dealt upon their flesh instantly close up, leaving weals and bruises (damage is still received) that never go away. These same marks appear on the ghost, and it begins taking on the facial and bodily features of the PC(s) it's attacking, and they may start to believe it's their own future self's ghost(s).

If they halt combat because of all this weirdness, the Scarred Paradox requests for it's remains to be found and given a proper burial and offers detailed knowledge of a future event the PCs will be involved in.*

Init +2; Atk invisible claws + 4 (1d6 + minor xp drain); AC 17; HD 4d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +2, Ref +2, Will +1; AL C.

AC 2 [17] HD 4+2** (26 hp), Att 1 × invisible claws (1d6 + minor xp drain), THACO 15 [+4], MV 90' (30'), SV D13 W14 P13 B16 S15 (MU), ML 11, AL Chaotic, XP 275, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Minor xp drain: For DCC RPG 1d6 for OSE 1d6 x 10.

*Information could be a trap, a treasure, big bad location or, they can probably just ask in a future session and get some information. It'll be fun? What if the PCs die before the event in question? How would a ghost of their future selves have knowledge of an event they never made it to? Yeah, it's a Scarred Paradox.



#12: LOYAL HOUND'S LAST ACT*

When the PCs are in dire straits, and it's looking like they won't make it out of their current predicament alive, one of them may call upon their loyal hound one last time. A PC can make this call by succeeding a Charisma (Personality) check. If successful, their spectral canine comes bounding back from the spirit realm, appearing as a ghostly blue version of their former selves.

The Loyal Hound's last act of love and devotion can take a variety of forms depending on the need of their owner: guiding the party back to a road or civilization, digging them out of a collapsed building or mine, or even ripping apart some enemies. In the last case, the ghostly dog can attack 1d4 + 2 times (single opponent or spread out among different targets).

Obviously the Loyal Hound's Last Act should be limited (probably once per campaign) and not abused, but I'm not the boss of you.

*Doesn't have to be a dog. A PC is free to call back a cat, hamster, snake, goldfish, toad, etc.

#13: WEAPON WRAITH

Often a great warrior, dying with their favorite weapon in hand, becomes a Weapon Wraith. These spirits manifest as independent, floating weapons. During combat the rest of the disembodied wraith starts to appear as a wispy, black funeral shroud if the area around the weapon is specifically attacked by a character (stated by the PC) or area effect damage. With each hit landed in this manner, more of the body appears and the AC is adjusted as it grows easier to hit. If just the weapon is attacked, the wraith doesn't appear and the AC doesn't change.

The weapon clatters to the ground when the wraith is defeated. It functions as a +1 magic weapon against the living for the next 1d6 weeks after which it turns into a black tendril of smoke and dissipates.

Body part reappearing/adjusted AC

- 1st hit: Right arm +1 [-1]
- 2nd hit: Torso +2 [-2]
- 3rd hit: Head +3 [-3]
- 4th hit: Left arm +4 [-4]

Init +1; Atk weapon + 3 (1d6 or by weapon); AC 14; HD 4d8; MV 120'; Act 1d20; SP see bullet list; SV Fort +2, Ref +1, Will +0; AL C.

AC 5 [14] HD 4+1* (22hp), Att 1 × weapon (1d6 or by weapon), THACO 15 [+4], MV 120' (40'), SV D10 W11 P12 B13 S14 (Fighter 4), ML 9, AL Chaotic, XP 200, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: Can only be damaged with silver or magical weapons.
- Damage Reduction: Takes half damage from silver weapons.

What weapon?

1-2 Short Sword
3-4 Hand Axe
5-6 Spear
7-8 Mace
9-10 Halberd
11-12 Battleaxe
13-20 Long Sword

#14: SPIRIT OF CONTAGION

Whenever a disease ravages a location there's a good chance Spirits of Contagion are created. As much a psychic collection of pain and suffering as an individual spirit, these minor ghosts manifest as a person afflicted with various diseases. During combat, they lose form and begin turning into a sickly green blob covered in sores, scabs, and oozing wounds.

Init +0; Atk fist +4 (1d6 + disease); AC 15; HD 3d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +3, Ref +0, Will +1; AL C.

AC 4 [15] HD 3* (14hp), Att 1 × fist (1d6 + disease), THACO 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (3), ML 11, AL Neutral, XP 50, NA 1d6 (1d8), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Disease: A Spirit of Contagion can spread diseases on a 1-in-6 with a successful attack.



#15 : EXPIRED

ENTANGLEMENT

Sometimes, upon death, the soul and body fail to separate. These strange conjoined undead keep walking the living lands. The ghostly form can be seen trying to twist from the rotting body, while tugging the shambling corpse along. (These are two enemies and two targets, and they attack (and may be attacked) separately.)

Corpse

AC 7 [12] **HD** 3+2* (19 hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 16 [+3], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 75, **NA** 1d4 (1d4), **TT** NA

- If the corpse reaches 0 hp, roll the Monster Reaction Roll again. On 6+ the ghost is released and fades away.
- **Undead:** Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.

Init -1; **Atk** bash + 3 (1d8 or weapon); **AC** 12; **HD** 3d10; **MV** 30'; **Act** 1d20; **SP** see bullet list; **SV** Fort +3, Ref +0, Will +1; **AL** C


Soul

AC 3 [16] **HD** 4* (18hp), **Att** 1 × touch (1d8), **THACO** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Chaotic, **XP** 125, **NA** 1d4 (1d4), **TT** NA

- **Undead:** Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- **Mundane weapon immunity:** Can only be damaged with silver or magical weapons.
- If the spirit reaches 0 hp, the corpse is released and collapses.

Init +1; **Atk** touch + 3 (1d8); **AC** 16; **HD** 4d8; **MV** 30'; **Act** 1d20; **SP** see bullet list; **SV** Fort +1, Ref +2, Will +1; **AL** C.

#16: GHOSTLY WAGON



“Everybody in these parts knows about the Ghost Wagon. First you see the swaying of the lanterns, then you hear the creaking of the wagon, the clomping of the horses’ feet, finally you see it and wish you had not witnessed the passing of the Ghost Wagon!”

What is the Ghost Wagon and How Does It Manifest?

1. Wagon carrying dead soldiers back from a war/ghost soldiers sit astride their own torn bodies.
2. Funeral wagon hauling a fancy casket/the Gaunt Undertaker drives an elaborate black coach.
3. Death collecting souls/the Grim Reaper drives a coach drawn by skeletal horses.
4. A coach of orphans going to the orphanage/glowing children with pitch black eyes stare out from broken glass windows.
5. Newlyweds gone over a cliff on their nuptials/battered carriage with a pale, young couple looking sadly from their seat.
6. The Butcher's cart/dripping blood and entrails with human corpses piled up.

What Should You Never Do?

1. Make eye contact with the driver.
2. Make eye contact with the passengers.
3. Take a breath until it passes.
4. Look away.
5. Talk to anyone on the coach.
6. Have a light shining as the coach passes.
7. Talk to anyone on the coach.
8. Look away from the scene.

What Should You Always Do?

1. Make a holy sign to protect your party.
2. Say a prayer for the souls on the wagon.
3. Make an offering (1d4x100gp) to a religious institution or shrine when next near one.
4. Whistle or sing a song.
5. Build a memorial to the deceased.
6. Ask locals about the background/story.

What Does the Wagon Do?

1. Save vs spells or lose 1d6 hp due to the cold surrounding the wagon.
2. Save vs death or lose 1 point of a random attribute score permanently.
3. Save vs paralysis or be unable to move for 1d6 hours.
4. Save vs wands or not be able to sleep that night therefore not healing or gaining spells the next day.

#17: MAGO MORTO

Occasionally a magic-using adventurer will survive the rest of their party, only to die alone (and often in hiding) in a dungeon. (Roll 1d10, on 1-7 the Mago Morto will be a magic-user, on 8-10 an illusionist.)

Their spirits remain, able to cast spells, paranoid, and defending their remains. They appear as a translucent image of themselves as they died. Their isolation and undeath leaves them perceiving anyone encountered as monsters and they will attack, calling for the "monsters" to die or surrender. If the PCs attempt to parley, they may break through the Mago Morto's misperception.

The ghost wants to have their remains (and treasure) taken to their heirs. There is a 25% chance those heirs are long dead. If the party is able to fulfill the Mago Morto's desire, it will inscribe a spell onto a scroll. This act consumes the last of its lifeforce and it fades into the afterlife when the scroll is complete.

Init +0; Atk hit +3 (1d4 or weapon) or spell casting; AC 10; HD 3d8/4d8/5d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +1 Ref +2, Will +2; AL Any.

AC 9 [10] HD 3/4/5** (13/18/24hp), Att 1 x weapon (1d4) or spell casting, THACO 17 +[2]/16 [+3]/15 [+4], MV 120' (40'), SV D10 W11 P12 B13 S14 (4), ML 12, AL Any, XP 65, 175, 325 NA 1 (1), TT F

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: Can only be damaged with silver or magical weapons.
- Casts spells as a magic user or illusionist.



#18: GHOST-RIDDEN SCROLL/GHOST IN THE SPELL

A Ghost-Ridden Scroll

Sometimes a ghost is accidentally (or purposefully) transcribed into the very text of a spell. This traps the spirit until the spell is cast. If a wizard copies the spell into their spell book, the ghost is copied along with it.*

When cast for the first time, the ghost is released along with the spell. A Monster Reaction Roll is made to determine the ghost's behavior. If the PCs are in combat, the ghost could aid them on a positive roll, drift away on a neutral, or join the fight against them on a negative result.

The Ghost in the Spell

These ghosts appear as semi-transparent humans covered in magical sigils, runes, and text.

If the spell was copied into a spell book*, what happens to the written spell when the ghost escapes? Roll 1d8 to find out.

- 1-4 Ghost transcription is erased, leaving just the spell.
5. Ghost transcription is erased and ruins the spell. It has to be researched and relearned.
6. Ghost transcription is erased and the spell changes into another spell. (Randomly determined)
7. Ghost transcription is erased along with the rest of the spell.
8. Ghost transcription remains and summons a copy of the ghost every time the spell is cast.

AC 3 [16] HD 6* (27 hp), Att 2 × touch (1d6) or cast spell, THACO 14 [+5], MV 120ⁱ (40'), SV D10 W11 P12 B13 S14 (6), ML 9, AL Chaotic, XP 500, NA 0, TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: only harmed by silver or magical weapons.
- Cast Spell: every other turn may cast the spell they were transcribed with or hurl a magical bolt that causes 4d4 damage.

Init +2; Atk touch + 4 melee (1d6) or magical blast or spell; AC 16; HD 5d8; MV 30'; Act 2d20; SP see bullet list; SV Fort +2, Ref +1, Will +3; AL C.
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#19: SEARCHING PHANTASM

Some say these ghosts are just silly stories shared around a roaring fire to scare children.

Searching Phantasms think they are missing some part of their body and are trying to locate it. Those haunted by these ghosts hear a phantom voice echoing around them, asking for the missing body part. This haunting causes growing stress and lack of sleep, which interrupts healing and spell learning/requests each morning but only persists until the victims move out of range (level of shade x 30 miles). Successfully defeating the ghost ends the haunting as well, but they only manifest at midnight or when touched by holy water. This physical manifestation lasts for only 30 minutes. Eventually a defeated Searching Phantasm reforms and returns to the area where they died to resume this haunting with new targets.

Init +1; Atk fist +5 melee (1d6,/1d8/2d6); AC 13/15/17; HD 3d8/5d8/7d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +2, Ref +0, Will +1; AL C.

AC 6 [13]/4[15]/2[17]
HD 3*/5*/7*
(13/22/31hp), Att 1 × fist (1d6/1d8/2d6), THACO 16 [+3]/14 [+5]/12 [+7], MV 120' (40'), SV D10 W11 P12 B13 S14 (As Fighter of same level), ML 7, AL Chaotic, XP 50/300/850, NA 1 (1), TT NA

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.

#20: DROWNED SPECTER

Appearing as young woman beneath the water, this angry spirit wants to drag the living down to a watery grave. A Drowned Specter can manifest on land, but a part of it must always be in contact with the water it drowned in. They always have wet skin with a blueish cast, and long hair that appears to float whether the ghost is in the water or not.

A Drowned Specter can cast *charm* once a day, but also pretends to be drowning to get their victim close enough to pull under the surface. Once in the Specter's grasp, many find it hard to escape the tendrils of hair and slippery grasp of these pale maidens.


If the skeletal remains of a Specter can be located and properly buried, the soul is put to rest. Often there's a small amount of treasure stashed away with the remains.

Init +2; Atk drown + 3 melee (1d8); AC 13; HD 4d8; MV 30'; Act 1d20; SP see bullet list; SV Fort +1, Ref +2, Will +1; AL C.

AC 6 [13] HD 4*** (21 hp), Att 1 × Drown (1d8), THACO 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (4), ML 9, AL Chaotic, XP 225, NA 0, TT D

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: only harmed by silver or magical weapons.
- Cast *charm* once a day
- Drown: after successful attack, the Specter pulls the target under the water. A Strength Check must be passed to escape.

#21: THIRSTY SOUL



Manifesting as pale humanoids with fangs and sharp claws, these spirits are sometimes mistaken for vampires for both their unsavory habits and appearance. Unlike vampires, these are non-corporeal undead who thirst for blood. They are able to cut the skin of the living and suckle from the wound. Thirsty Souls often travel in small groups and can quickly bleed a person dry if not fought off.

AC 8 [11] **HD** 2 (8hp), **Att** 1 × slashing claws (2d6), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 20, **NA** 1d10 (1d8), **TT** NA

- **Undead:** Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.

Init +1; **Atk** slashing claws +3 melee (2d6); **AC** 11; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** see bullet list; **SV** Fort +1, Ref +2, Will +0; **AL** C.

#22: RINGING SHADOW

These dark shadows, draped in burial shrouds, chains, and bells, haunt old burial grounds and the connected catacombs. They drift about silently until disturbed, then attack by whipping their chains up to 15' away and making a Sonorous Ringing capable of freezing the less stalwart in fear.

AC 4 [15] **HD** 7* (31hp), **Att** 1 × chain bash (1d10) or sonorous ringing, **THACO** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S11 (7), **ML** 9, **AL** Chaotic, **XP** 850, **NA** 1 (1), **TT** D

- **Undead:** Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- **Sonorous Ringing:** Save versus paralysis or be frozen in fear for 1 round by the rattling of chains and ringing of bells.

Init +3; **Atk** chain bash +6 melee and/or ranged (1d10) or sonorous ringing; **AC** 15; **HD** 7d8; **MV** 30'; **Act** 2d20; **SP** see bullet list; **SV** Fort +2, Ref +3, Will +3; **AL** C.

Sonorous Ringing: Pass DC 13 Will save or freeze in fear for 1 round.

#23: OSSUARY POLTERGEIST

These poltergeists are known to haunt the stacked constructs of bones and skulls in older ossuaries. They manifest as a swirling vortex of bones that when in full motion resembles the clacking sounds of wooden wind chimes. An Ossuary Poltergeist uses bones as missile weapons in both ranged and close combat and can fire them accurately as far as 120'.

Init +4; Atk bone missiles +3 ranged and/or melee (2d4); AC 12; HD 5d10; MV 30'; Act 2d20; SP see bullet list; SV Fort +2, Ref +3, Will +1; AL C.

AC 7 [12] HD 5* (22hp), Att 2 × bone missiles (2d4), THACO 12 [+4], MV 120' (40'), SV D10 W11 P12 B13 S14 (5), ML 11, AL Chaotic, XP 300, NA 1 (1), TT 5

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: Can only be damaged with silver or magical weapons.



#24: HOLY/UNHOLY APPARITION

Occasionally the soul of a cleric can return to the lands of the living with their full clerical powers. They manifest as they were in life and in full regalia and vestments.

If Lawful in life, they may only return to complete a very important task, but if Chaotic their goal is to spread misery and horror as long as they're able to. Unholy Apparitions can turn the living, while Holy Apparitions can turn the undead per usual rules. Regardless of level of the cleric upon death, these ghosts have the available spells and powers of an 8th level cleric.

Init +3; Atk weapon +5 melee (1d8 or weapon) or spell; AC 17; HD 8d8; MV 30'; Act 2d20; SP see bullet list; SV Fort +3, Ref +3, Will +5; AL C.

AC 2 [17] HD 8** (70hp), Att 1 × weapon or spell, THACO 12 [+7], MV 120' (40'), SV D8 W8 P10 B10 S12 (8), ML 8, AL Any, XP 1,750, NA 1 (1), TT G

- Undead: Make no noise until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- Mundane weapon immunity: Can only be damaged with silver or magical weapons.
- Cast clerical spells and turn undead/living per 8th level cleric.

#25: HAUNTED PLACES

Sometimes just saying “this place is haunted” isn’t enough. Here are some quick ideas to add a bit more detail. They may help flesh out a mini adventure on the fly when needed.

Why is it haunted?

1. House has accumulated negative energy through past events.
2. A person was murdered here and is angry.
3. Accidental death(s) have trapped spirits in house and can’t move on.
4. House sits on or near burial ground or cemetery.
5. In the path of ghosts coming back from an old battle.
6. Artifact or occult device was activated here.
7. It’s a place of dark, necromantic rituals.
8. The veil is thin here because of the arrangement of ley lines.

Visuals

1. Appearing as it once did, unbroken and new.
2. Blood-smeared and gory.
3. Insubstantial.
4. Illusions layered on top making navigation tricky.
5. Strange cloying mists.
6. Black puddles and ooze.
7. Glowing orbs floating.
8. Patches of darkness in corners.

Audibles

1. Knocks
2. Scratching
3. Disembodied groaning
4. Occasional screams
5. Footsteps
6. Sound of crying
7. Shouting through the walls
8. Whispers

What is hunting this place?

1. Weeping Spirit
2. Weapon Wraith
3. Spirit of Contamination
4. Thirsty Soul
5. Famished Apparition
6. Booming Blob
7. Expired Entanglement
8. Ghost of Ash and Char
9. Scarred Paradox
10. Nimble Wraith
11. Ringing Shadow
12. Holy/Unholy Apparition

Solving the haunting

1. Defeating the ghost.
2. Helping the ghost.
3. Finding a specific spot in the place to cleanse.
4. Performing an exorcism on the area.
5. Destroying the root/heart of the place.
6. Blessing the area.

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