

d12 Monthly

**MENAGERIE
ISSUE**

Issue 15
August, 2022

COMBAT MANOEUVERS!

**NEW WAYS TO KILL YOUR
OPPONENTS**

GOVERNMENTS AND MAGIC

**HOW GOVERNMENTS
DEAL WITH CASTERS**

UNUSUAL MAGIC WEAPONS

Residual Magic: How magic lingers well after the spell fades

d12 Monthly is a helpful resource for fantasy roleplayers.

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The Menagerie Issue

When I see a closed box or coffer or chest, I have an overwhelming desire to see what's inside.

I hope you get the same feeling when seeing the cover of this unopened zine - the desire to see what treasures lay within.

This month I bring you no theme at all really. If I was to put a name to it, it would be sword & sorcery.

Not because it has the sword & sorcery theme, but because it traditionally deals with two great themes in fantasy gaming: weapons and magic.

And, of course, undead. You always need undead.

From adding more excitement to your combats, to giving PCs (or NPCs) some interesting magic weapons to fight increasingly more dangerous undead, to detecting the remnants of magics already called-upon, you will hopefully find something in this issue that you can use at your table, or that will spark your imagination.

At least, I severely hope so. And, as always, happy gaming!

- Russ from YUMDM
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About Me

I have been roleplaying for over 30 years and DMin'g for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Other TTRPGs I like: WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

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Choose Your Weapon

Get One Up On Your Opponent



Weapons play a large part in how combats play out. Or, at least, they should. Most PCs wield the same type of weapons and most weapons do similar damage, so most combats end up becoming a repetitive slog-fest of exchanged blows.

The following rules try to give all martial combatants - PCs and foes alike - the chance to perform some truly battle-changing manoeuvres.

Manoeuvres

Manoeuvres in this context mean using your weapon to execute certain outcomes, as outlined below.

Disarm

You can attempt to disarm your opponent, causing them to drop their weapon.

When attempting a disarm, use your attack result as an opposed check versus the target's new attack check - if your attack result is higher, they are successfully disarmed.

Dismount

You may cause a rider to fall off their mount and onto the ground.

When attempting to dismount an opponent, use your attack result as an opposed check versus the opponent's ride check - if your attack result was higher, they have been dismounted.

Reach

While not technically a manoeuvre, it is important to remember a few weapons have the ability to extend the wielder's reach in combat. These weapons cannot be used in confined quarters, but will allow the wielder to reach opponent's 10-ft away.

Sunder

With some heavy slashing or bludgeoning weapons, you may strike an opponent's weapon or shield in an attempt to break it.

When attempting to sunder an opponent's weapon or shield, use your attack result as an opposed check versus the target's attack check - if your attack result is higher, use the damage result as damage to the weapon or shield (see *Weapon Sturdiness* later in this article).

Trip

You can attempt to trip up or bash an opponent to the ground, so they end up prone.

When trying to trip an opponent, after making a successful attack, make an opposed check against your Strength versus your opponent's Strength or Dexterity. If your check is higher, the opponent is knocked prone. Those prone must spend their next move getting back up.

Using Manoeuvres

There are two main ways you can trigger a manoeuvre in combat:

1. If you are using a weapon that has a particular manoeuvre attached to it (and your attack roll is successful)
2. If your attack check is at least 5 higher than what you needed to hit when using any weapon

A combatant must be proficient with a weapon to trigger manoeuvres with it.

Weapons And Manoeuvres

Particular weapons can easily perform certain manoeuvres.

Listed below is a list of weapons and the manoeuvres they can perform. An attacker can usually either cause damage *or* perform a manoeuvre, not both (although see **Damage + Manoeuvre** later in this article).

When wielding a weapon with a particular manoeuvre listed, the attacker simply has to succeed in their attack check and a manoeuvre can be performed.

If an attacker wants to perform a manoeuvre with a weapon without that manoeuvre listed, then they need to roll 5 more than they require to hit to be able to perform that manoeuvre.

Damage + Manoeuvre

If the attacker is using a weapon with a particular manoeuvre *and* manages to achieve 5 or more than needed, then they

may elect to cause damage AND perform that manoeuvre as a result of the attack.

Weapon Sturdiness

All weapons have a hardness of 5, while shields (which are built to resist blows) have a hardness of 10.

When a weapon is successfully Sundered, take the weapon's hardness away from the damage the weapon is dealt. The remainder is the chance out of the hit die of the weapon that the weapon has to break.

For example, if a longsword (which has a damage die of D8) takes 9 points of damage, it has a 4 (9-5) in 8 chance of being destroyed. A two-handed sword (damage die of D10), would have a 4 in 10 chance. Each time a weapon tests its hardness (whether successful or not) it reduces its Hardness by one point - this means it becomes easier to break with each hit.

Combat Example

Faye, our fearless and nimble fighter, is taking on two Hobgoblins using Falchions. Faye is armed with her trusty halberd.

The Hobgoblins win initiative and the first Hobgoblin rolls a 16, for a total attack score of 18, which is enough to hit Faye's AC of 14, but would not be enough to use the Sunder manoeuvre except that the hobgoblin is wielding a Falchion, which has that manoeuvre. He elects to trigger the manoeuvre rather than cause damage.

Faye now needs to make an opposing attack roll equal to higher than the Hobgoblin's

attack roll. She rolls a total of 21 - enough to ignore the Hobgoblin's Sunder attempt and the first Hobgoblin's attack comes to an end.

The second Hobgoblin also tries to Sunder Faye's halberd and rolls a 19! With +2 for his attack, this brings the total to 21 - move than 5 higher than needed to hit.

That means, the Hobgoblin can cause damage *and* perform the Sunder manoeuvre. He elects the former and the DM rolls 9 for damage and Faye's player must roll 21 or more on her attack roll or her weapon will take damage.

She rolls a 12 - way lower than the Hobgoblin's 21 - and both are damaged.

The hardness of Faye's polearm is 5, which is taken from the 9 damage, leaving 4. The halberd uses a D10 for damage so Faye needs to roll 5 or better for her halberd to be okay. She rolls a 6 - just enough.

She hears a slight crack, but her weapon holds together (she will need to have it repaired as the weapon's hardness has now dropped to 4).

It's Faye's turn and she attacks the first Hobgoblin.

With the first, she tries to trip up the Hobgoblin, and successfully hits with a total attack of 18. Not enough to cause damage *and* attempt a trip, but because the halberd has the trip manoeuvre, Faye can attempt it.

Faye makes a strength check and gets a 15. Versus the Hobgoblin's strength or dexterity check, which comes out to only 13 - Faye manages to sweep the legs out from under the Hobgoblin and he falls prone.

Faye then resets her halberd, pointing the long spike towards the advancing Hobgoblin. She thrusts at just the right time and, with a Natural 20 on her attack roll, she manages to impale the Hobgoblin.

With a total attack well over the Hobgoblin's AC, she can also use a manoeuvre but elects not to as the first Hobgoblin drops dead.

The fight continues.

Weapons, Damage Types, and manoeuvres

Weapon	Type	Manoeuvres
Falchion	S	Sunder, Trip
Flail	B	Trip
Glaive	S	Dismount, Reach
Greataxe	S	Sunder, Trip
Greatclub	B	Trip
Greatsword	S	Trip
Guisarme	S/P	Dismount, Reach, Trip
Halberd	S/P	Dismount, Reach, Tip
Lance	P	Dismount
Ranseur	P	Disarm, Dismount, Reach
Scythe	P/S	Trip
Warhammer, 2-handed	B	Trip

I Found a Magical What!?

Unusual Magical Weapons

The usual cache of treasure consists of a pile of gold, some potions, and a magical sword.

But what about other weapons? The rarely used ones. They need some magical affection too.

Polearms

Listed below are two magical polearms.

The Bright Blade

A magical glaive

Appearance

A long staff made from a combination of ivory and amaranth wood, with a bright and reflective blade.

Lore

Many believe this glaive's name came from its bright blade, but in reality it comes from the blade's natural cunning in combat.

Benefits

This +2 weapon has a number of additional abilities:

- The Bright Blade is an intelligent/sentient weapon (Int 9, Ego 6, Communication: empathy, AL: lawful).



- It allows its wielder to make any manoeuvre possible if they roll 5 or higher than needed to hit (see the article *Choose Your Weapon* in this issue).

- When wielded in combat in daylight (or a in the presence of a *Daylight* spell - regular light spells are not powerful enough), the wielder can make an additional manoeuvre:

Blinding Flash: The blade catches the available sunlight and is shone into the eyes of a single opponent, causing them to be effectively blind against the attacker for

the next round.

- It is aware of, and allows its wielder (via its empathy) to see, all invisible opponents within 60-ft.
- It can heal its wielder when engaged in combat. Each round the glaive is being used in combat, it will heal the wielder 1 HP of damage sustained in this combat only (no prior damage will be healed, even if caused when using the Bright Blade).

Drawback

It is a slow and heavy weapon (always going last when wielded).

Dreamspike

A magical pike

Appearance

This magical pike is made of blackwood and tip with a silver spike which is covered in runes and symbols.

Lore

The dreamspike was a gift from a Hag (in disguise) to the new king of Cambria upon his coronation.

Quirk

The owner yawns a lot.

Benefit

This +1 pike has the following abilities:

- Anyone hit by this weapon must make a successful saving throw or fall asleep (as per *Sleep* spell) for D10 rounds. Once they save successfully they cannot be affected for 24 hours.
- Once every so often, the Dreamspike gives its wielder a prophetic dream. This can be used by the GM as a way to impart information or spur on adventures.
- The silver tip allows it to cause damage to any lycanthrope.

Drawback

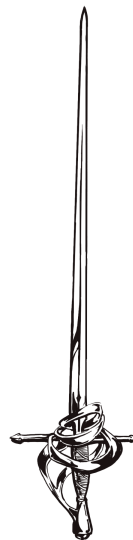
The night of the dream, the character will have a restless night's sleep and so will gain one level of fatigue.

Blades

Two unusual blades are listed below.

Night's Strike

A magical rapier



Appearance

A pale-grey coloured hilt and guard with a black blade.

Lore

Created by a long-dead wizard, this blade was forged during a night with a full moon and draws its power from the lunar object.

Quirk

It seems to gravitate to those with lycanthropy.

Benefit

This +1 rapier has but one special ability:

- On a natural 20 it permanently blinds the opponent hit, no saving throw allowed.

Drawback

During daylight hours it is -1 to hit.

Brand of Vengeance

A magical scimitar



Appearance

This scimitar has its distinctive curved blade fashioned from high-quality steel and craftsmanship. It has runes down the length of the blade and a crimson hilt, fashioned from cord and silk ribbon.

Lore

Created by a powerful yet paranoid mage-warrior, this blade has been used many times to right wrongs - real or imagined - by its various owners.

Quirk

It gets hot in the hand when being wielded for vengeance.

Benefit

This +3 scimitar has the following abilities:

- The blade will burst into flame when used to enact revenge upon someone, causing an additional D6 fire damage with each successful hit.

Drawback

Causes the owner to become obsessed with revenge.

Sickles and Scythes

Bone Scythe of Zagnoth

A magical scythe

Appearance

A wooden shaft holds a bone skull of some long-forgotten beast and a bone blade jutting from it.

Lore

Constructed by a farmer who started experimenting with his flock and then his fellow villagers, the Bone Scythe is said to be over 1,000 years old.

Quirk

It whispers dark tidings during the night.



Benefit

This +3 scythe has the following abilities:

- On a natural 20, the scythe does a massive critical hit, slicing most opponents in two. It is treated as an automatic critical which does x4 damage.
- Each hit that causes 5 or more points of damage has a chance of causing the target's soul to be torn from their bodies, causing

instant death. Save versus death/constitution or die.

Drawback

Any souls torn from their victims become Ghosts which have a burning hatred of the wielder.

Death Sickle

A magical sickle



Appearance

A silver blade with a bone haft with runes carved on it and red ribbon bound around it.

Lore

The Death Sickle was the weapon of Thornrot, a corrupted druid-turned necromancer who, in turn, corrupted Winterwood.

Quirk

When held, the wielder's hand blackens.

Benefit

The Death Sickle has the following abilities:

- If a target is hit by this weapon they must make a save versus death/constitution or lose a level (or gain a negative level).
- When held, this sickle will protect the wielder from all fire damage, making them immune.

Drawback

Each time a natural one is rolled when using this weapon, it corrupts the wielder, leeching their life force. The wielder permanently loses one point of Constitution. When it reaches 0, the wielder becomes a lich.

Other Weapons

Swarm of the Elements

A magical flail

Appearance

This black-shafted flail has four heads, one representing each of the four elements, with spiked heads coloured white (air), brown (earth), red (fire), and blue (water).

Lore

It is said in tales this flail was created by the angels of the elemental gods themselves, but it probably has a much more mundane beginning, but unfortunately this has been lost to the ages.

Quirk

It is quite heavy, weighing twice as much as a usual flail.

Benefit

This +1 flail has the following abilities:

Each head has a separate effect, depending on which one hits the target. To determine this, roll a D6 and consult the following table.

Table: Flail Head

D6	Flail Head
1	Air
2	Earth
3	Fire
4	Water

5-6 Two heads hit, roll 2D4*

* The abilities of both heads affect the target

- **Air:** The opponent is hit with a gust of wind, knocking them to the ground, prone. No save is allowed.
- **Earth:** For the next round, the target is welded to the ground, unable to move. They lose their Dexterity bonus to armour class and have a move/speed of 0.
- **Fire:** The head of the flail bursts into fire and inflicts an additional D6 fire damage to the target.
- **Water:** A burst of ice sprays out, hitting the target and anyone else within 5-ft, causing D6 damage to

the target and everyone within range. The wielder is immune.

Drawback

If a natural 1 is rolled when attacking with this flail the heads all hit each other causing an elemental rift, letting one large elemental (roll on table above to determine type) to come through before it closes again. The elemental will not be under the wielder's control.

Whitewood Staff of the White

Witch

A magical staff



Appearance

A bone-coloured wood from the northern wastes was used to construct this staff.

Lore

The White Witch was a powerful sorceress who lived over 200 year ago. She used the staff most famously against a cadre of fire demons who were summoned by one of her rivals.

Quirk

It is cold to the touch. Growing colder when in the presence of fire-dwelling creatures

Benefits

The whitewood staff has the following abilities:

- It causes 2D6 damage (instead of the usual D6) versus fire-based creatures.

- It can shoot out cold magic missiles (as the *Magic Missile* spell but they do cold damage instead) at a cost of one charge per missile.
- It can create a powerful cold burst of ice and freezing mist that causes all within 30-ft 6D6 damage (6D12 if they are vulnerable to cold attacks). This costs 5 charges.
- Anyone holding the staff is immune to the staff's other abilities and gains a +4 magic bonus to saving throws versus cold damage and effects.

Drawback

The welder's skin turns pale and becomes cold to the touch. This is a gradual effect that happens over a one-month period.



Hey, You There!

How Governments Deal with Spellcasters

Spellcasters, especially wizards, are powerful individuals who could spell doom to a whole Nation.

Which is why governments and rulers need to regulate or at least, keep a close eye on them. Here's how.

There are several ways governments and rulers may restrict or ban spellcasting - completely or by school.

Policing

Governments can keep a close eye on all spellcasters, having their fingers "peace-bound"* when entering a city or town, following suspected wizards, or including their own spellcasters (with protection and dispel magics).

*This consists of tying the index and ring fingers together with ribbon or string.

Sanctioned Spellcasters

Governments can employ or hire their own spellcasters to limit, control or dampen magic.

Spies & Spying

Governments can use either magic or people to spy on visitors, or even their own citizens. This way, governments can control dangerous spellcasters from doing any damage.

Laws & Regulation

Tight and restrictive laws and regulation - both national and local - can restrict the use of, or ban outright, magic and spellcasters.

Taxes

Taxes can be used to heavily regulate or control the supply of components used in spellcasting or magic item creation.

By Spell School

Governments may be more subtle with the way they restrict spellcasters, banning or restricting certain spell schools and not others.

Or, they may only allow a certain level of spell school to be legally taught, or even ban individual spells.

This can vary from Nation and region and can have wide-ranging impacts.

Abjuration

The School of Abjuration emphasises magic that blocks, banishes, or protects.

Typical Spells: Mage Armour, Lesser Restoration, Dispel Magic, Death Ward, Dispel Evil, Anti-Magic Field.

Abjuration magic would be both useful and beneficial to governments, and could even be encouraged or state-sanctioned by a city-state or nation. After all, its focus is all about protection and this is something rulers of those nations would be interested in.

Conjuration

Conjuration favours spells that produce effects, objects and creatures out of thin air.

Typical Spells: Fog Cloud, Web, Stinking Cloud, Evard's Black Tentacles, Conjure Elemental, Planar Ally, Mighty Fortress.

Conjuration is a mixed bag.

On the one hand you have some pretty benign and useful spells, but on the other, you have the ability to summon demons and other powerful foes. Those in power would be (and should be) looking at controlling what conjurers actually conjure.

Divination

Divination magic strives to part the veils of space, time, and consciousness.

Typical Spells: Detect Magic, Detect Thoughts, See Invisibility, Clairvoyance, Locate Creature, Contact Other Plane, True Seeing, Foresight.

This school would be a popular one for governments, and a well-guarded one as well. Rulers would want to know what the future holds while restricting others' access to that same knowledge.

Enchantment

Enchantment is the ability to magically entrance and beguile other people and beings.

Typical Spells: Sleep, Suggestion, Charm Monster, Dominate Person, Power Word: Kill.

This school could be closely watched by governments and possibly banned outright. Or, at least, severely restricted.

The main reason being that a high level wizard could potentially kill the ruler or political opponent with a simple word!

Even lower level mages could alter the perceptions and decisions of a target.

Evocation

Evocations create powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

Typical Spells: Magic Missile, Melf's Acid Arrow, Fireball, Wall of Fire, Wall of Force, Mordenkainen's Sword, Meteor Swarm.

This is one of those schools the war department would be very keen on. Leaders would want to fund this school and expect that its wizards would help defend the nation if attacked, and even be a part of their standing army.

Illusion

Illusion magic focuses on all that dazzles the senses, befuddles the mind, and tricks even the wisest folk.

Typical Spells: Minor Illusion, Invisibility, Major Image, Phantasmal Killer, Dream, Mirage Arcana.

This is a school that would frighten most rulers. Being able to trick and confuse

those in charge would be a great threat indeed.

This school could be banned, driving its practitioners underground, similar to that of a Thieves' Guild.

Necromancy

The School of Necromancy explores the cosmic forces of life, death, and undeath.

Typical Spells: Ray of Sickness, Feign Death, Animate Dead, Enervation, Finger of Death.

This is definitely one that would be banned in most good-aligned nations. Creating undead and taking the lifeforce from others is something that would be abhorrent to most good-aligned civilisations.

Transmutation

Transmutation deals with spells that modify energy and matter.

Typical Spells: Feather Fall,Enlarge/Reduce, Fly, Polymorph, Passwall, Disintegrate, Time Stop.

This is another one, like conjuration, that nations would be keeping a close eye on as it could be used for or against it.

As you can see, there are many ways a government may choose to ban or restrict spellcasters. This does not mean that characters cannot learn and practice these magics, but they will need to be careful when doing so.

Lingering Effects

Residual Magic



When spells and rituals are cast, magical energies are unleashed and used to power a specific effect.

The imprint of those energies is left behind after the energy is used up - a sort of shadow of the energy is still there, lingering.

This is residual magic. And it can be detected by those who are attuned to it.

The residual energy left over will depend on the power of the spell being cast or magic being used.

Magic items, like wands, rods, and staves, also give off some residual energies when used.

Spells

The residual magic given off by spells depends on the level of the spell being cast and the level of the caster, as shown below.

Table: Spells and Residual Magic

Spell Level	Time Units
1-3	Hours
4-6	Days
7-9	Weeks
10+*	Months

*This level and beyond can be reached by casting rituals (see the article *Gather Around* in *Issue 14* of **d12 Monthly** for information on casting ritual magic).

The number of time units depends on the level of the caster.

For example, if a 5th level wizard cast a 2nd level spell, it would still be detectable for 5 hours after it was cast. If an 18th level caster cast a 7th level spell, then it would still be detectable up to 18 weeks after casting.

Magic Items

When most magic items are used, they too leave behind a ritual presence that can be detected.

For magic items with equivalent power level to an existing spell (a wand of magic missile, for example) use the level of the spell used for the time units and either the level of the user or the power level the item was created at (depending on the version of the game you use) for the number of units.

Magic items without obvious levels, or powerful artefacts, will need to be adjudicated by the GM. Artefacts would tend to fall into the 10+ category.

Ageing Undead

The Dangers of the Oldest Undead



Undead are powered by energies from the Negative Energy Plane, drawing this power or having it thrust into them by evil spellcasters.

It would make sense that this connection to the Negative Energy Plane grows over time and gives the undead more and more power as they age.

Those undead that have been locked away for millennia may prove to be some of the most powerful beings in the world.

Adding ages to undead works like monster templates: you simply add the new abilities and any changes to the origins monster; in this case, the original undead.

You decide on the age you want from the listed age categories below and then add that particular template - and the listed abilities and traits associated with that template - to the base Undead creature.

Table: Undead Age Categories

Age	Years Old	Age Category
0	0-5	Fresh
1	6-15	Young
2	16-25	Adolescent
3	26-50	Mature
4	51-100	Aged
5	101-500	Old
6	1,001-5,000	Foregone
7	5,001-10,000	Venerable
8	10,001-50,000	Ancient
9	50,001-100,000	Primaeval
10	100,001+	Primordial

All Templates

All of the templates below have the following traits in addition to the traits listed under each template.

- **Hit Dice:** Add the Age in the table above to the HD of the undead
- **Magic Resistance:** The Age category also represents the magic resistance the undead has. The number is the chance on a D20 any magic aimed at the undead is negated

Any traits or abilities that conflict with a trait the undead already has, the GM may choose either one to use.

Young Template

Abilities: Aura of Fear, Damage Resistance.

Adolescent Template

Abilities: As the Young template, plus Damage Resistance, Turn Resistance.

Mature Template

Abilities: As the Adolescent template, plus Damage Resistance, Aura of Withering.



Aged Template

Abilities: As the Mature template, plus Damage Reduction, Unholy Touch.

Old Template

Abilities: As Aged template, plus Aura of Terror.

Foregone Template

Abilities:
As Old template, plus Draining Touch.



Venerable Template

Abilities:
As Foregone template, plus Rejuvenate.

Ancient Template

Abilities:
As Venerable template, plus Damage Immunity, Death Touch.

Primaeval Template

Abilities:
As Ancient template, plus Damage Immunity, Turn Immunity.

Primordial Template

Abilities:
As Primaeval template, plus Aura of Negation, Damage Immunity.



Abilities

Aura of Fear

All within 30-ft of the undead need to make a save versus fear or be shaken (-2 to all attacks and saving throws) for age category in turns (10 minutes).

Aura of Negation

Everyone and thing within 10 times the undead's age category in feet is affected by a *Dispel Magic* effect (as per spell). For this purpose an undead's level is equal to their HD.



Aura of Terror

As an aura of fear but the victim needs to make a save versus fear or be paralysed with sheer terror, unable to move or even act for one round per age category of the undead.

Aura of Withering

Every living thing within a number of feet equal to the age category times 10 withers and dies. Plants and simple animals (like insects) die immediately. Small animals need to make a saving throw versus death/constitution or die. Larger animals and other beings are unaffected, although they feel a sense of dread within the area.

Channel Negative Energy

The undead can channel latent negative energies into a damaging force. Once every

2D4 rounds they may channel the energy into a blast the same as the *Enervation* spell.

Convoke Undead

Calling their brethren allows the undead to call all lesser undead within one mile of its location once per day and have them arrive D6 hours later. There will be a number of undead equal to the age category of the undead doing the calling.

Command Undead

The undead may control other, lesser undead. It may control a number of undead equal to its age category. The undead must be of lower hit dice than the undead controlling them.

Create Undead Spawn

Anyone killed by the undead will turn into a spawn under the control of the undead. It will be a less powerful version of the undead. If this is not possible, then it becomes a ghoul.

Damage Immunity

The undead is completely immune and unaffected by a particular type of damage (fire, sonic, cold, etc) you choose.

Damage Reduction

The undead only takes damage from magical weapons.

Damage Resistance

The undead takes only half damage from a particular type of damage (fire, sonic, cold, etc) you choose.

Death Touch

The undead can draw life directly from living beings. All who they touch must make a successful save versus death/constitution or die.

Draining Touch

The undead can pull the essence directly from living beings. All who they touch must make a successful save versus death/constitution or lose one level (gain one negative level).

Protection from Good

The undead has a permanent protection from good upon it (as per *Protection from Good* spell).

Protection from Positive Energy

The undead receives a +4 bonus to any saves (or half damage) from any positive energy attack).

Rejuvenate

This ability creates a massive amount of negative energy to restore the undead. The target is cured of 10 hit points of damage per age category.

Soul Transference

The undead can transfer its essence to another, living being. This takes one full round to complete and the victim must save versus death or be taken over by the undead.

Summon Undead

Once per week, the undead may summon new undead, having them arise in D4

rounds. They will be either D6: 1-2 skeletons, 3-4 zombies, 5-6 ghouls. There will be a number summoned equal to the undead's age category.

Turn Resistance

The undead receives a +4 bonus to any turn attempt (or +4 to their HD when adjudicating a turn attempt)).

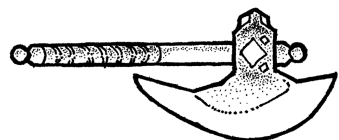
Turn Immunity

The undead is immune to being turned.



Unholy Touch

The touch of the undead is enough to frighten and weaken the souls of the living. When a successful touch attack is made, the target must make save versus death/constitution or become sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).



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