



d12 Monthly

**HALLOWEEN 2025:
THE NECROPOLIS**

Issue 52
October, 2025

FREE VERSION

THE MORIBUND

A NEW GLOBAL THREAT

THE CITY OF THE DEAD

WHAT DOES THIS MEAN FOR YOUR
CAMPAIGN WORLD?

NEW UNDEAD ABILITIES

UNDEAD THAT ARE TRULY TERRIFYING!

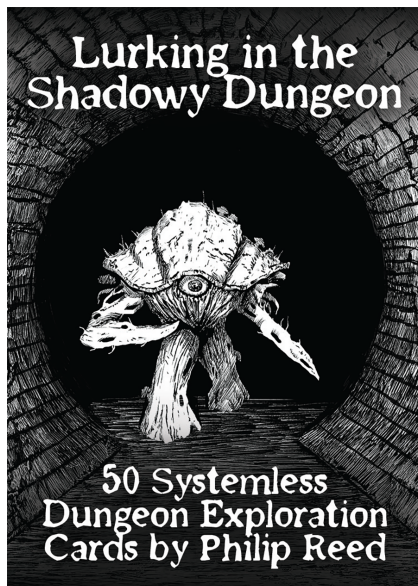
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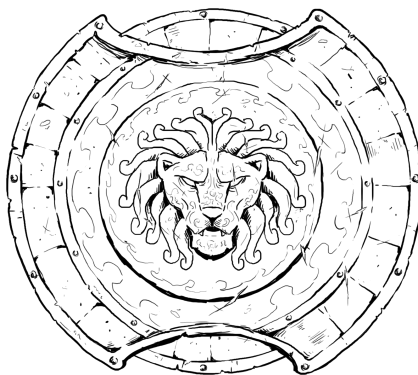


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Halloween 2025

(Necropolis Issue)

For those of you who've been with us since the beginning, you know that our annual Halloween issue is a time to showcase some truly terrifying creations.

It's a chance to delve into the spookier side of fantasy, to trade swords and sorcery for shadows and dread.

For this year's installment, I decided to lean into undeath and see what I could develop.

So, instead of just exploring a spooky dungeon or a haunted castle, I'm introducing a threat that is far more insidious and, in its own twisted way, far more terrifying.

This issue is about a city. A city that was not built by mortals, but one that simply arrived.

It materialized from another plane of existence that exists somewhere between the Material World and the Negative Energy Plane. It is the *Necropolis*, a city of order, a place out of reach of the grave, a place of peace and absolute stillness.

But this issue is not really about the Necropolis. It's about the thing that lives inside it. This issue is about the Moribund.

Read on! And, as always, happy gaming!

- Russ from YUMDM

Thanks to my Patrons

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The Quiet City

The Necropolis

The Necropolis is not a place that was built.
It is a city that arrived.

It didn't rise from the ground or was raised by a necromancer. It simply materialized, slowly and silently seeping into the material world from another plane of existence.

The Necropolis is a monument to perfect order and stillness, a place where all is quiet, and the chaos of life has no place.

The City's Beginnings

Most cities are built from stone and wood, one block at a time, but the Necropolis defies this.

It exists in another Plane: a strange, in-between realm on the fringes of the Material and Negative Energy Planes.

This plane is not a place of horror, but of perfect silence, stillness, and tranquility.

The Necropolis is a physical manifestation of this tranquility, a living city that carries a tangible aura of stillness.

This is the Moribund's home, and they are bringing their "peace" to our world. (See the article on the Moribund in this issue).

The Arrival

The Necropolis seeps into the Material World over the course of a few days. The

first sign is the silence. A specific patch of land - a forest, a plain, or even a section of another city - will fall utterly silent.

The birds will stop singing, the wind will cease to rustle leaves, and all distant chatter will fade.

Over the next few days, a cold, grey mist will roll in, obscuring the view. When the mist finally dissipates, the Necropolis will stand in its place, a somber, gothic masterpiece of silent, unliving architecture.

Architecture of the City

The city's architecture is a testament to the Moribund's grim worldview.

The buildings are not built of stone but of a compacted, bone-like substance that absorbs all sound.

The streets are paved with a smooth, black material that feels unnaturally cold and damp.

The city is utterly silent; there is no echo of footsteps, no sound of doors opening or closing, no sound of life at all.

The only sound is the echoing footsteps of the living and the constant, faint hum of the Moribund's Silent Chimes.

The city's architecture is a morbid, gothic masterpiece, with towering spires of bone-like material reaching into the sky.

The spires and buildings are adorned with silent statues of weeping angels and grim reapers, their faces veiled in shadow. The

city has no source of light other than the sun, and at night it is plunged into a suffocating darkness that is broken only by the milky-white eyes of the Moribund and the occasional pale glow from a cursed lamp.

Key Locations

The Sentry Gates: The Necropolis is sealed off from the rest of the world by a series of massive, impassable walls. The only way in or out is through the Sentry Gates.

These gates are not a barrier to keep things out but to keep the city's "peace" from being disturbed.

The gates can be opened by the Moribund, but they will only open for those who are willing to join them or for those who are needed for their rituals.

The Central Crypt: At the heart of the Necropolis is the Central Crypt, a massive, spire-like structure.

It is here that the Moribund perform their most sacred rituals, including the "Soul Harvest," and it is here that they store the "Soul Seeds" of all the creatures they have converted.

It is a place of immense power, but it is also a place of immense danger, as it is the most sacred part of the city, and the Moribund will defend it with all their might.

The Weeping Gardens: On the outskirts of the Necropolis are a series of sprawling, lifeless gardens. No living plant grows here.

Instead, the ground is covered in a layer of black, powdery soil that feels unnaturally cold to the touch.

Here, the Moribund plant the bones of those they have converted, and from the bones grow strange, crystalline flowers that are a physical manifestation of the deceased's soul.

The Weeping Gardens are a place of solemn reverence for the Moribund, but to the living, it is a horrifying reminder of what happens to those who are "saved."

The Gilded Tombs: These are the tombs of the wealthy, and they are the only part of the Necropolis that is not grey and somber.

The Gilded Tombs are adorned with gold and silver and are filled with riches. The Moribund have no use for these treasures and leave them untouched.

However, the tombs are guarded by the converted souls of those who were once buried there, twisted into new forms of undead.

This is a perfect place for adventurers to seek riches, but they will have to contend with both the Moribund and the treasures' new, undead guardians.



Nothing One Day, There

The Next

The Arrival of Necropolis

No one saw it built.

One dawn, where there had been wasteland, plain, or mountain valley, there now stands a vast city of dark stone and pale fire.

No roads lead to it, yet its walls are complete. Its towers gleam with a light that no sun kindles. The air around it tastes faintly of dust and incense.

Whether it appeared overnight, rose from the earth, or slid through the veil from another plane is for you, the GM, to decide.

What matters is this: a new city exists, and it belongs to the Moribund.

The Nature of Necropolis

Necropolis should feel wrong from the moment it is discovered.

It may appear miles away, visible only from a high vantage point, or it may be found by chance during travel through an empty region.

Use contrast: the landscape around it is silent; animals refuse to go near. Water stagnates. The wind itself seems muffled.

From afar, the Necropolis is breathtaking - perfectly symmetrical, its streets laid in a

spiral toward a central monument: a spired crypt.

Its walls may be carved with funerary scenes or lined with statues that watch intruders.

When approached, the city resists intrusion in subtle ways: compasses spin, shadows bend the wrong way, time seems to slow. It is as though the laws of the living world do not fully apply.

Inside, the city may appear empty... yet hints of life remain: lit windows, faint footsteps, whispers in languages no one knows.

Possible Origins

You can decide why Necropolis has arrived, or keep it deliberately uncertain. Here are several possibilities:

1. The Empire Returned: The city is the resurrected remnant of a long-dead civilization. Its kings or magi vowed to rebuild their dominion after death, and Necropolis is their oath fulfilled.

2. The God of Death Stirred: The deity who rules the underworld has manifested a city in the mortal realm to restore balance, punish blasphemy, or gather wayward souls.

3. The Great Working: A mortal cabal - necromancers, liches, or misguided idealists - attempted to pierce the veil between life and death, and the city is the unintended result.

4. The Boundary Collapsed: Necropolis is where the realms of life and death overlap. The living world is slowly merging with the land beyond.

Each origin carries implications for the wider world and hints at the kind of stories the players might uncover: divine punishment, magical catastrophe, or an invasion from another realm.

Atmosphere and Mood

Necropolis works best when it feels ancient, alien, and inexorable, but not overtly hostile at first. More inevitable.

Sight: Constant twilight. Pale flames, drifting motes of ash, statues that change posture when unobserved.

Sound: Distant bells, whispering prayers, echoes of footsteps that never match the listener's pace.

Scent: Dust, incense, and faint rot - like the air of a sealed tomb.

Sensation: The living feel heavier here. Their breath fogs in sunlight. Clerics sense divine silence.

Let the city unsettle players before it threatens them. The horror of Necropolis lies as much in its calm as in its menace.

Reactions of the Living World

When Necropolis appears, nations and faiths must respond. Consider how each part of your setting might interpret it.

Rulers and Nobles: Fear the loss of power, yet see opportunity in alliances or plunder. Some might send envoys; others armies.

Priests: Divided between seeing it as divine will or abomination. Rival sects may clash, creating holy wars.

Mages: Obsess over studying its magic. They might fund expeditions, or accidentally open portals of their own.

Common Folk: Panic spreads fast for villages near the site empty overnight. Merchants could profit from relics "found" near the walls.

Secret Orders: Undead cults, death-knights, or immortal sages may emerge from hiding, drawn to the power of the new city.

Necropolis doesn't have to invade to change the world - fear, superstition, and ambition will do that for it.

Mechanical and Magical Consequences

To make Necropolis' influence tangible, introduce subtle world-wide changes.

Undead Restlessness: Corpses refuse burial. Old graves open overnight. Skeletons animate without magic.

Magic Distortion: Close to the city, resurrection or healing magic becomes unreliable, turning undead grows weaker, and divinations yield cryptic answers.

Dream Contagion: Those who sleep within sight of Necropolis dream of its streets and awaken marked by pale sigils.

Environmental Blight: Crops wilt, water turns brackish, or daylight dims near the city's borders.

Temporal Distortion: Time flows strangely - clocks slow, wounds age, or nights last too long.

Such effects remind players that the city's presence reshapes reality itself.

Using Necropolis in Play

Necropolis is a setting more than a single adventure. Introduce it slowly, as rumor first.

1. Whispers: Travelers speak of a city that wasn't there before. Farmers claim to see ghostly lights on the horizon.

2. Proof: Maps begin to change. Scribes report errors that match no known geography.

3. Contact: A caravan returns with cursed relics, or a survivor tells of a weird new race.

4. Influence: The dead stop staying dead. Churches fracture. A lord vanishes after sending emissaries.

5. Crisis: Necropolis demands something - or nothing at all, leaving mortals to destroy themselves in fear.

Adventures in the Shadow of Necropolis

Use the city as an ongoing backdrop to your campaign.

The Lost Expedition: A noble house funds explorers to enter Necropolis. The adventurers must follow their trail and recover what remains.

The Bone Embassy: The rulers of the living world send diplomats to negotiate with the dead. The PCs must protect - or, perhaps, sabotage - the mission.

The Shattered Faith: A major religion splits over the meaning of Necropolis. The heroes are drawn into inquisitions, purges, or secret prophecies.

The Merchant's Curse: Trade routes near the city are failing; something must be done before famine spreads.

The City Beneath the City: Strange tunnels appear beneath local settlements - echoes or extensions of Necropolis, reaching outward like roots.

Each hook lets players confront the city's mystery from a different angle: exploration, diplomacy, horror, or survival.

Scaling the Threat

Necropolis can serve as any of the following.

Simply A Rumor: A distant mystery used to color the world's tone.

A Regional Threat: Its influence spreads like a slow plague, affecting nearby lands.

A Central Villain: The dead city becomes the campaign's antagonist, sending emissaries, armies, or omens.

A Cosmic Event: Its presence signals the end of the age. When the beacon at its heart flares, the dead everywhere rise.

Adjust the scale to match your table's tone.

For a grounded, old-school game, for example, keep it subtle and eerie. For high fantasy, let it herald apocalypse.

The Symbolism of the City

Necropolis represents the inevitable.

Use it to explore themes of mortality, legacy, and fear of change. Every culture in your world will project its own anxieties upon it:

- To kings, it is a rival kingdom that cannot die.
- To peasants, it is proof that rest will never come.
- To clerics, it is the silence of the gods.
- To necromancers, it is a mixed bag.

Necropolis doesn't need to explain itself. It is a mirror held up to the living world, showing what remains when all else fades.

An Example Arrival

A campaign world is a delicate ecosystem.

Nations rise and fall, heroes are born and die, and the world itself moves at a pace that is both predictable and comfortably familiar.

But what happens when that rhythm is shattered? What happens when a city - one from another plane - simply arrives?

The arrival of the Necropolis isn't a simple event - it's a world-altering cataclysm that will send ripples through every facet of your campaign.

The city's arrival will change the world forever.

Phase 1: The First Days of Quiet Dread

The first sign of the Necropolis is not a roar or a tremor. It is silence.

A vast area, perhaps a forest or a stretch of plains, will fall utterly silent. The birds cease their singing, the wind stops rustling through the leaves, and the world holds its breath.

This silence is the first, most powerful impact of the Necropolis. It is a chilling promise of what is to come.

As a GM, you can use this period to build a sense of dread.

Have your players encounter animals and NPCs that are unusually quiet or skittish.

Rumors will begin to spread - first whispers of a cursed forest, then stories of a great calm that has fallen over the land.

This is the perfect time to introduce the first whispers of the Moribund's Silent Chimes, a low, unnatural hum in the back of your players' minds that makes them feel a profound sense of peace and dread.

After a few days, a cold, grey mist will roll in, obscuring the view of the affected area. When the mist finally dissipates, the Necropolis will stand in its place, a somber, gothic monument that was never there before.

This immediate aftermath is when the first wave of impact hits.

It's not just a physical change. It's a psychological one. The city's presence is an existential threat to every living thing.

Phase 2: The Political & Social Aftershock

The immediate aftermath of the Necropolis's arrival is a time of chaos and uncertainty.

The political and social structures of the world will be thrown into disarray. Nations will scramble to understand and react to this new, mysterious threat.

The Mages' Guild: Arcane academies and wizards' guilds will be thrown into a frenzy.

The city's arrival from another plane is an event that defies all known magical theory.

The guilds will be desperate to study the city's unique magic and its strange architecture. They may offer huge bounties to any adventurers who can bring them a sample of the city's bone-like stone or an artifact of the Moribund.

The Churches & Temples: The various faiths of your world will have radically different reactions.

Some will see the Necropolis as a sign of the end times, a test from their gods. Others will declare a holy war against this blasphemous city, sending crusaders and paladins to purify it with fire and steel.

The gods of death, rest, and tranquility may view the city and the Moribund with a mix of awe and contempt, seeing them as either rivals or a powerful new force to be reckoned with.

The Nations: Rulers will be faced with an impossible choice: Do they attack this city, risking war with an unknown, powerful enemy, or do they try to negotiate with it, risking the spiritual corruption of their people?

Spies will be sent, diplomatic missions will be attempted, and armies will be put on high alert.

The Necropolis's arrival will become the single most important event in the political landscape of your campaign.

Public Opinion: The common folk will be divided.

Some will see the city as a harbinger of doom, a grim reminder of their own mortality.

Others, particularly those suffering from terminal illness, great sorrow, or disillusionment with the world, may see the city as a place of refuge, a promise of peace and an end to their suffering.

This is the perfect opportunity to introduce the Moribund's Willing Converts: NPCs who are actively seeking out the Moribund to receive their "gift."

Phase 3: The Slow Creeping Blight

The Necropolis does not stand still.

It is an expansionist force, but not in a way that players will immediately recognize.

The Moribund are patient. They do not send armies of skeletons to conquer the world. They send individuals, agents, to slowly and methodically spread their influence. This phase of the impact is the most insidious and dangerous.

The Sentry Seeds: A core part of the Moribund's plan is the planting of Sentry Seeds.

These small, stone-like objects are carried by individual Moribund and are left in remote locations or planted in the soil. When a living creature touches one, it burrows into their flesh, beginning a slow, agonizing process of conversion.

A campaign can be built around the players being hired to find and destroy these seeds, or, more terrifyingly, to find a cure for an infected NPC they care about.

The Silent Infiltration: The Moribund don't always need to fight.

They will send individual agents into towns and cities, disguised in robes and veils, where they will offer their "gift" of undeath to those who are suffering.

A campaign can center around the players trying to uncover this hidden infiltration, which is even more difficult because the Moribund are not outwardly hostile.

The players may have to find a way to identify them without causing a mass panic or committing an act of violence against a seemingly harmless person.

Phase 4: Long-Term Changes to the Campaign World

The Necropolis's presence will not be forgotten. It will fundamentally change the world. The geography will be altered, new creatures will appear, and the very magic of the world will be different.

New Adventuring Opportunities: The Necropolis itself is a goldmine for adventure.

GMs can use it as a location for high-level dungeon crawls, as the Central Crypt and the Gilded Tombs will be filled with powerful enemies and artifacts. But the

Necropolis also creates new adventuring opportunities outside its walls.

The Sentry Seeds will create new threats and mysteries, and the Moribund's infiltration will create tension in every city and town.

The Nature of Magic: Magic related to life and death will be irrevocably altered. Spells that raise the dead may no longer function as they once did.

Divination magic may be unable to see into the Necropolis. New spells will be created to counter the Moribund's "Silent Chimes" and to cure the Sentry Seed infection. This is a great opportunity to introduce new magic items, new spells, and new character classes that are specifically designed to deal with this threat.

A New Power in the World: The Necropolis is not just a monster's lair; it is a new power in the world. It will have its own politics, its own goals, and its own armies (of sorts).

Players can choose to fight against it, ally with it, or simply try to survive in a world that is slowly but surely being turned into a place of quiet, perfect undeath.

Moribund (Monster)

Armor Class: 6 [13]
Hit Dice: 2* (9 hp)
Attacks: 1 × Draining Touch (1d4 + special)
THACO: 19 [+2]
Movement: 90' (30")
Morale: 11

Alignment: Lawful (Neutral)

XP: 35

Number Appearing: 1d4 (2d6 in Necropolis)

Save: L2

Immunity: Ghoul Paralysis, mind-affecting spells, poison.

Moribund are humanoids converted by the Necropolis's negative energy. They appear as grey-skinned, gaunt figures with milky eyes, dressed in somber robes. They are silent and driven by the Lawful (Neutral) goal of spreading the "peace" of undeath.

Special Abilities

Draining Touch: The Moribund's touch is unnaturally cold. A successful attack deals 1D4 damage and forces the target to make a Save vs. Poison. On a failed save, the victim permanently loses 1 point of Constitution (CON). Lost CON returns after 1 hour of rest outside the Necropolis. This effect is used to pacify and convert victims rather than kill them outright.

Immunity to Chaos: The Moribund are immune to all mind-affecting spells (e.g., Charm, Sleep, Fear) and poison.

Aura of Stillness: The Moribund impose a -1 penalty to all reaction rolls made by living creatures within 30-ft, as their sheer apathy and dread dampen the will of the living.

Light Aversion: When exposed to bright, living light (such as direct sunlight or a continual light spell), Moribund suffer a -2 penalty to attack rolls and a -1 penalty to AC.

Infravision: Can see in the dark up to 60 feet.

Expanding the Blight

Moribunds' Plans

The Moribund are a uniquely terrifying threat because they do not rely on brute force. They are not mindless skeletons or a raging horde of zombies.

Their true power lies in their terrifyingly logical philosophy and their patient, methodical plan to spread their influence.

As a GM, this offers a massive opportunity for a long-form campaign. You don't just run an adventure in the Necropolis; you build a story about the Necropolis's slow, creeping corruption of the world.

This article provides advice on how to integrate the Moribund's goals into your campaign.

You can introduce them as a seemingly minor threat and escalate their influence over time, allowing your players to feel the true horror of a world slowly being converted to "peace."

The First Signs

The Moribund's expansion begins subtly.

The first signs will appear on the outskirts of civilization, far from the prying eyes of kings and armies. This is the perfect time to introduce the Moribund as a mysterious, almost mythical threat.

The Spreading Blight: The most common sign of the Moribund's influence is a slow, silent blight that spreads across the land.

Crops wither and die, streams turn to a cold, muddy gray, and the land itself feels lifeless.

A GM can use this as a starting point for an adventure. The players could be hired to investigate the blight, only to discover that it is a physical manifestation of the Moribund's negative energy.

The Sentry Seeds: The Sentry Seeds are the first and most terrifying part of the Moribund's plan.

They are small, pebble-like stones left in remote locations. A GM can introduce these as a strange new type of mineral.

A curious player might pick one up, and the slow, agonizing process of conversion begins.

This gives the players a personal stake in the adventure. They now have a ticking clock to find a way to stop the spread of the Moribund.

The Lure of Peace: The Moribund are not shy about recruiting. They will seek out those who are suffering from a terminal illness, great sorrow, or disillusionment with life and offer them their "gift" of undeath.

The players could encounter a sick NPC they care about who is being lured to the

Necropolis by a Moribund, creating a moral dilemma for the party.

Phase 2: The Infiltration

Once the Moribund's influence has taken hold in a few remote areas, they will begin to infiltrate the more populated parts of the world. This is where the threat becomes personal and psychological.

The Silent Infiltration: The Moribund are not an army; they are a conspiracy.

They will send agents into towns and cities, disguised in somber robes and veils, where they will offer their "gift" to the sick and downtrodden. They will not resort to violence unless they are discovered.

The players might be hired to investigate a series of strange disappearances, only to discover that the missing people are not dead but are instead being quietly converted into Moribund.

A Familiar Face: A truly terrifying encounter would be for the players to discover that a beloved NPC has been converted into a Moribund.

This NPC will not be hostile.

Instead, they will try to convert the characters, pleading with them to join the "peace."

This is a powerful emotional moment that can fundamentally change how the PCs view the Moribund.

The Unholy Alliance: The Moribund are a neutral threat, which means they can be a powerful tool for a GM to use against other villains.

A powerful necromancer, for example, could attempt to ally with the Moribund, only to find that the Moribund see them as a chaotic, unorganized threat to their "peace."

The players could find themselves in the middle of a war between these two forces, having to choose the lesser of two evils.

Phase 3: The Rising Tide

At this point, the Moribund are no longer a subtle threat.

Their influence has spread, and the Necropolis is beginning to have a tangible impact on the world. This is where the campaign can escalate to a truly epic scale.

The Moribund Army: The Moribund's "army" is not one of skeletons and zombies, but of willing converts.

The Moribund can perform a ritual called the "Soul Harvest," which converts a living creature into a new "Sentry Seed" that can be used to expand their influence.

The players could be sent on a mission to stop a "Soul Harvest" ritual, which would be a climactic encounter against a powerful Moribund force.

The War Against Life: At this point, the Moribund's goal will be clear to the world.

Kings, queens, and religious leaders will be forced to unite to stop the Moribund's peaceful, terrifying expansion. The players will have to choose a side in this war, fighting against a force that they may not fully understand.

A Cure for the Blight: The ultimate goal of the campaign could be to find a way to reverse the Moribund's corruption.

This would not be an easy task.

The players would have to venture into the heart of the Necropolis, into the Central Crypt, to find the source of the curse that created the Moribund in the first place.

The Moribund (Race)

Moribund are humanoids who have been infused with negative energy and the terrifying stillness of the Necropolis. They are a race caught permanently between life and death. They retain the memories and skills of their former lives but are bound by the Moribund's code of perfect, somber order. They are driven by the belief that life is a chaotic disease and that undeath is the only true peace.

They can speak any language they knew in life, plus *Gravespeak*.

Available Classes and Max Level

Fighter: 8th Thief: 9th
Assassin: 8th Magic-User: 7th

Note: They may never train as a Cleric.

Immunity to Ghoul Paralysis

Moribund are completely unaffected by the paralyzing touch ghouls and ghosts inflict, as their bodies are already

imbued with the chill of undeath.

Infravision

Moribund have infravision to 60-ft.

The Calmness of the Grave

Moribund are exceptionally difficult to sway with fear or emotional displays. They gain a +2 bonus to all Saving Throws against spells or effects that cause fear, charm, or compulsion.

Drain Vitality Touch

Moribund can channel their negative energy through touch. Once per day per three levels, a Moribund may make a successful attack roll to touch a living creature. If the attack hits, the victim must Save vs. Poison. On a failure, they permanently lose 1 point of CON.

Listening at Doors

Moribund have a 3-in-6 chance of hearing noises.

Light Aversion

When exposed to bright, living light (such as direct sunlight, a continual light spell, or the light from a holy relic), Moribund suffer a -2 penalty to attack rolls.

Susceptibility to Divine Power

The Moribund's very existence is an offense to the gods of life and creation. They suffer a -1 penalty to all Saving Throws against spells cast by Clerics and take double damage from Holy Water.

Apathy

The Moribund's lack of strong will and emotion limits their overall effectiveness. They are restricted to a maximum of 16 in any single Ability Score, and they cannot benefit from any XP bonus for a high prime requisite.

Rituals of the Grave

The Moribund's Spellcraft



The Moribund are not like typical magic-using factions. They don't cast flashy fireballs or summon chaotic elementals.

Their spellcraft is an extension of their philosophy: quiet, orderly, and focused entirely on the cessation of life's messy emotions. Their magic is less about destruction and more about spiritual pacification and long-term conversion.

These NPC-only rituals are powerful mechanical tools to represent the Moribund's influence. Levels are equivalent to spell levels.

They explain why the Necropolis feels so oppressive and how the Moribund effectively subdue those who resist their "peace."

The Stillness Bloom (Level 4 Ritual)

This is a regional ritual the Moribund use to maintain the tranquility of their territory or to prepare a new area for infiltration. It

cannot be cast in a single combat round but requires a minimum of one full turn (10 minutes) of uninterrupted chanting by at least three Moribund agents.

Range: 120-foot radius centered on the ritualists.

Duration: 24 hours.

The ritual creates a powerful aura of apathy and dread. All living creatures within the area must immediately make a Save vs. Magic.

Failure: The creature suffers a -1 penalty to Morale checks and a -1 penalty to all reaction rolls for the duration. They feel a profound sense of calmness that drains their will to fight, act, or negotiate.

Success: The creature still suffers a -1 penalty to reaction rolls (they feel slightly apathetic and listless) but their Morale remains unaffected.

GM Use: Use this to create a feeling of oppressive dread inside the Necropolis. The effect should explain why NPC henchmen are suddenly prone to running away or why local merchants are less inclined to negotiate with the party.

Drain Vitality (Level 2 Touch Effect)

This is the most common combat application of Moribund spellcraft, often used by Moribund Peacekeepers who prefer to incapacitate rather than kill, ensuring the victim is ready for conversion.

Range: Touch.

Duration: Instantaneous (Loss) and 1 hour (Recovery).

A Moribund can use its action to attempt to touch a living creature (requires a successful attack roll). If the attack hits, the victim must make a Save vs. Poison.

Failure: The victim loses 1 point of Constitution (CON) and 1 point of Wisdom (WIS). The CON loss reflects the draining of physical resilience and life-warmth; the WIS loss reflects the draining of emotional clarity and will.

Success: The victim only loses 1 point of Wisdom (WIS).

Recovery: Lost points of CON and WIS return naturally after 1 hour outside the Necropolis, or after a night of rest. This effect is not permanent, but repeated attacks can quickly render a character incapable of fighting or thinking clearly.

GM Use: This mechanic forces players to fall back and conserve resources. It creates a tactical choice: do they risk getting touched and becoming lethargic, or do they retreat to recover their lost vitality?

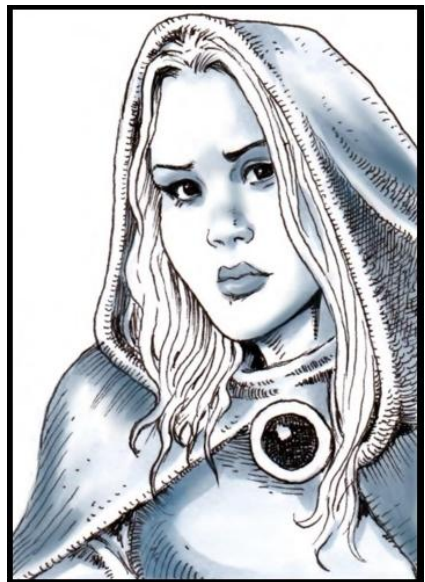
Communion with the Quietude (Level 5 Ritual)

This powerful ritual is rarely used in combat but is essential for the Moribund's long-term infiltration and coordination.

Range: Global (among Moribund and Sentry Seed victims).

Duration: 1 turn (10 minutes) of active concentration.

The Moribund agent initiating the ritual gains instantaneous telepathic communication with all other Moribund agents and any living creature currently infected by a Sentry Seed, regardless of distance. This communication is the pure, silent flow of information - strategy, enemy locations, and the spread of influence.



Detection: The ritual is not entirely silent to powerful diviners. Any magic-user of Level 5 or higher within the same region as the ritualist must make a Save vs. Magic. On a failure, they feel a moment of profound, cold silence in their mind and know that a powerful, non-chaotic form of mental communication is occurring nearby.



GM Use: This explains why seemingly isolated Moribund agents always know the party's location or why a distant Moribund commander is suddenly aware of a threat. It justifies their perfect coordination.

The Gift of the Seed (Level 6 Conversion Ritual)

This is a specific, powerful, and terrifying ritual that focuses the life-draining energy of the Necropolis to create a new Sentry Seed (the smaller version of the full Soul Harvest).

Range: Touch

Duration: Permanent (unless cured by powerful divine magic).

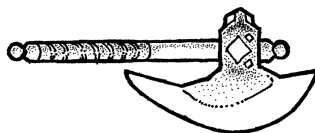
A Moribund agent of at least Level 3 who has successfully drained a creature's CON and WIS (using *Drain Vitality*) can spend one full round of concentration and attempt a final attack roll.

If the attack hits, a Sentry Seed immediately forms within the victim's body.

Conversion: The creature is now infected. The victim must make a Save vs. Poison once every 24 hours. On a failure, they permanently lose 1 point of Charisma (CHA) and 1 point of Morale (if they are an NPC). If either CHA or Morale drops to 3 or below, the victim becomes a Willing Convert and permanently joins the Moribund (now an NPC).



GM Use: This ritual is the ultimate threat - the Moribund's offer of "peace." It immediately raises the stakes of any combat with a high-level Moribund agent, as capture is a fate worse than death. It also gives the players a clear goal: find a way to remove the Seed before their friend's soul is lost forever.



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Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

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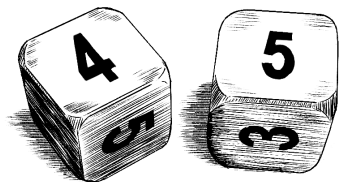
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



Next Month

Monsters once more! This time we dive into the ecology of monsters, add some new monsters, look at the magic of monsters, and much more!



We haven't covered monsters since the early days in *issue 10*. This issue should make up for it as we do a deep dive on beasts & monsters.

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HALLOWEEN 2025 (THE NECROPOLIS)

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