

The following conversions are ones I've converted myself from various sources from the third edition of Dungeons and Dragons. If you find anything wrong with these entries, please submit suggestions to [cubeking7@yahoo.com](mailto:cubeking7@yahoo.com)

Current Sources Include

- Bestiary
- Bestiary 2
- Expedition to Castle Ravenloft
- Gamemastery Module U2: Hangman's Noose
- Libris Mortis: the Book of Undead
- Munchkin Monster Manual
- Munchkin Player's Guide

Feats

I'll write down the rules for various feats I come across to convert here. Some may be altered, but most of the ones I've come across are good to go as-is

### **AMMO WRITTEN IN PENCIL**

#### **(GENERAL)**

Origin: Munchkin Player's Guide

Arrows? um, sure, you've got plenty!

**Prerequisites:** Cha 12+

**Benefit:** Whenever you use ammunition in a ranged attack (arrow, bolt, bullet, etc.), you may make a Bluff check. If you succeed at the check, you need not mark off that amo. The DC to the Bluff check is 18 for non-magic ammo, but 28 for magic ammo; the gods pay more attention to the big-ticket items.

**Normal:** You can't fire your arrow and keep it too.

## Monsters

I'm most interested in making sure these monsters are of appropriate CR for their stats. For some of the more complex monsters, I want to make sure I didn't screw up with spells or outdated mechanics. I'm also interested in doing more than a straight conversion, for example: The Bullrog from the "Munchkin Monster Manual" is like the Balor in the Pathfinder Bestiary, perhaps there are some "Bullrog Lord" rules that we can figure out?

### Carcas Eater (Frenzied)

CR ½

Origin: Libris Mortis

#### XP

N Small Animal

**Init** ; **Senses** Low-light vision, Perception +3

#### Aura

DEFENSE

**AC** 13, Touch 13, Flat-footed 10 (+3 Dex, -2 Frenzy, +1 Natural+1 size)

**Hp** 9 (1d8+5)

**Fort** +7 **Ref** +5 **Will** +1

OFFENSE

**Speed** 30 ft. burrow 10 ft.

**Melee** 2 claws each +3 (1d3+1) and bite -2 (1d4+1)

**Space/Reach** 5/5

#### Special Attacks

**Rend Fallen (Ex)** If an adjacent opponent is at -1 hit points or fewer, a carcass eater immediately makes an additional bite attack, automatically dealing 2d6+2 points of damage. A carcass eater can rend a fallen foe once per round.

STATISTICS

**Str** 12, **Dex** 17, **Con** 21, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +0 **CMB** +2 **CMD** 15

**Feats** Weapon Finesse

**Skills** Acrobatics +3, Climb +1, Fly +3, Perception +3, Stealth +7, Swim +1 ;**Bonus** +4 Stealth

ECOLOGY6t6t

**Environment** Temperate Forests

**Organization** Solitary, Pair, or throng (6-9)

**Treasure** None

#### SPECIAL ABILITIES

**Blood Frenzy (Ex)** During the zombie attack, the streets of Barovia run red with Blood, and all carcass eaters are automatically in a frenzied state. While in a blood frenzy, a carcass eater automatically uses its rend fallen ability.

Cat Girl

CR 8

Origin: Munchkin Monster Manual

**XP 4,800**

NE Medium Monstrous Humanoid

**Init** +11; **Senses** Darkvision 60 ft.;

**DEFENSE**

**AC** 23, touch 18, flat-footed 15 (+7 dex, +5 natural, +1 dodge); 27, 22, 15 versus attacks of opportunity moving through threatened area

**hp** 90 (12d10+24)

**Fort** +4 **Ref** +8 **Will** +8

**Weaknesses**

*Po' widdle wet kittums (Ex)* A cat girl suffers a -1 penalty to all attack rolls and saving throws if she's completely drenched with water. The cat girl's hair also sticks out all funny, requiring 10 minutes of tongue bathing to dry off.

**OFFENSE**

**Speed** 40 ft.

**Melee** 2 claws +16 (1d4+4), bite +14 (1d6+2)

**Space** 5; **Reach** 5

**Special Attacks**

*Tongue Bath (Ex)* As a standard action, a cat girl can give herself a completely *adorable* tongue bath. Treat this as a gaze attack with a range of 30 ft. Any normal, hot-blooded, cat-fancying characters that see this display must succeed at a Will save (DC 21) or spend the round swooning, losing their actions. Canine monsters (such as werebassets and dire poodles) despise cat girls and are immune to this effect. A cat girl cannot make creatures swoon while she is soaking wet.

*Pouncy-Poo (Ex)* If a cat girl leaps upon a foe during the first round of combat, she can make a full attack, even if she has already taken a move action.

*Improved Grabcakes (Ex)* To use this ability, a cat girl must hit with both claw attacks. IF she gets a hold, she can rake.

*Rakey-Pakey (Ex)* A cat girl that pounces onto a creature or gets a hold can make two rake attacks (+18 melee) with her hind legs for 1d3+2 damage each

**STATISTICS**

**Str** 18 **Dex** 24 **Con** 15 **Int** 13 **Wis** 16 **Cha** 20

**Base Atk** +12; **CMB** +16; **CMD** 23

**Feats** Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack, Wind Stance

**Skills** Acrobatics\* +23 Climb +19, Craft +1, Diplomacy\* +21, Fly +7, Intimidate +5, Perception +18, Ride +7, Stealth +37, Survival +3, Swim +4; **Racial Bonus** +4 Acrobatics, +4 Stealth, +4 Diplomacy

**Languages** Common, Japanese

**SQ**

*Disgustingly cute (Ex)* Orcs are too embarrassed to be seen with such adorable creatures to pay attention to what they are doing, so cat girls gain a +5 circumstance bonus to their attack rolls against them.

## ECOLOGY

**Environment** Any warm land and underground

**Organization** Solitary, Pair, or Clique (6-10)

**Treasure** Standard (goods have little bells on them)

## SPECIAL ABILITIES

**Allergies (Ex)** Anyone within 30 feet of a cat girl must succeed at a Fortitude save (DC 18) or suffer a -1 circumstance penalty as the dander and whatnot gives them hives. If this first saving throw is successful, that creature will never be allergic to that cat girl.

Cemetery Spirit

CR2

Origin: Expedition to Castle Ravenloft

**XP 600**

LN Medium Undead (incorporeal)

**Init** +5; **Senses** darkvision 60 ft.;

**Aura** unnatural

DEFENSE

**AC** 19, **Touch** 17, **Flat-footed** 16 (+3 dex +4 deflection +2 natural armor)

**Hp** 47 (5d8+20+5)

**Fort** +1 **Ref** +6 **Will** +8

**Defensive Abilities DR Immune** Undead Immunities **Resist** Incorporeal +2 Channel Resistance

**Weaknesses** Daylight Powerlessness

OFFENSE

**Speed** fly 30 ft. (good)

**Melee** incorporeal touch

**Space/Reach** 5/5

STATISTICS

**Str** -, **Dex** 20, **Con** -, **Int** 18, **Wis** 18, **Cha** 19

**Base Atk** +3 **CMB** +3 **CMD** 18

**Feats** Blind-fight, Combat Reflexes, Toughness

**Skills** Climb +0, \*Diplomacy +9, Disguise +4, Fly +13, Intimidate +12, Knowledge (arcana) +4, \*Knowledge (history) +9, Knowledge (religion) +4, Perception +12, Sense Motive +12, Spellcraft +4, \*Survival +9, Stealth +13

**Languages** Common, Dwarven, Elven, Halfling

**SQ** Incorporeal Traits

ECOLOGY

**Environment** Cemetery

**Organization** Troupe (100)

**Treasure** None

SPECIAL ABILITIES

**Incorporeal** Immune to nonmagical attacks; 50% chance to ignore any damage from corporeal source (except positive energy, force, ghost touch). Attacks ignore natural armor, armor, and shield, but deflection bonus and force effects work.

**Unnatural Aura (Su)** Animals will not willingly approach closer than 30 feet to a cemetery spirit and panic if forced to do so; they remain panicked as long as they are within that range.

**Daylight Powerlessness (Su)** A cemetery spirit is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it

Centipede, Aquatic	CR ½
Origin: Hangman's Noose	
<b>XP 200</b>	
N Medium Vermin (Aquatic)	
<b>Init +2; Senses</b> Darkvision 60 ft; Perception +4	
<b>DEFENSE</b>	
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 Natural)	
<b>Hp</b> 5 (1d8+1)	
<b>Fort +3 Ref +2 Will +0</b>	
<b>Immune</b> Mind-Affecting Effects	
<b>OFFENSE</b>	
<b>Speed</b> 40 ft., climb 40 ft.	
<b>Melee</b> bite +2 (1d6-1 plus poison)	
<b>Special Attacks</b> poison	
<b>STATISTICS</b>	
<b>Str 9 Dex 15 Con 12 Int - Wis 10 Cha 2</b>	
<b>Base Atk +0 CMB -1; CMD 11</b> (can't be tripped)	
<b>Feats</b> Weapon Finesse	
<b>Skills</b> climb +10, Perception +4, Stealth +10; <b>Racial Modifiers</b> +4 Perception, +8 Stealth	
<b>ECOLOGY</b>	
<b>Environment</b> temperate or warm forest or underground	
<b>Organization</b> solitary, pair, or colony (3-6)	
<b>Treasure</b> none	
<b>SPECIAL ABILITIES</b>	
<b>Poison (Ex)</b> Bite-Injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.	

This is just a centipede with an Aquatic Subtype

Coffer corpse CR 3

Origin: Hangman's Noose

**XP 800 (400)**

CE Medium Undead

**Init +1; Senses** Darkvision 60 ft.; Perception +6

**DEFENSE**

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 Natural)

**Hp** 16 (currently 9) (2d8+4 plus 2)

**Fort +2 Ref +1 Will +4**

**Defensive Abilities** Deceiving death, channel resistance +2; **DR** 5/magic and bludgeoning;

**Immune** undead traits

**OFFENSE**

**Speed** 20 ft.

**Melee** slam +4 melee (1d4+4 plus grab)

**Special Attacks** death grip (1d4+4), fear

**STATISTICS**

**Str 16 Dex 12 Con - Int 6 Wis 13 Cha 14**

**Base Atk +1; CMB +4 (+8 Grapple); CMD 15**

**Feats** Toughness

**Skills** Intimidate +6, Perception +6, Stealth +5

**Languages** Common

**ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Death Grip (Ex)** Because the coffer corpse grasps the victim's throat, a creature in its death grip cannot speak or cast spells with verbal components.

**Deceiving Death (Ex)** In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses the creature's damage reduction or not), the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A DC 20 Sense Motive check sees through the ruse (Necromancers gain a +2 competence bonus on this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

**Fear (Su)** A creature viewing a coffer corpse rise after it uses its deceiving death ability must make a DC 13 Will save or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Croaker CR 5

Origin: "Hangman's Noose"

**XP 1,600**

LE Undead (Incorporeal)

**Init +4; Senses**

**Aura**

**DEFENSE**

**AC** 19, touch 19, flat-footed 15(+5 deflection +4 dex)

**Hp** 54 (9d8+9+9)

**Fort Ref Will**

**Defensive Abilities** Channel Resistance +2 **DR Immune** Undead Traits **Resist SR**

**Weaknesses**

**OFFENSE**

**Speed** Fly 30 ft. (perfect)

**Melee** maddening touch

**Space/Reach** 5/5

**Special Attacks** hangman's noose, maddening touch

**STATISTICS**

**Str 10 Dex 18 Con - Int 13 Wis 14 Cha 12**

**Base Atk +6 CMB +6 CMD 20**

**Feats** improved initiative, Stealthy, Toughness, Weapon Finesse, Weapon Focus (touch)

**Skills** Climb +0, Disguise +1, Escape Artist\* +11, Fly +16, Intimidate +12, Knowledge (Arcana) +1, Knowledge (religion) +1, Perception +14, Sense Motive +2, Spellcraft +1, Stealth\* +11

**Languages** Common, Dwarven

**SQ** Gallows bound, rejuvenation

**ECOLOGY**

**Environment** Any Land (Usually Urban)

**Organization** Solitary

**Treasure** none

**SPECIAL ABILITIES**

**Gallows Bound (Su)** A croaker is confined to the area surrounding the gallows where it met death. The undead may not travel farther than 1 mile from the site of its hanging and prefers to haunt the building or immediate area in which it met its demise.

**Hangman's Noose (Su)** A croaker may use *animate rope* at will and may also cause any rope or rope-like object to animate and strangle an opponent with supernatural strength. The rope gains a Strength of 25 and uses the croaker's base attack bonus to grapple a foe (CMB +13). Any foe grappled takes 1d6+7 points of damage per round as her throat is crushed. Escaping the grapple or severing the rope frees the victim. Croakers often hang dead foes from rafters or tree limbs, leaving them on display for others to find.

**Maddening Touch (Su)** This touch attack deals 1d6 points of Charisma drain and dazes the target for 1 round (DC 15 Will save negates the daze effect only.) Any creature reduced to 0 Charisma by the croaker goes completely insane and often kills herself or her former companions.

**Rejuvenation (Su)** A slain croaker returns to unlife at full hit points at the next sundown. On the

anniversary of its wrongful death, a croaker reforms 1 hour after it is reduced to 0 hit points. The only way to destroy a croaker is to bring to light the true offenders responsible for the crime the croaker swung for and expose any malefactors who assisted in framing the croaker or bringing about its wrongful hanging.

Deathlock CR 3

Origin: Libris Mortis

**XP**

NE Medium Undead

**Init** +6; **Senses** Darkvision

**DEFENSE**

**AC** 13, touch 12, flat-footed 11 (+2 dex +1 natural)

**Hp** 19 (3d8+6)

**Fort Ref Will**

**Defensive Abilities** +2 Channel Resistance, Undead Traits

**Weaknesses**

**OFFENSE**

**Speed** 30 f.t.

**Melee** Bite +2 ( 1d6 plus disease)

**Space/Reach** 5/5

**Spell-Like Abilities** (CL 3rd)

At Will—detect magic, inflict minor wounds (DC 12), read magic

3/day—cause fear (DC 13), magic missile, summon monster I

2/day—death knell (DC 14), hold person (DC 14)

**STATISTICS**

**Str** 11 **Dex** 15 **Con** – **Int** 14 **Wis** 13 **Cha** 14

**Base Atk** +2 **CMB** +2 **CMD** 15

**Feats:** Alertness, Improved Initiative

**Skills** Climb +2, Disguise +2, Fly +2, Intimidate +8, Knowledge (arcana) +8, \*Knowledge (religion) +5, Perception +9, Sense Motive +3, Spellcraft +8, Stealth +8

**Languages** Common, Draconic, Infernal

**ECOLOGY**

**Environment** Any

**Organization** Solitary, Trio, or College (5-9)

**Treasure** Standard

Demon, Bullrog

CR 17

Origin: Munchkin Monster Manual

**XP 102,400**

CE Huge Outsider (Chaotic, Evil)

**Init +4; Senses** Perception +27, Darkvision 60 ft., constant Detect Magic, See Invisibility

**DEFENSE**

**AC** 30, touch 8, flat-footed 30 (-2 size+22 Natural)

**hp** 149 (13d10+78)

**Fort +10 Ref +8 Will +12**

**Defensive Abilities, DR** 15/cold iron and good, **Immune** Electricity and Poison **Resist** Acid 10, cold 10, and fire 10 **SR** 25

**Weakness**

**Cow Tipping (Ex)** Bullrogs can fly, but their coordination is terrible. If a bullrog is tripped or falls over due to a failed Balance check, it cannot right itself enough to fly or teleport until it hits bottom.

**See Red (Ex)** Bullrogs are completely colorblind. Despite this, they *despise* the color red. A bullrog immediately flies into a mad rage whenever it sees red, giving it a +1 morale bonus to all attack rolls. However, the bullrog *must* attack a red target, ignoring all others, until the target is destroyed

**OFFENSE**

**Speed** 40 ft, fly 90 ft (poor)

**Melee** +1 flaming burst branding iron +22/+17/+12/+7 (1d10+10), whip +20 (1d6+4 and entangle), or 2 slams +22 (1d8+9 and fear)

**Space 15; Reach 15**

**Special Attacks**

**Fear (Su)** A creature hit by a bullrog's slam attack must succeed at a Will save (DC 19) or stampede in terror for 1d6 rounds

**Charge (Ex)** A bullrog often charges its opponent, lowering its beefy head to bring its smoldering horns into play. In addition to the normal benefits and hazards of a charge, this allows the bullrog to make a single gore attack that deals 1d6+13 points of damage.

**Rope doggie (Ex)** A bullrog's whip entangles foes much like an attack with a net. The whip has a maximum range for 40 feet, with a range increment of 10 feet; it has 20 hit points. The whip needs no folding. If it hits, the target and the bullrog immediately make opposed Strength checks; a target wearing a nose ring suffers a -4 penalty. If the bullrog wins, it drags the target against its flaming body (see below). The target remains anchored against the bullrog's body until it escapes the whip

**Charbroil (Su)** Bullrogs can wrethe their bodies in roaring flames as a free action. The bullrog suffers no harm, but anyone grappling with it takes 4d6 points of fire damage each round.

**Summon Hellcow (Sp)** Once per day a bullrog can automatically summon 4d10 fiendish bison, 2d10 half-fiend minotaurs, or one bullrog. Summoned hellcows automatically return whence they came after one hour.

**Spell-like Abilities (CL 20 DC 13+Level)**

At Will-Blasphemy, Deeper Darkness, Desecrate, Detect Good, Detect Law, Fear, Greater

Dismiss Magic, Pyrotechnics, Read Magic, Suggestion, Greater Teleport, Tongues, Unhallow, Unholy Aura, Unholy Blight, Wall of Fire

1/day-Bull's Strength, Meat Swarm, Baleful Polymorph (fiendish Bison only)

#### STATISTICS

**Str 29 Dex 10 Con 22 Int 11 Wis 18 Cha 16**

**Base Atk 13; CMB 23 (27 Bull Rush); CMD 33 (35 versus Bull Rush)**

**Feats** Greater Bull Rush, Improved Bull Rush, Improved Critical (Branding Iron), Improved Initiative, Two-Weapon Fighting, Weapon Focus (Branding Iron), Weapon Focus (Whip)

**Skills** Bluff +12, Craft +0, Diplomacy\* +16 Fly +4, Handle Animal\* +17, Intimidate\* +16 Knowledge (planes) +0, Perception +27, Sense Motive +9, Spellcraft\* +5 Stealth +16 ;**Racial Bonus** +8 Perception

**Languages** Abyssal, Celestial, Cow, Draconic

#### ECOLOGY

**Environment** Any Land and Underground

**Organization** Solitary or Hell-Herd (1 Bullrog and 6-30 fiendish bison)

**Treasure** standard (+1 flaming burst branding iron)

#### SPECIAL ABILITIES

**Branding Iron (Su)** Every bullrog carries a +1 flaming burst branding iron in its...er...hoof. Each branding iron also has the spell-like ability to sear a single *symbol of \_\_\_\_\_*, as a spell cast by a 16th-level wizard onto the target with a successful critical hit.

**Death Throes (Su)** When killed, a bullrog explodes into a blinding flash of sauce and gristle that deals 50 points of damage to everything within 100 feet (Reflex save DC 22, half damage)

Maggot, Giant, Young Advanced x2 CR 2

Origin: Libris Mortis/Bestiary 2

**XP 200**

N Small Vermin

**Init** +5; **Senses** Darkvision 60 ft.; Perception -3

**DEFENSE**

**AC** 18, touch 16, flat-footed 12 (+1 size +5 dex +2 Natural)

**hp** 9 (1d8+5)

**Fort** +7 **Ref** +5 **Will** -3

**Immune** disease, mind-affecting effects

**OFFENSE**

**Speed** 10 ft, burrow 5 ft.

**Melee** bite +2 (1d4+2)

**Space** 5; **Reach** 5

**Special Attacks** regurgitate

**STATISTICS**

**Str** 14 **Dex** 20 **Con** 20 **Int** – **Wis** 13 **Cha** 9

**Base Atk** +0; **CMB** +1; **CMD** 10 (can't be tripped)

**ECOLOGY**

**Environment** any temperate or tropical

**Organization** solitary or swarm (2-12)

**Treasure** none

**SPECIAL ABILITIES**

**Regurgitate (Ex)** Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a DC 15 Fortitude Save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth). The save DC is constitution-based

I replaced the Dire Maggots from *Libris Mortis* with the Giant Maggot from Bestiary 2. I gave it the young template to make it small size, then advanced it twice to make it CR 2

Ghast, Advanced (Advanced Ghoul)

CR 3

Origin: Bestiary

**XP 800**

CE Medium Undead

**Init +5; Senses** Darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 18, touch 14, flat-footed 14 (+4 dex, +4 natural)

**hp** 37 (4d8+16+4)

**Fort +5, Ref +6, Will +8**

**Defensive Abilities** Channel resistance +2

**OFFENSE**

**Speed** 30ft.

**Melee** bite +8 (1d6+3 plus disease and paralysis) and 2 claws +8 (1d6+3 plus paralysis)

**Space/Reach** 5/5

**Special Attacks** paralysis (1d4+1 rounds, DC 17)

**STATISTICS**

**Str 17, Dex 20, Con --, Int 17, Wis 18, Cha 18**

**Taint Corruption 5 Depravity 5**

**Base Atk +3; CMB +6; CMD 21**

**Feats** Toughness, Weapon Finesse

**Skills:** Acrobatics +10, Climb +12, Perception +12, Stealth +12, Swim +7

**Languages** Common

**SQ**

**ECOLOGY**

**Environment** Any Land

**Organization** Solitary, gang (2-4), or pack (2-4 plus 7-12 ghouls)

**Treasure** Standard

Chainmail

**SPECIAL ABILITIES**

**Disease (Su)** Ghoul Fever: Bite-injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Stench (Ex)** A Ghast secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude Save DC 16 or be sickened for 1d6+4 minutes. Creatures that successfully save cannot be affected by the same Ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghasts have been demoted to CR 2 creatures with the development of Pathfinder, so in order to have Ghasts that are CR3 for 3.5-compatable adventures, one must add hit dice to the Ghast until their HP is sufficient. This is a ghast that can be dropped into any 3.5 adventure. Be warned, they can be quite tough.

Ghoul, Gangrenous CR 2

Origin: "Hangman's Noose"

**XP** 400

CE Medium Undead

**Init +2; Senses** Darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 14, Touch 12, Flat-footed 12 (+2 Dex, +2 Natural)

**Hp** 13 (2d8+4)

**Fort +2 Ref +2 Will +5**

**Defensive Abilities** Channel Resistance +2

**OFFENSE**

**Speed** 30 ft.

**Melee** Bite +3 (1d6+1 plus Gangrene and paralysis) and 2 claws +3 (1d6+1 plus Gangrene and paraylasis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

**STATISTICS**

**Str 13 Dex 15 Con - Int 13 Wis 14 Cha 14**

**Base Atk +1; CMB +2; CMD 14**

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

**ECOLOGY**

**Environment** any land

**Organization** solitary, gang (2-4), or pack (7-12)

**Treasure** Common

**SPECIAL ABILITIES**

**Gangrenous (su)** Halgrak is a variant ghoul whose claws and bite infect a foe with necrotizing bacteria instead of ghoul fever. Anyone bitten takes 1d4 points of Strength, Dexterity, and Constitution damage unless the victim makes a DC 14 Fortitude save, taking an additional point of damage to each stat every hour on the hour (another save is allowed each hour to avoid that hour's degradation). If any stat is reduced to 0, the victim succumbs to the bacteria and immediately rises as a ghoul of the same variant type as Halgrak. Treat the effect as a disease.

Just a ghoul with altered special abilities

Ghoul-Stirge

CR 2

Origin: "Hangman's Noose"

**XP 400**

CE Medium Undead

**Init** ; **Senses** Darkvision 60 ft. Perception +10

**DEFENSE**

**AC** (+3 dex, +2 Natural)

**Hp** 26 (4d8+8)

**Fort** +1 **Ref** +4 **Will** +6

**OFFENSE**

**Speed** 20 ft., fly 50 ft. (average)

**Melee** Bite ( plus paralysis)

**Special Attacks** Blood drain, Paralysis

**STATISTICS**

**Str** 10 **Dex** 17 **Con** - **Int** 6 **Wis** 14 **Cha** 12

**Base Atk** +3 **CMB** +3 **CMD** 16

**Feats** Ability Focus (Paralysis), Alertness, Weapon Finesse

**Skills** Climb +0, Disguise +1, Fly +10, Intimidate +1, Knowledge (Arcana) -2, Knowledge (Religion) -2, Perception +10, Sense Motive +4, Spellcraft -2, Stealth +7

**SPECIAL ABILITIES**

**Paralysis (Ex)** The touch of a ghoul-stirge paralyzes a foe for 1d6+2 minutes. A DC 15

Fortitude save negates the paralysis and elves are immune to this effect

**Blood Drain (Ex)** A ghoul-stirge can drain blood from a paralyzed or helpless creature. This attack deals 1d6 points of Constitution damage each round.

Gutdragging Lurcher CR 3

Origin: "Hangman's Noose"

**XP 800**

CE Medium Undead

**Init** -1; **Senses** Darkvision 60 ft., entrails; Perception +10

**DEFENSE**

**AC** 14, touch 9, flat-footed 14(-1 dex +5 natural)

**Hp** 32 (5d8+10)

**Fort** +1 **Ref** -1 **Will** +7

**Defensive Abilities** channel resistance +2 **Immune** Undead Traits

**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** 4 entrails +7 (1d3+2)

**Space/Reach** 5/20

**Special Attacks** Choking viscera, improved grab, nauseating appearance

**STATISTICS**

**Str** 15 **Dex** 8 **Con** - **Int** 10 **Wis** 14 **Cha** 15

**Base Atk** +3 **CMB** +5 **CMD** 14

**Feats** Ability Focus (Choking Viscera), Lightning Reflexes, Weapon Focus (Entrails),

**Skills** Climb +18 (+20 Ropes), Disguise +2, Fly -1, Intimidate +10, Knowledge (arcana) +0,

Knowledge (religion) +0, Perception +10, Sense Motive +2, Spellcraft +0, Stealth +7

**Languages** Common

**SQ** corpse puppets, turn resistance +2

**ECOLOGY**

**Environment** any land

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Choking Viscera (Ex)** A grappled foe experiences unimaginable horror. The rotting, putrid intestines that wriggle about the gutdragging lurcher push themselves into the enemy's mouth (pulping themselves through closed teeth even) and pour down the victim's throat to choke her to death. Anyone grappled by the lurcher must make a DC 16 Fortitude save or take 1d6 points of nonlethal damage. If reduced to below 0 hp, the victim begins to suffocate until the lurcher releases her or she perishes, choking on foulness. The save DC is Strength-based.

**Corpse Puppets (Su)** A lurker's entrails may slither down the throat of any fresh corpse it finds (dead no longer than 2 days), animating the body as a zombie under the lurker's control. One lurker cannot control more than its Hit Dice worth of zombies at any one time.

**Entrails (Ex)** A lurker's entrails may attack foes up to 20 feet away. In addition, these tentacles "see" just as well as the lurker and can spot foes around corners. They can also squeeze into small openings or under doors to attack enemies. A lurker feeds on the

viscera of the dead to increase its Hit Dice and reach. For every 3 HD, the lurcher feeds has above 5, increase the reach of its entrails by another 10 feet. Old and powerful lurchers often sit within nests of warrens, their disgusting entrails infesting the places and animating corpse puppets to deal with anyone foolish enough to intrude.

**Improved Grab (Ex)** If a gutdragging lurcher strikes an opponent with its entrails it may immediately initiate a grapple without provoking an attack of opportunity. If it succeeds in grappling the foe it immediately invades her mouth and throat with its choking viscera

**Nauseating Appearance (Ex)** Anyone who sees a gutdragging lurcher, or even its wriggling entrails, must succeed on a DC 14 Fortitude save or become nauseated for 1 round. Success on this save renders the foe immune to this lurcher's appearance for 24 hours. The save DC is Charisma-based.

Vampire Spawn CR4

**XP** 1,200

LE Medium Undead

**Init** +1; **Senses** Darkvision 60. ft; Perception +11

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 Natural)

**hp** 26 (4d8+8); Fast Healing 2

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** Undead Traits; **Resistance** Cold 10, Channel 2, Electricity 10; b 5/Silver

**Weaknesses** Resurrection Vulnerability, Vampire Weaknesses

**OFFENSE**

**Speed** 30 ft.

**Melee** Slam +4 (1d4+1 plus energy drain)

**Space/Reach** 5/5

**Special Attacks** blood drain, create spawn, dominate, energy drain (1 level, DC 14)

**STATISTICS**

**Str** 12, **Dex** 12, **Con** -, **Int** 11, **Wis** 13, **Cha** 15

**Taint Corruption** 3 **Depravity** 3

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Blind-fight, Skill Focus (Perception)

**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8

Stealth

**Languages** Common

**SQ** Diet Dependent (blood), Inescapable Craving (Life Force), Gaseous Form, Shadowless,

Spider Climb

**ECOLOGY**

**Environment** Any

**Organization** Solitary, Pair, Gang (3-6), or pack (7-12)

**Treasure** Standard

**SPECIAL ABILITIES**

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a vampire spawn destroys it (Will Negates). Using the spell in this way does not require a material component.

Just a Wight with the Vampire Spawn alterations, as per the rules in the Bestiary

Zombie, Infected

CR 2

Origin: Expedition to Castle Ravenloft

**XP 600**

NE Medium Undead

**Init** +2; **Senses** Darkvision 60 ft., Perception +0

**DEFENSE**

**AC** 18 touch 10, flat-footed 18 (+8 natural)

**Hp** 45 (6d8+18)

**Fort** +2 **Ref** +4 **Will** +7

**Defensive Abilities** Undead Defenses; **DR** 5/slashing; **Resist**

**OFFENSE**

**Speed** 30 ft.

**Melee** Slam +9 melee (1d6+5 plus Disease)

**Space/Reach** 5/5

**STATISTICS**

**Str** 21, **Dex** 14, **Con** -, **Int** -, **Wis** 14, **Cha** 14

**Taint** Corruption 1 Depravity 1

**Base Atk** +4 **CMB** +9 **CMD** 21

**Feats** Toughness

**SQ** Hard to kill, plodding, undead traits

**ECOLOGY**

**Environment** Barovia

**Organization** Adventure

**Treasure** Incidental

**SPECIAL ABILITIES**

**Disease (Su)** Necromantic infection—slam, Fort DC 15 negates, incubation period instant, damage sickened. An infected creature that drops to -1 hit points or fewer or that dies, rises as an infected zombie in 1d4+1 rounds unless properly treated.

**Plodding (Ex)** Zombies can move and attack, but they can not move more than their speed on their action, and they cannot charge.

**[Hard to Kill (Ex)]** Whenever a Strahd Zombie would take enough damage from a melee or ranged attack to be destroyed, roll 1d20. On a result of 11 or higher, the zombie ignores all damage that would reduce its hit points to below 1.] Infected Strahd Zombies have this power.

Zombie, Plague, Advanced x2

CR 2

Origin: Bestiary

**XP** 600

NE Medium Undead

**Init** +4; **Senses** Darkvision 60 ft.; Perception +0

**DEFENSE**

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 20 (2d8+8+3)

**Fort** +0 **Ref** +4 **Will** +7

**Immune** undead traits

**OFFENSE**

**Speed** 30 ft.

**Melee** slam +8 (1d6+8 plus disease)

**Space** 5; **Reach** 4

**STATISTICS**

**Str** 25 **Dex** 18 **Con** - **Int** - **Wis** 18 **Cha** 18

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**SQ** staggered

**ECOLOGY**

**Environment** any

**Organization** any

**Treasure** none

**SPECIAL ABILITIES**

**Death Burst (Ex)** When a Plague Zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie must make a Fortitude Save or contract Zombie Rot.

**Disease (Su)** The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

**Zombie Rot** Slam; save DC Fortitude DC 15 (DC = 10 + ½ the zombie’s Hit Dice + the zombie’s Charisma Modifier); onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

**[Hard to Kill (Ex)]** Whenever a Strahd Zombie would take enough damage from a melee or ranged attack to be destroyed, roll 1d20. On a result of 11 or higher, the zombie ignores all damage that would reduce its hit points to below 1.] (only use this version to replace the “Infected Strahd Zombies”

*Expedition to Castle Ravenloft* uses a unique zombie called “Infected (Strahd) Zombies.” The problem here is that they are CR 2, but have always caused a problem for my characters. As a pathfinder replacement, I made plague zombies and used the advanced template twice to up their stats without making them

ridiculous like the original. I also made a conversion of the original.

## Spells

What follow are spells from earlier editions that appear here, updated when needed

### **MEAT SWARM**

Origin: Munchkin Player's Guide

Evocation

**Level:** Wiz 3

**Components:** V, S, M

**Casting Time** Standard Action

**Range** Long (400 ft + 40 ft/level)

**Area** 20-ft.-radius spread

**Duration** Instantaneous

**Saving Throw** Reflex Half

**Spell Resistance** Yes

This disgusting spell brings into being several pounds of dripping wet raw meat, then blows it up in an explosion of gore. Any being within the area of effect is pelted with bits of bloody carcass, suffering 1d6 points of damage per caster level, up to a maximum of 10d6 (Vegetarians and vegans take double damage.) The meat is edible, although not from any known creature; when cooked, it tastes like chicken. When not cook, it's just kind of gross. What would happen if you tried to raise or animate it? We don't know.

Why don't you try it?

*Material Component* A small piece of charcoal.