

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

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 ammo. 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 For some of the more complex monsters, I want to make sure I didn't screw up with spells or outdated mechanics.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

ECOLOGY 6t6t

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 fist 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

XP 200

N Medium Vermin (Aquatic)

Init +2; Senses Darkvision 60 ft; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 Natural

Hp 5 (1d8+1)

Fort +3Ref +2 Will +0

Immune Mind-Affecting Effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 plus poison)

Special Attacks poison

STATISTICS

Str 9 Dex 15 Con 12 Int - Wis 10 Cha 2

Base Atk +0 CMB -1; CMD 11 (can't be tripped)

Feats Weapon Finesse

Skills climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or colony (3-6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) 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

Dispell 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-compatible 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 paralysis)

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

STATISTICS

Str 13 **Dex** 15 **Con** 13 **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

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 lurcher'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 lurcher's control. One lurcher cannot control more than its Hit Dice worth of zombies at any one time.

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

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.