



EVIL DEAD

Swallow This! V1.7



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Best Campaign Fan Site
[ENnie](#) from [ENworld](#)

By Michael Tresca

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WARNING: This document contains spoilers of the movies and games. There. You've been warned!

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Introduction

"Legend has it that it was written by the Dark Ones. Necronomicon ex Mortis, roughly translated, "Book of the Dead". The book served as a passageway to the evil worlds beyond. It was written long ago. When the seas ran red with blood. It was this blood that was used to ink the book. In the year 1300 AD, the book disappeared."

– Professor Knowby, [Evil Dead II](#)

Evil Dead: Swallow This! is a Modern campaign supplement. For more information about D20 Modern, see [Section 15](#) of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only. This document's headers use the [Evil Dead fonts](#).

Summary

Modern heroes battle the forces of the damned across time.

Campaign in Brief

It's the 1990s and the Book of the Dead has just become the New York Time's bestseller. Oprah recommends it. Of course, Oprah's a deadite twin, but she was on TV long enough to tell the gullible masses about how great a book about sacrificing people to demons is. And of course, said gullible masses lap it up like the tripe-reading sheep they are.

One reading of the book caused mass havoc at Knowby's cabin and left several people dead. Imagine kids and adults everywhere reading the book out loud and opening portals to hell all across the globe.

The heroes have their work cut out for them and a variety of implements to cut with, including knives, axes, and chainsaws. Reality is a living hell – literally. But there's a catch.

The book has been used to summon demons, but it's also been used to send them back. If the PCs can just discover the right spell to send them backwards in time from the original book, they might have a chance to stop the madness before it starts.

The Role of the Heroes

Evil Dead: Swallow This! is a plot of utter ludicrousness – the forces of evil have been summoned by an incantation into our world and now the heroes must deal with the

consequences. Of course, the forces of evil are immortal – they do not distinguish differences in time and space. If the heroes are to defeat the demons, they must fight the forces of hell on their own terms, wherever or whenever it may be.

The heroes are also more than a little crazy. After look into the pulsating, pustule-ridden heart of evil, how can anyone stay sane? And yet they battle on. Insanity is common – the PCs are likely to be pushed to the brink of madness just by dealing with the forces of evil. Then they fall off the edge, smash into the bottom of the gorge, and the cliff falls on top of them. And they STILL keep fighting.

For all their eccentricities, the heroes are normal Joes. They make bad decisions, run screaming in the face of Ultimate Evil, and get cocky when loaded with a lot of firepower. They don't always do the right thing, don't always cast the right spell, and miss with the bad guys even with several well-placed shotgun blasts. But they do what they have to, because nobody else will.

The heroes are as much pulp fiction eccentrics as they are the last hope of mankind. Only they know just how fragile the borders between our reality and hell are. Only they know the things that lurk in the dark. And only they are mad enough to level a shotgun at said thing and blow its screeching head off.

If you've ever screamed, "Why don't you get a gun and SHOOT IT!" at the pathetic victims of any horror movie...this is the game for you.

Department 7

Part of the appeal of *Evil Dead* is that it's protagonist is a regular Joe who has just had enough. He's not specially trained and he uses only the stuff within arm's reach to deal with the worst Hell has to offer. You've gotta love Ash.

But if the world was going to Hell in a handbasket as a result of Ash's bungling, you better believe Department 7 would be out in full force. PCs could play Department 7 agents dispatched to deal with more and more frequent outbreaks of deadite zombies, skeletons, and twins. And hell, maybe even a deadite pig or two.

Theme

Evil Dead: Swallow This! is a frenetic, action-packed battle with the forces of evil that never lets up. An Evil Dead campaign can be darkly terrifying, as demons taunts the heroes, threaten their loved ones, and possess everything from their pets to their own body parts. Evil never lets up – it keeps coming and coming and coming until somebody drops.

Evil Dead is disgusting. These are demons we're talking about. Eyeballs fly, guts spew, blood gushes, and heads explode. People get their eyes smashed in, hands chopped off, and throats slashed. Evil Dead has a high body count.

But Evil Dead has another side. Evil Dead doesn't take itself too seriously. How could anyone take the forces of Hell seriously when they cackle with glee, chortle evilly, and scream dire threats like, "I'll swallow your soul!"

Evil Dead is the logical extension of the horror movies of the 70s. In the 70s, the slow, shambling zombies and the demonic possession of loved ones by unclean forces horrified people. In the 80s, people fight back – with everything they have at their disposal, from drills to axes to shotguns to chainsaws. Part action, part comedy, part horror, an Evil Dead campaign is an insane mishmash of all three.

Background

It all began when Professor Raymond Knowby and his wife Henrietta rented a small cabin in the woods where he could concentrate on translating the Book of the Dead, an ancient demonic text he'd excavated in the ruins of Kandar earlier that year. He recorded aloud the phonetic translations of *awaken Kandarian* spells, and by doing so unwittingly unleashed an evil force that possessed his wife and tried to kill him. He survived the attack, but mysteriously died later that week; whatever evil was revived by his translations returned to its slumber.

A week later five college kids, including S-Mart employee of the month Ash, rented the cabin for a weekend. They found the book, an

ancient bone-dagger, and a tape player of the professor's translations. Playing the tape reawakens the Kandarians, possessing each of them one in turn and turning them into deadite zombies. Ash survives by burning the Necronomicon ex Mortis. But there were pages missing.

Ash is the only survivor, but discovers he is trapped: the bridge leading back to civilization has been totally destroyed. The sun sets and he retreats back to the cabin, where he encounters a deadite twin. After a brief tussle, Ash's hand becomes infected and he is forced to lop it off. With a chainsaw.

The next day, the professor's daughter, Annie Knowby, shows up along with a few others, expecting to meet her parents. She has missing pages from the Necronomicon ex Mortis. The deadites return. It's about this time that Ash decides a chainsaw makes a better hand and, using his Craft (mechanical) skill and Housewares feat, straps the chainsaw to his stump.

The ghost of Raymond Knowby explains that the Book of the Dead contains a spell, *time/space rift*, to banish the evil. When they find the missing pages from the book, Annie begins to read the spell...but is stabbed in the back with the ancient dagger by Ash's demonic severed hand. She finishes the spell with her dying breath and the vortex opens, sucking the evil, Ash (chainsaw-arm, shotgun and all) and his Delta '88 into the past.

Ash lands in fourteenth-century England, where King Arthur is under siege by deadites. They suspect Ash of being a rival king's soldier and take him prisoner. As if that wasn't enough, they toss him into a pit of deadites, but Ash manages to explain the situation more succinctly with his "boomstick."

Now convinced that Ash is the "Hero from the Sky" prophesied by the Book of the Dead to save them from the deadites, Arthur sends Ash into a haunted graveyard to retrieve the book so they can destroy the evil once and for all.

But Ash is the idiot we all know and love. He mispronounces the spell and by doing so, accidentally awakens an army of skeletal deadites.

Ash unites both Arthur and his rival Henry's men and leads them into combat against the deadites using White Scimitar and a modified version of his Oldsmobile (the "Deathcoaster"). Ash defeats his deadite twin yet again.

Arthur's wise-men use the book to cast *create time drops* and send Ash home, where he returns to his job as S-Mart housewares clerk and meets a new girl, Jenny, assistant manager of Arts and Crafts and S- Mart's employee of the year.

Eight years pass and Ash begins to have nightmares and hallucinations of the deadites and the evil in the woods. Jenny convinces him to go back to the old cabin in the woods, to face down his fears and prove to himself that nothing's there.

Did we mention Ash is an idiot? And we're not too sure about Jenny either?

Amazingly enough, nobody has cleaned, burned, or buried the Knowby cabin. Indeed, everything is where it was, including the tape player and Ash's old hand. Ash's possessed hand switches on the tape player and awakens the Kandarians for a third time.

Well, one Kandarian in particular. Evil Ash shows up, grabs the babe (does it really matter what her name is?) and dives through a time/space rift. Oh, and on the way out, he tosses the Book of the Dead to the four winds. Pages fly everywhere and everywhen.

Things get complicated from there, if that's possible. Ash meets Abdul-Azeez, the original author of the *Necronomicon ex Mortis*. This doesn't quite explain the theory that it was written "over three thousand years ago" in modern times, but perhaps Abdul collated more ancient Sumerian material into one book.

With Abdul's help, Ash thwarts a mysterious cult seeking to bring the deadites through a portal during an eclipse. Ash collects the pages, rescues Jenny, defeats Evil Ash for the umpteenth time, and opens yet another time/space rift. Except Ash loses his grip on the book in the rift on the way back to his own time.

The book arrives eight years earlier and is found by Professor Eldridge who thinks, "Oh look, a book filled with disgusting pages about how to summon the forces of hell!" Then he publishes the thing and it becomes a best seller. People will read anything these days.

The culmination of the deadite invasion climaxes on a late-night Michigan talk show about the paranormal, hosted by Trisha Pettywood. Professor Eldridge plays Professor Knowby's original audiotape live on the show. In no time, portals appear all over the place, and deadites are everywhere.

That's where the heroes come in.

Timeline

- **1000 BC:** Necronomicon ex Mortis is created ([Evil Dead](#))
- **730 AD:** Ash, his "Death Coaster," and Jenny appear in Damascus. Ash meets Abdul-Azeez, who claims that he has just written the Necronomicon. Together, he and Ash defeat a deadite cult who had kidnapped Jenny and stolen the newly written book. Returning home through another portal, Ash takes the book with him but loses it in the portal. Somehow, another Necronomicon remains, ending up in England in the 14th century ([Evil Dead: Hail to the King](#)).
- **1200 AD:** Ash jumps through a wormhole only to end up in Mongolian China ([Evil Dead: Fistful of Boomstick](#)).
- **1300 AD:** According to a mistaken notation later written into the Necronomicon, this is the year the book is lost to history after being recovered by the legendary hero ([Evil Dead II](#)).
- **1393 AD:** Ash, the Chosen One falls from the sky. He quests for the Necronomicon, but in doing so accidentally releases an army of the dead and his evil twin. With the help of both Arthur and Duke Henry's men, Castle Kandor is successfully defended from the evil deadites. Ash takes a spell to sleep for six hundred years until he awakens in his own time. The Necronomicon is lost to history after this point ([Army of Darkness](#)).
- **1695 AD:** Ash pursues Professor Eldridge through the Colonial Era and manages to meet his great-great-great-great-grandfather, a blacksmith who invents the flamethrower, the gatling gun (AKA the "Williams Gun") and the phrase, "A man's gotta do what a man's gotta do." Eldridge time hops to the Civil War era and Ash follows ([Evil Dead: Fistful of Boomstick](#)).
- **1864 AD:** Professor Eldridge and Ash battle it out during the Civil War. Ash unites a Confederate and Union army to fight off the deadites and kills Eldridge. Ash takes the portal back to the year 2004 ([Evil Dead: Fistful of Boomstick](#)).
- **1973 AD:** Ash's car, a 1973 Delta 88 Oldsmobile, created ([Evil Dead](#)).
- **1985 AD:** Professor Knowby along with his wife Henrietta, daughter Annie and Professor Ed Getly discover the Necronomicon ex Mortis in a hidden chamber of Castle Kandor ([Evil Dead](#)).
- **1985 AD, 1 week later:** Professor Knowby and his wife head to a small cabin in the Tennessee woods to study the book. The professor translates the book and awakens an evil spirit. He is forced to dismember his possessed wife and is later killed himself ([Evil Dead](#)).
- **1985 AD, 1 week later:** Ashley J. Williams, his sister Cheryl, and a group of his friends head off for a quiet weekend in a small cabin in the Tennessee woods. They find an old book and a tape recorder of the professor's translations. After listening to the recordings they are attacked by evil spirits and one by one fall victim to the evil dead. Through the night Ash must slaughter his friends, he burns the book. Ash is then knocked unconscious by a Kandorian demon ([Evil Dead](#)).
- **1985 AD, 1 day later:** Ash awakens just in time to spend a second night in the cabin. Ash's hand becomes possessed, so he chops it off with chainsaw. He is joined by Annie Knowby, who has pages that were missing from the Necronomicon, Ed Getly, Bobby Joe, and Jake. Everyone is killed except Ash and Annie. Ash equips a double-barreled shotgun and places a chainsaw over his missing hand before he does battle with the professor's wife, Henrietta. Annie reads a spell to open a rift in time to dispel the evil. Annie is killed and Ash is sucked into 1393 AD ([Evil Dead II](#)).
- **1993 AD:** Ash awakens from his six hundred year sleep to resume his normal life. Ash battles deadites in S-Mart and defeats them. He meets his new girlfriend, a fellow S-Mart employee named Jenny ([Army of Darkness](#)).
- **1993 AD (A possible future):** The Necronomicon lands, is discovered by Professor Eldridge, and becomes a best seller ([Army of Darkness](#)).
- **2001 AD:** Ash begins having nightmares about the deadites and the cabin. His new girlfriend, Jenny persuades him to once again return to the cabin and face his fears. Unfortunately Evil Ash arrives and captures Jenny. They all travel backwards in time to Damascus in 730 AD ([Evil Dead: Hail to the King](#)).
- **2002 AD:** Jenny dies in a bus accident ([Evil Dead: Fistful of Boomstick](#)).

- **2002 AD (A possible future):** The Necromicon is translated by Professor Eldridge and has been on the best-seller list for 300 weeks, published all over the world. Deadites, deadites, everywhere ([Evil Dead: Hail to the King](#))!
- **2012 AD:** Late night occult journalist Trisha Pettywood and creepy author Alex Eldridge team up to try to expose the mystery of famed Professor Knowby's murder. They play Professor Knowby's recording live on the late night TV show, "Mysteries of the Occult," creating deadite portals all throughout Dearborn, Michigan. After reassembling pieces of the Necronomicon Ex Mortis for the Professor, Eldridge takes advantage of the situation to travel back

to the Colonial Era. Ash follows ([Evil Dead: Fistful of Boomstick](#)).

- **2013 AD (A possible future):** Deadites have taken over the world...again. Ash discovers that Trisha is actually the deadite queen and, doing what all good heroes do, kills her. Then, using the wormhole spell he learned, he attempts to transport himself back to the present, only to end up in China in the year 1200 ([Evil Dead: Fistful of Boomstick](#)).
- **2093 AD (A possible future):** The world is ravaged by a nuclear holocaust ([Evil Dead II](#)).

Professions

"Name's Ash. Housewares"

- Ash, [Army of Darkness](#)

New Occupations

S-Mart Employee

Being an S-Mart employee is something to be proud of. It's also produces some of the hardest, most self-sufficient employees this side of your local hardware store.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, or structural), Disable Device, Drive, Repair.

Bonus Feat: Choose Builder, Cautious, or Housewares.

Wealth Bonus Increase: +2.

Wolverine Scout

Wolverine scouts are trained to survive in any situation. Their knowledge of mushrooms and how to use them in creative ways makes for interesting den meetings.

Prerequisite: Age 18-.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Craft (pharmaceutical), Jump, Knowledge (earth and life sciences), Navigate, Survival, Swim, Treat Injury.

Bonus Feat: Choose Athletic, Medical Expert, or Guide.

Wealth Bonus Increase: +0.

Skills

"The first thing any good Wolverine must learn is how to subsist in the wild under less than favorable conditions. A wilderness explorer must be prepared to identify a wide range of vegetation that he will be able to eat, thus maintaining the health and stamina required to survive any number of obstacles Mother Nature might send his way."

- Wolverine Guide Book, [Evil Dead: Hail to the King](#)

Skill Modifications

Craft (chemical) (Int)

Create Gasoline (DC 15): With a successful check, you can combine lighter fluid, a rare mushroom, and moonshine into gasoline. Gasoline is a good part of a nutritious breakfast for your chainsaw, as detailed in Modern Moonshiner Magazine.

Create White Scimitar (DC 25): White Scimitar is a term the Arabs use for gunpowder. Sure it is. So anyway, White Scimitar inflicts 6d6 points of damage with a burst radius of 15 feet and takes about 3 hours to create.

Craft (mechanical) (Int)

Duct-Tape Engineering: Through bursts of unexplainable insight, you can design and build unique gadgets that are more technologically advanced. This ability requires the Duct-Tape Engineering feat. For every five points of Madness, you receive a +1 bonus to the check. You make a Craft (mechanical) roll against the device's relative DC, determined by the Game Master. If the roll is successful, the item is built in the time indicated. For every 5 points rolled over the DC, the construction time is halved.

DC	Description	Item	Base Time
10	Repair device	Sword	10-60 minutes
15	Slight improvement	Pistol	1-5 hours
20	Major improvement	Williams gun,	1-10 hours
25	New use of existing technology	Death coaster, diamond chainsaw, flamethrower, nail handgun, spike rifle, rock-sale shotgun	1-6 days
30	New use of cutting edge technology	Steam engine	1-4 weeks
35	New but "realistic" technology	Tank, ornithopter,	1-6 months

		submersible	
40	New technology that flaunts logic	Heat or freeze ray, sleep gas	1-12 months

Craft (pharmaceutical) (Int)

Convert Mushroom (DC 15): With a successful check and a medical kit, you can turn mushrooms into healing aids. The Treat Injury skill can be used repeatedly on any recipient, once per mushroom. Every Wolverine Scout knows this trick.

Spellcraft (Int)

Spellcraft can be used untrained – but you really, really shouldn't. See the Spell chapter for more information.

Survival (Wis)

Find Common Mushroom (DC 15): On a successful check you find 1d4 common mushrooms, an important part of Wolverine Scout survival tactics.

Find Uncommon Mushroom (DC 20): On a successful check you find a rare type of mushrooms that is used in all sorts of interesting formulas. Only one mushroom is found per check.

Treat Injury (Wis)

Restore Lost Hit Points (DC 15): With a medical kit and a properly prepared mushroom, you can restore a character's lost hit points. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used on a character for each mushroom prepared.

Use Magic Device (Cha)

Use Magic Device can be used untrained – but you really, really shouldn't. See the Spell chapter for more information.

Feats

"Don't touch that please, your primitive intellect wouldn't understand things with alloys and compositions and things with...molecular structures."

-- Ash to Sheila, [Army of Darkness](#)

New Feats

Backhand Slash [General]

You can attack an opponent behind you with a slashing weapon.

Prerequisites: Dexterity 13+, Combat Reflexes.

Benefit: If an opponent is adjacent to your back and you are wielding a slashing weapon, you get an attack of opportunity against that opponent. You can't take a 5-foot step before making this extra attack.

Chainsaw Impale [General]

You impale your foes at the end of your chainsaw and lift them off the ground as it churns up their guts. Yum!

Prerequisite: Str 15+, Power Attack.

Benefit: When wielding a chainsaw, you shove it deep into a corporeal creature on a critical hit (this feat affects creatures that are normally immune to critical hits). By keeping the chainsaw buried in your foe, you automatically inflict normal (non-critical) damage each round thereafter unless your opponent makes an opposed Strength check. Success causes the victim normal damage as the saw is pulled out. The victim is considered entangled when skewered by the saw. You may take no other actions aside from holding the chainsaw in place in order to keep the victim skewered. If you break your hold, your chainsaw comes free and deals normal damage as it is removed.

Come Get Some [General]

You're so crazy, you're sane. Or to put it another way, your sanity-meter went tilt. You've seen so much blood, guts, demons, and horror that you're no longer phased by it.

Prerequisites: Iron Will, Groovy, Hail to the King.

Benefit: All Madness Rating increases suffered are halved, rounded down.

Duct-Tape Engineering [Craft]

You manage to do things with mechanical objects that no sane person should be able to achieve. You can build mechanical prosthetics, create explosives from detergent and spit, and turn your car into a whirling death machine.

Prerequisites: Builder, Madness Rating 10+, Housewares, Craft (mechanical) skill.

Benefit: You can craft insane gizmos using the Craft (mechanical) skill. See the Skills chapter for more information.

Gimme Some Sugar [General]

Men are jealous of you, women adore you. Your personal charisma is difficult to resist, especially after you've spattered a deadite across the wall.

Prerequisites: Hail to the King, Charisma 13+.

Benefit: Any member of the opposite sex who witnesses you kill an undead or outsider must make a Will save (DC your level) or have his or her Attitude shifted to Helpful. This feat will not affect onlookers who already have an Attitude of Unfriendly or lower.

Groovy [General]

You are able to perform calmly under pressure.

Prerequisite: Iron Will.

Benefit: You receive a +4 competence bonus to Concentration checks.

Hail to the King [General]

You've seen it all – nothing fazes you. As a result, shaken, frightened, and panicked conditions have less effect on you.

Prerequisite: Iron Will, Groovy.

Benefit: When you would normally be panicked, you are only frightened instead. When you would be frightened, you are only shaken. When you would be shaken, you are unaffected.

Housewares [General]

When you're not spattering deadite brains across the wall, you have a day job. And that day job is in the housewares department. You work hard to keep prices low; always.

Prerequisites: Builder, Madness Rating 5+, Craft (mechanical) skill.

Benefit: All Craft (mechanical) check DCs are reduced by your level and take half the time to create from scratch.

Over the Shoulder [General]

You're so good with a shotgun that you can fire it over your shoulder at bad guys behind you without looking.

Prerequisites: Wisdom 13, Dead Aim, Far Shot.

Benefit: You can shoot over your shoulder at opponents without turning around or suffering any penalties.

Normal: See "Shooting Over the Shoulder" in the Combat chapter.

Rifle Spin [General]

You can cock a rifle one-handed with a free action.

Prerequisites: Dexterity 13+, Personal Firearms Proficiency.

Benefit: You can cock a lever-action rifle one-handed without having to make a Reflex save.

Normal: See "One-Handed Reloading" in the Combat chapter.

Slapstick [General]

You know all the dirty tricks to use in a knock-down-drag out brawl. Whether it's throwing dirt in an opponent's eyes, biting his ear, yanking his hair, or kicking him in the crotch, you'll do it.

Prerequisites: Combat Martial Arts, Base attack bonus +1 or higher.

Benefit: Anytime you use the full attack option in hand-to-hand combat with your fists or during a grappling attack, you inflict an additional 1d4 points of damage (real or subdual, your choice). In addition, a victim of dirty tricks must make a Fortitude roll equal to 10 plus the damage inflicted. If he fails, the victim is at –4 to attack on his next action. This feat only works against living creatures with discernable anatomies.

Swallow This [General]

You shove a shotgun into a deadite's face and let the rest come naturally.

Prerequisites: Personal Firearms Proficiency, Point Blank Shot.

Benefit: When wielding a shotgun against an undead or outsider in melee combat, you can deliver a coup de grace, even if the creature is immune to critical hits.

This Is My Boomstick [General]

You can impress primitive screwheads with your shotgun by firing it into the air.

Prerequisites: Personal Firearms Proficiency, Intimidate 9 ranks.

Benefit: When the character fires a shotgun in the air, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + $\frac{1}{2}$ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower. If the character has the Renown feat, the Will saving throw's DC increases by 5.

Equipment

"Alright you primitive screwheads, listen up! You see this? This...is my BOOMSTICK! It's a 12 gauge double barreled Remington, S-mart's top of the line...you can find this in the sporting goods department...that's right, this sweet baby was made in Grand Rapids, Michigan, retails for about \$109.95, got a walnut stock, cobalt blue steel, and a hair trigger."

-- Ash to knights, [Army of Darkness](#)

Weapons

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	DC
Buzzsaw	5d6	20	Slashing	—	—	—	Large	10 lb.	18
Chainsaw	3d6	20	Slashing	—	—	—	Large	10 lb.	9
Chainsaw, Demon	6d6	20	Slashing	—	—	—	Large	12 lb.	19
Chainsaw, Diamond*	4d6	20	Slashing	—	—	—	Large	10 lb.	17
Dynamite	2d6	—	Concussion	10 ft.	1	—	Tiny	1 lb.	12
Flamethrower*	1d6/shot	—	Fire	Spec.	1	1 int.	Med.	25 lb.	17
Handgun	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15
Handgun, Nail*	3d6	20	Ballistic	30 ft.	S	15 box	Tiny	2 lb.	17
Hatchet	1d6	20	Slashing	10 ft.	—	—	Small	4 lb.	4
Knife	1d4	19–20	Piercing	10 ft.	—	—	Tiny	1 lb.	5
Launcher	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	14
Molotov Cocktail	1d6	20	Fire	10 ft.	1	—	Small	1 lb.	6
Pistol whip	1d4	20	Bludgeoning	—	—	—	Small	—	—
Rifle butt	1d6	20	Bludgeoning	—	—	—	Large	—	—
Rifle, Spike*	3d10	20	Ballistic	90 ft.	S	8 int.	Large	7 lb.	17
Rifle, Winchester 94	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15
Shotgun, Remington 700	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17
Shotgun, Rock-Salt*	3d10	20	Ballistic	80 ft.	Single	4 int.	Large	8 lb.	19
Shovel	1d6	20	Bludgeoning	-	-	-	Large	6 lb.	4
Sickle	1d6	20	Slashing	-	-	-	Small	3 lb.	4
Williams Gun*	2d6+1	19-20/x2	Ballistic	30 ft.	A	12 box	Med.	5 lb.	20

*Weapons with a * require the Duct-Tape Engineering feat.*

guts in deadite corpses. Just remember to keep the thing gassed up.

Buzzsaw

Sort of like a chainsaw only it's a spinning wheel rather than an oval-shaped blade. Buzzsaws spin faster and inflict more damage as a result. The chainsaw's still cooler. They didn't call it "Buzzsaw Massacre" did they?

Chainsaw

Every S-mart employee knows a chainsaw can be used to cut down cumbersome tree branches, chop up firewood, and decapitate charging deadites with long snaky necks in slow motion. What – you didn't know that? That's right, chainsaws are messy, but they get the job done and make a nice blended mix of blood and

Chainsaw, Demon

We know, we know, we're thinking the same thing you are. "How could a chainsaw possibly be even more groovy?" Well wonder no more! Demon chainsaws have the kind of wicked blades that could only be crafted by the forces of hell. And did we mention they kick twice as much ass as regular chainsaws? Four out of five deadites agree. At least they did at the time of our clinical trial.

Chainsaw, Diamond

Your diamonds are in my chainsaw! My chainsaw is in your diamonds! Diamonds are used to play records (the funny black disks your

parents used to listen to, ask your parents), on the tips of drills, and on the ears of dangerous women. With that much of a resume, how could anyone pass up the opportunity to mix diamonds with chainsaws? It requires the Duct-Tape Engineering feat to create.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick (5 ft.), increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice). Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Flamethrower

A blacksmith in the Williams family invented this flamethrower. The galvanized tank is filled with alcohol stored under high pressure. When the trigger of the stock is pulled, the alcohol shoots out and is lit by a flint and steel. When filled with alcohol, a flamethrower has 30 "shots" in its holding tank. Every time the user depresses the trigger, he fires 1 to 6 shots (his choice). It shoots a 15-foot-wide, 60-foot long cone of flame that deals 1d10 points of fire damage (multiplied by the number of shots used) to all creatures and objects in its path. An attack roll is necessary for every target in the cone's path.

Handgun

It's rare that the good guys get their hands on a weapon like a handgun. This is at least due in part to the fact that handguns fire wussy bullets that tend to make squishy meaty sounds in deadites but otherwise have little effect.

Handgun, Nail

One of the benefits of being an S-mart employee is good old-fashioned know-how. An S-mart employee always gets the job done, gets it done right, and gets it done right the first time. S-mart employees are smart, dependable, fastidious, with a ready smile and infinite knowledge of every item in inventory. And S-mart employees know how to improvise. That's why nail handguns exist. It requires a Craft (mechanical) check (DC 17) to create a handgun that fires nails and the Duct-Tape Engineering feat. All it requires is nails and a handgun. Of course.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon. Remember, the only way to stop a deadite is to dismember it. So make like Washington, pronto.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Launcher

This simple weapon is a single-shot launcher. It can fire dynamite or Molotov cocktails.

Attacking with a launcher is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance an explosive can be thrown) and the fact that the launcher requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (launcher) feat applies to this weapon.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Pistol Whip

Using a handgun as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the handgun used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Rifle, Spike

For the vindictive deadite hunter, a modified rifle can fire spikes instead. These stick out of corpses and tend to make them look like big, bloody pincushions when you're done. Keep them away from velour fabrics, the spikes tend to tear. It requires a Craft (mechanical) check (DC 17) and the Duct-Tape Engineering feat to make a spike rifle.

Rifle, Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world. Shotguns are more impressive, but a big ole hunting rifle does the job in a pinch.

Shotgun, Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s. Whether its deadites, doors, or primitive screwheads, shotguns get the job done. They blow through everything, make a lot of noise, and are especially useful in silencing a room. Shotguns: the last word in witty repartee.

Shotgun, Rock-Salt

Ever wonder what it would feel like if someone shot you at point blank range with a shotgun? Ouch, right? Well how about if someone jammed salt into your wounds! This sucker sends even deadites crying to their hell-mommies. It requires a Craft (mechanical) check (DC 19) and the Duct-Tape Engineering feat to create.

Shovel

So you've just hacked up your possessed girlfriend. Now what, hotshot? Bury her of course. But what are you gonna bury her with, hmm? We've got your answer right here. And just in case she say, happens to come back as a pirouetting corpse of daemonite goodness, the shovel can remove five pounds of ugly ex-girlfriend head. Digging graves, decapitation – there's nothing a good S-mart shovel can't do.

Sickle

This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. You might have heard some rumor that sickles are for cutting grain or tall grass. Don't listen to that crazy talk – sickles were made for slicing up deadites like fine ham.

Williams Gun

Also invented by the Williams blacksmith, this weapon was handed down through generation after generation. It can be reloaded with a special speed-load cylinder manufactured specifically for it. Because it is an automatic weapon, it can be used to create suppressive fire. It requires the Advanced Firearms Proficiency to use and is always considered to be set on autofire. It requires the Duct-Tape Engineering feat to create.

Ammunition

Ammunition Type (Quantity)	Purchase DC
Armor Piercing (20)	5
Explosive (20)	8
Incendiary (20)	10
Shrapnel (20)	6

Armor Piercing

Armor piercing rounds increase the damage of the weapon by +1. It cannot be reduced by armor.

Explosive

Explosive rounds increase the damage of a weapon by +3.

Incendiary

Incendiary rounds shatter on impact and ignite, spreading fire over any target. Incendiary rounds deal an additional 1d6 points of fire damage when they strike a target and have an area effect of 5 feet. They will continue to burn for 1d6 rounds, generating a further 1d6 points of fire damage every round until extinguished.

Shrapnel

This round, which can only be used in a shotgun, inflicts +2 damage.

Prosthetics

Prosthetic	Hit Points	Hardness
Hook	30	10
Metal Hand*	50	10

Okay, so you screwed up. A deadite took a chunk out of you. The part of your body connected to that chunk took on a mind of its own. So you did what any reasonable person would do...you hacked it off.

The downside is that you'll probably go into shock and probably bleed to death. The upside is that if you survive the experience, you can fashion yourself a really keen series of attachments that are filled with deadite slaying goodness.

If the remaining hand is your "off" hand, you suffer half your bonus from Strength to your damage rolls.

So what do you put on top of that nasty stump? Glad you asked!

Cap

A leather cap or something like it covers the stump at the wrist. You cannot use any tools or weapons requiring two hands, although can strike opponents with your stump as if it were a fist. Reloading time for all guns is doubled, due to the difficulty of manipulating the weapon and

holding it firmly in place (see the Feats section for how to get around this problem). Climbing and Swimming checks suffer a -4 penalty.

Hook

Arr matey! So ye wants a hook like the pirates, do ye? Okay freak, fine. Hooks are considered exotic melee weapons that inflict 1d6 points of piercing damage and a critical hit of x2 damage. You can use a two-handed hafted weapon (but not a sword) at a -4 penalty. Reloading time for all guns is doubled, due to the difficulty of manipulating the weapon and holding it firmly in place (see the Feats section for how to get around this problem). Climbing checks suffer a -2 penalty and Swimming checks suffer a -4 penalty.

Interchangeable

The best kind of prosthetic – indeed, interchangeable attachments are the reason it's worth hacking your hand off. By boring a hole into the covering of the stump, a series of attachments can be mounted and locked with a twist. It requires a Craft (Mechanical) check (DC 20). When the prosthetic is completed, you can use just about any tool or one-handed weapon that has been modified to mount onto the stump. This modification adds 50% to the cost of the tool or weapon. Because you still don't have the use of your wrist, most tools and all non-missile weapons suffer a -2 penalty.

Metal Hand

Making one of these hands requires the Duct-Tape Engineering feat. On a successful Craft check (DC 30), you can create a fully functional hand made of metal. The hand is sturdier than a normal hand and can be used to block weapons, grab hot objects, and punch deadite faces inside out. It inflicts lethal instead of subdual damage in combat, has a hardness of 10 and 50 hit points, and can be used to block weapons by adding a +1 to armor class as if it were a shield.

Combat

"I'm not a smart man, but I know what killin' is."

-- Ash, [Evil Dead: Fistful of Boomstick](#)

New Rules

Reloading, One-Handed

Cocking a rifle one-handed is a move-equivalent action and provokes an attack of opportunity. Lever-action rifles usually need two hands to cock as a free action. You can attempt to cock the rifle one-handed as a free action on a successful Dexterity check (DC 15). If the check fails by more than 5, you drop the rifle.

Shotguns

Shotguns and sawed-off shotguns fire a shell that contains a dozen or so .32 caliber bullets. This shot spreads out rapidly as it leaves the barrel, covering a larger area the further from the barrel the shot travels.

Any character firing a shotgun gets a +1 bonus to his ranged attack roll and additional +1 for each range increment beyond the first, to a maximum bonus of +3. This represents the widening spread of the shot pattern. Normal ranger modifiers apply.

However, a shotgun's damage is reduced the further from the barrel the target is.

Range	Damage	Attack Bonus
Touching	4d6	0
First Increment	3d6	+1
Second increment	2d6	+2
Third increment and beyond	1d6	+3

Due to the spread of the shot, a shotgun is ineffective beyond six range increments. Because of the nature of the spreading shot, the Far Shot feat does not provide any bonus to a character firing a shotgun loaded with buckshot.

Shotguns, Double-Barreled

Double-barreled shotguns have two barrels (that's why they call it "double" barreled, get it?). Each barrel is loaded with a single shell and there is a trigger and hammer for each barrel. A character can fire both barrels in one attack, inflicting double damage, though both must be directed at the same target. A character with two or more attacks may fire at two separate targets by firing one barrel at each.

Shooting, One-Handed

Any attempt to shoot a rifle or full-sized shotgun one-handed causes a -4 penalty to attack rolls. Sawed-off shotguns are a little easier to control with one hand, so they only incur a -2 attack penalty. Loading any firearm one-handed doubles the normal reload times for that gun and requires a Reflex save (DC 10) or else the shooter drops his weapon and ammunition.

Shooting, Over the Shoulder

Shooting at opponents behind you counts as if your opponent had cover equal to a creature of your size (your body gets in the way). It bestows a +4 cover bonus to the opponent's defense.

Suppressive Fire

Suppressive fire doesn't work on deadites. Too stupid to dodge, too mean to duck, too numb to feel the bullets. Deadites just keep coming – but they jerk around like meaty marionettes on a string when hit by automatic fire.

Spells

"Hey, wait a minute. Everything's cool! I said the words! I did!"

- Ash, [Army of Darkness](#)

Spellcasting & Magic Devices

Spellcasting is a complex task. It's not something the uninitiated should enter into lightly. Those guys casting fireballs are professionals, kids, so don't try this at home.

But of course, you're going to try anyway. And you won't have a clue what to do with the spell you're reading out loud, or exactly how to pronounce the words. That's okay, "neckie" or "niktoo," it's all the same, right?

Wrong. While a normal Joe is welcome to try to cast a spell by reciting an incantation or read a spell from a spellbook, the consequences for failure can be painful at best.

A non-spellcaster can attempt to cast a spell by using the Spellcraft skill to cast a spell with verbal components only. Since only spellcasting classes actually get the Spellcraft skill, this skill is used untrained.

Conversely, a non-spellcaster can also read from a spell or spellbook, requiring a Use Magic Device skill check. However, the caster is using it untrained. Doing anything that normally requires you to be trained to do it is usually a bad thing.

Failing either check by 5 or more causes the character to suffer a backlash of glowing red magical bolts of energy. Although he is not harmed, he's stunned for one round. The spell doesn't go off

Failing the check by 10 means the spell has a negative, unintended effect. It's usually the opposite effect, except in an instance where the caster might benefit. In which case it's some other awful effect. The sky's the limit with what can happen, but the most egregious example is when Ash attempted the *greater dispel evil* spell and ended up casting the *awaken kandarian* spell instead.

New Spells

Awaken Kandarian

Conjuration (Calling) [Evil]

Level: Arcane 5

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 16 HD worth of kandarians, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the caster awakens a kandarian, weakening the barrier between Hell and the mortal realm. The verbal component is "Cunda astratta montose eargrets gutt nos veratoos canda amantos canda." Casting this spell increases the caster's Madness Rating by 6.

Close Time/Space Rift

Abjuration [Good]

Level: Arcane 1

Components: S, M

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell closes a time/space rift. The caster must thrust a piece of silver into the rift. Any silver will do. Any time/space rift that is open at the time is instantly closed. Casting this spell increases the caster's Madness Rating by 1.

Create Time Drops

Conjuration (Creation)

Level: Arcane 5

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 1 drop per/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates a liquid that, when drunk, causes the drinker to be placed into a state of suspended animation for 100 years per drop consumed. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. However, any equipment on the creature ages and will rust, rot, or otherwise succumb to the effects of time. Drinking the drops increases the drinker's Madness Rating by 1 per drop consumed.

Create Time/Space Rift

Conjuration (Creation, Calling)

Level: Arcane 5

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at opening, and 30 ft. long

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates an unstable rift in time and space. The time/space rift itself is a whirling vortex oriented in the direction of the caster when it comes into existence. It is a one-dimensional window into time, and anyone or anything that moves through is shunted instantly to another part of the timestream.

While the time/space rift is in existence, all flames are extinguished and all ranged attacks are impossible (even with siege weapons), as are Listen checks. Creatures who are Large size or smaller must make a Reflex save (DC 30) or be blown away, sucked into the rift. Creatures of Huge size that fail their Reflex save are knocked down while creatures of Gargantuan or Colossal size are checked. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 1d6 points of damage per round, before being violently expelled into the target timeline.

To see how well the time/space rift works, roll d% and consult the below table.

Familiarity	On Target	Off Target	Close to Target	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination	(1d20+80)	— —	81–92	93–100

Familiarity: "Very familiar" is a place where the caster has been very often and where the caster feels at home. "Studied carefully" is a place the caster knows well, either because the caster has been there often or the caster has used other means (such as scrying) to study the place. "Seen casually" is a place that the caster has seen more than once but with which the caster is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "Description" is a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map. "False destination" is a place that doesn't exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the caster to hope to arrive at or even be off target from.

On Target: The caster appears when the caster wants to be.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Time off target is 1d10 x 1d10 years of the target time that was to be traveled to. The DM determines the time off target randomly, such as by rolling 1d4 and designating 1-2 as the past, 3-4 as the future.

Close to Target: The caster winds up in a time close to the target date by a range of 1d10 years.

Mishap: The caster and anyone else going through the gate is "scrambled." The travelers each take 1d10 points of damage, and the caster rerolls on the chart to see where the travelers wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the casters take more damage and must reroll.

The unstable time/space rift remains open only for a brief time (no more than 1 round per caster level). Entering the gate increases the traveler's Madness Rating by 8.

Dispel Runic Lock

Transmutation

Level: Arcane 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One *runic locked* door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

The *dispel runic lock* spell opens *runic locked* doors. The door does not relock itself or become stuck again on its own. *Dispel runic lock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Casting this spell increases the caster's Madness Rating by 2.

Extra Strength

Transmutation

Level: Arcane 3

Components: V, S

Casting Time: 1 action

Range: Caster

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By chanting "Ergo sanguis!" the caster increases in both size and weight. The caster grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases by approximately the cube of the size increase, as follows:

Height Increase	Weight Increase
+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)

All equipment worn or carried by the caster is enlarged by the spell. If insufficient room is available for the desired growth, the caster attains the maximum possible size, bursting weak enclosures in the process. However, he is constrained without harm by stronger materials.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A caster's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 10% of

enlargement, the caster gains a +2 enlargement bonus to Strength. Casting this spell increases the caster's Madness Rating by 3.

Greater Dispel Evil

Abjuration [Good]

Level: Arcane 5

Components: V

Casting Time: 1 attack action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: 1 evil outsider per level of the caster

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: Will

Spell Resistance: Yes

Shimmering, white, holy energy surrounds the caster. Every evil outsider in range must make a Will save or be driven back to its home plane. The verbal component is "Clatoo, verata, Nicto."

Lesser Awaken Kandarian

Conjuration (Calling) [Evil]

Level: Arcane 3

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 8 HD worth of summoned outsiders, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the caster awakens an evil outsider, weakening the barrier between Hell and the mortal realm. The verbal component is "Tatra Ormistroben azarta. Tantermono monzezonzomozezobar. ZomontoroZo dalhiclerdom deridsa Kandar, Kandar, Kandar!" Casting this spell increases the caster's Madness Rating by 3.

Lightning

Evocation [Electricity]

Level: Arcane 4

Components: V

Casting Time: 1 action

Range: Long (100 ft. + 40 ft./level)

Effect: One primary target plus one secondary target/level (each must be within 30 ft. of the primary target)

Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

By chanting, "Klatuu empator!" the caster calls down bolts of lightning. The bolts deal 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target. Smaller lightning bolts strike as many secondary targets as the caster has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex saving throws for half damage. The caster chooses secondary targets as the caster likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The caster can choose to affect fewer secondary targets than the maximum. Casting this spell increases the caster's Madness Rating by 3.

Manifest the Flesh

Transmutation
Level: Arcane 4
Components: V
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: 1 ethereal being/level
Duration: 1 round/level (D)
Saving Throw: Will
Spell Resistance: Yes

This spell forces ethereal beings to manifest in the Prime Material Plane. The target becomes physical, along with its equipment. When the spell expires, the target returns to its ethereal existence. The verbal component is, "Nos veratos alamemnon conda." Casting this spell increases the caster's Madness Rating by 7.

Possess Deadite

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcane 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One undead of Medium-size or smaller
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster's body is transformed into a magical essence that flies into the animated corpse of an undead being that is Medium-size or smaller. The caster possesses the corpse and forces the undead's soul out of its body unless it

succeeds at a Will save. If the undead fails its Will save, the caster's life force occupies the corpse.

The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, hit points, natural abilities, and mental abilities, such as regeneration. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

When the spell ends, the caster's body bursts out of the undead, wherever it may be, destroying it completely. Casting this spell increases the caster's Madness Rating by 10.

Possess Hellhound

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcane 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One hellhound of Medium-size or smaller
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster's body is transformed into a magical essence that flies into a hellhound. The caster possesses the hellhound and forces the hellhound's soul out of its body unless it succeeds at a Will save. If the hellhound fails its Will save, the caster's life force occupies the hellhound.

The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, hit points, natural abilities, and mental abilities, such as regeneration. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

When the spell ends, the caster's body bursts out of the hellhound, wherever it may be, destroying it completely. Casting this spell increases the caster's Madness Rating by 5.

Reign of Fire

Evocation [Fire]

Level: Arcane 5

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *reign of fire* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if the caster so desires. Any other creatures (and plant creatures the caster wishes to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6). Casting this spell increases the caster's Madness Rating by 5.

Runic Lock

Abjuration

Level: Arcane 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A *runic lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass the caster's own lock without affecting it; otherwise, a door or object secured with *runic lock* can be opened only by breaking in or by a successful *dispel runic lock* spell. Add +10 to the normal DC to break open a door or portal affected by this spell. A *dispel runic lock* spell permanently removes a *runic lock*. Casting this spell increases the caster's Madness Rating by 2.

Seismic Wave

Evocation [Sonic]

Level: Arcane 5

Components: V, S

Casting Time: 1 action

Range: 50 ft. + 5 ft./level

Area: 10 ft. wide to 50 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster unleashes a seismic wave that damages creatures in its path. Any creature within the area takes 10d6 points of damage (or 1d6 points of sonic damage per level to a maximum of 20d6, against exposed brittle or crystalline objects or crystalline creatures). A successful save reduces the damage by half. Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves. Casting this spell increases the caster's Madness Rating by 5.

Stun

Conjuration (Creation)

Level: Arcane 5

Components: V

Casting Time: 1 action

Range: Caster

Effect: 30-foot radius centered on caster

Target: One creature with up to 150 hit points

Duration: See text

Saving Throw: None

Spell Resistance: Yes

When a *stun* spell is uttered, creatures of up to 150 hit points within the area of effect are stunned. Creatures with 50 or fewer hit points remain stunned for 4d4 rounds, creatures with 51 to 100 hit points are stunned for 2d4 rounds, creatures with 101 to 150 hit points are stunned for 1d4 rounds, and creatures with 151 hit points or more are not affected. A stunned creature can't act and loses any Dexterity bonus to Defense. Attackers gain +2 bonuses to attack it. Casting this spell increases the caster's Madness Rating by 5.

Summon Hellhound

Level: Arcane 2

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Effect: One summoned hellhound

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell summons a hellhound to the caster. The hellhound defends the caster to the best of its ability. Casting this spell increases the caster's Madness Rating by 5.

Madness

"Why would you say that I am insane? I wouldn't say that I've lost my mind simply because I've heard the voices and seen the godless things moving in the woods. If anything, I think more clearly now than ever before."

- Ash, [Army of Darkness](#)

All characters begin with a Madness rating of 25 minus their Wisdom. When a character's Madness Rating (MR) reaches 25, the character goes insane. A rating of 0 is a normal, well-adjusted person.

Madness Triggers

- **Injury:** Whenever a character loses 50% or more of his hit points to a single attack.
- **Death:** Any time a character witnesses the death of a party member or loved one.
- **Supernatural:** Any time a character sees a FX used or encounters a monster.

Madness Check

A Madness Check consists of a Will Save (DC 6 + MR modifiers). If the character fails the

Madness Check, he suffers a Madness Effect. Each time a character loses 3 MR, he can remove the most recent Madness Effect. The current Madness Rating of the character modifies the Madness Check.

The ability loss effects of Madness are cumulative, but not permanent. All ability losses last until a character drops a Madness Rating rank. Each time a character drops a MR rank, he regains 1d4 lost ability points. Characters whose Madness is reduced to zero recover lost ability points at a rate of one per day of total rest. If at any time any of a character's abilities drops to 0 as a result of Madness, he becomes an insane NPC. Extensive treatment from trained medical personnel might heal someone with a Madness Rating as high as 24. Nothing short of a miracle (e.g., *heal*, *miracle*, *wish*) can bring a character back from a Madness Rating of 25 or higher.

Condition	Madness Check Modifier
Madness Rating: 0-2	+4
Madness Rating: 3-5	+2
Madness Rating: 6-8	+1
Madness Rating: 9-10	0
Madness Rating: 11-12	-2
Madness Rating: 13-14	-4
Madness Rating: 15-17	-6
Madness Rating: 17-19	-8
Madness Rating: 20-21	-10
Madness Rating: 22-24	-12
Madness Rating: 25+	N/A
Monster	+1/CR of monster
FX	+1/FX level

D100	Madness	Ability Drain	Effect
01-10	Combat Shock	--	The character must make a Will save (DC current MR) when under stress or be Dazed for 1d4 rounds.
11-30	Hysteria	-1d4 Wisdom	The character must make a Will save (DC current MR) when under stress or begin laughing hysterically as the <i>T's hideous laughter</i> spell.
31-50	Hemophobia	-1d4 Wisdom	The character must make a Will save (DC current MR) at the sight of blood or run screaming for 1d4 rounds in a random direction.
51-55	Delusions	-1d4 Charisma	The character is randomly affected by figments, as per the illusion spell.
56-60	Withdrawal	-1d4 Charisma	The character must make a Will save (DC current MR) when under stress or Cower for 1d4 rounds.
61-70	No Sleep	-1d4 Constitution	The character must make a Will save (DC current MR) each day or be Fatigued
71-75	Mental Exhaustion	-1d4 Dexterity	The character must make a Will save (DC current MR) each day or be Exhausted.
76-85	Lethargy	-1d4 Dexterity	The character must make a Will save (DC current MR) or immediately go to Sleep.
86-90	Panic	-1d4 Wisdom	The character must make a Will save (DC current MR) during stressful situations or act as per the <i>confusion</i> spell for one round.
91-95	Mania	-1d4 Charisma	The character must make a Will save (DC current MR) during stressful situations or lash out at the nearest victim in a rage as per the barbarian rage ability.
96-100	Catatonia	-1d4 Charisma	The character must make a Will save (DC current MR) or immediately become Unconscious.

Time Travel

"In order to rid myself of the foul thing, I read from a passage in the book that was supposed to open a hole. A hole in Time that would send the Evil back. And it worked...I just didn't plan on coming along.

--Ash, [Army of Darkness](#)

It's scary enough to consider that the Kandarians are hell-bent on taking over the world. Worse, Kandarians do not perceive any differences in time – they'll take over the world now, yesterday, or tomorrow, it makes no difference to them.

Of course, time travel adds an element to the game that not all Game Masters may be interested in. But certainly, if the campaign starts to get stale, time travel spices it up. Even better, the inherent compatibility with the d20 system allows easy conversion between different genres.

There are a few theories on time travel:

Parallel Universe

One cannot go backwards in time to affect one's current time stream. At best, a time traveler can alter the timeline so that fate doesn't exist in the current reality. That is, the timeline diverges upon time travel happening, creating a unique timeline. Somewhere, the Kandarians still win. However, in the universe the time traveler is in, it's a new world.

This theory of time travel does not make for happy endings. It means Kandarians can never be defeated by traveling into the past. Not one but two alternate endings have been suggested for the Evil Dead universe – both end with the deadites obliterating mankind.

Unified Time stream

Time takes place across one reality. By killing off someone in the past, you affect the future. This of course can cause paradoxes – you could kill your own father, which means you shouldn't be able to exist to go back in time to kill your father in the first place. The Evil Dead series hints that this is the "real" theory, as Ash reads about a "hero from the sky" and even sees a sketch of a guy holding a chainsaw without realizing that he is that hero.

How It Works

Time travel to the past can only be achieved through magic (see the Spells chapter). Being sucked into a twister isn't pleasant even when the twisters aren't time traveling vortexes. Beings sucked into the void float weightless, tumbling endlessly in the funnel cloud.

For a moment, there is no sound at all. Then a bright flash of light. The time travelers appear in a bolt of electricity from the sky, spewed out of the heavens and falling to the ground with a crash.

Time travel to the future is achieved by magical drops (see the Spells chapter). These drops don't really cause the recipient to time travel. Rather, he is placed into a form of suspended animation, unharmed, until the designated time is reached. The spell does not protect the traveler's possessions, which means he awakens from a deep sleep naked and confused. Sort of like every morning, only in another time.

Technology Level

Travel through time has its ups and downs. Okay, mostly downs. You can get away with a lot more in the more lawless historical times, but conversely, there's a lot more danger as a result. Technology levels vary by location. These guidelines can be used to determine just what is or isn't available.

Tech Level 0 (8300 BC – 1200 AD)

Dwellings are natural caves and crude shelters. This circle has no writing and preserves knowledge through oral tradition. Muscle is the only source of energy available. There's not much to own and not much to covet. Hide armor, clubs, and spears are the only weapons of war available. The Chinese invent the flamethrower, but don't bother to share it with the Europeans. They also invent gunpowder – and don't share it with the Europeans.

Tech Level 1 (1200 – 1700 AD)

Dwellings range from huts to houses of stone or fired brick, and may be grouped into large settlements or even cities. Castles and other fortifications are possible. Warfare is conducted with swords, bows, metal armor and catapults support sieges. The Williams gun is invented in 1695. The Williams family also invents the flamethrower. Mysteriously, the Europeans suddenly figure out how to use gunpowder as a weapon in 1393. Hmmm.

Tech Level 2 (1700 – 1860 AD)

Good roads and canals facilitate trade and communication between large cities. Animal-powered wheeled vehicles use these roads. Printing presses make the written word available to those who can read. Warfare is conducted with advance versions of the technology level 1 weapons.

Tech Level 3 (1860 – 1900 AD)

Roads are universal and travel is common. Stagecoaches and similar vehicles make regular runs on land. Cities include cement structures. Firearms dominate warfare, with rifles and pistols in use. Mobile cannons make battlefield artillery support highly effective. Dr. Richard Jordan Gatling claims to invent the automated machinegun in 1862. An unnamed Williams family member sues him for the rights. Gatling shoots him. The case is dropped and the gun is thereafter known as the "Gatling Gun" because everybody loves alliteration.

Tech Level 4 (1900 – 1940 AD)

Steam-powered railways and ships are available. Air transport in the form of dirigibles is

possible. Iron clad warships, mechanical machineguns, repeating cartridges make modern warfare a reality.

Tech Level 5 (1900 – 1940 AD)

Petrochemical exploitation allows self-propelled ground vehicles and early aircraft. Warfare is conducted with crudely armored vehicles, good quality artillery and bulky automatic weapons. Early submersibles and battleships rule the sea. This is a good time for deadite slayers: the shotgun is invented in 1903 and the chainsaw is invented in 1936.

Tech Level 6 (1940 – 1970 AD)

Cities can be built anywhere. Advanced submersible craft allow the oceans to be explored. Nuclear fission allows cheap power and the creation of weapons of mass destruction. Computers are a reality. Warfare is conducted with early jet aircraft, advanced tanks and helicopters.

Tech Level 7 (1970 – 1990 AD)

Satellite communications and desktop computers are a reality. Travel is possible through high-speed trains, hovercraft, ultralight aircraft and supersonic airliners. Laser-guide weaponry and advanced missiles complement composite armor for ground vehicles.

Tech Level 8 (1990 – Present)

Modern day technology.

FX Items

"C'mon, let's take this stuff upstairs. I'll grab the recorder and you get everything else."

--Ash to Scotty just before the nightmare begins, [Evil Dead](#)

New Items

Boomstick

This +1 *shotgun* is the bane of all undead. Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed.

Type: Weapon (magic); Caster Level: 10th;
Purchase DC: 25; Weight: 8 lb.

Buzz

This +3 *chainsaw* threatens a critical hit on a natural roll of 19 or 20 (a normal chainsaw has a threat range of 20).

Type: Weapon (magic); Caster Level: 10th;
Purchase DC: 39; Weight: 10 lb.

Morturom Demonto

This is the translated, New York Times bestseller version of the Necronomicon Ex Mortis. It conveniently leaves out the dispelling spells and contains all the awakening spells: *awaken Kandarian*, *lesser awaken Kandarian*. Reading the volume takes 1 week to comprehend in its entirety. Reading the entire book causes the reader's Madness Rank to increase by 1 initially and 1d4 after reading the entire book.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1 lb.

Necronomicon Ex Mortis

This book is known by a lot of names, including Morturom Demonto, Natorum Demonto, and Nosferato Domentu. It is best known as Necronomicon Ex Mortis. Professor Knowby obviously didn't know what the hell he was talking when he translated this book. Since

the word "Necronomicon" already means Book of the Dead, "Necronomicon Ex Mortis" translates to "List of Dead Names is Dead". Whatever. The Book of the Dead is bound in human flesh and inked in human blood. A twisted face is on its cover. Inside, there are pictures and diagrams of skulls, monsters, eyes, demons, and some kind of writing that is unintelligible. It contains the following spells: *awaken Kandarian*, *create time drops*, *dispel evil*, *greater dispel evil*, *lesser awaken Kandarian*, *manifest the flesh*, *time/space rift*. Translating any particular spell requires a Decipher Script check (DC 30). Reading the volume takes 1 week to comprehend in its entirety. Reading the Book of the Dead causes the reader's Madness Rank to increase by 1d10 initially and 2d10 after reading the entire book.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 5 lb.

Scimitar of Sacrifice

This +1 *scimitar's* blade is pretty big and seems to be made of an actual spine. It has a small skull on the pommel, and it looks like it is wearing a ribcage helmet. It deals +2d6 points of bonus unholy (evil) damage against all of good alignment. Any time it deals damage to a creature, the creature bleeds for 1 point of damage per round thereafter in addition to the normal damage the *scimitar of sacrifice* inflicts. Multiple wounds from the *scimitar of sacrifice* result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on). Every wound inflicted by the wielder that bleeds causes the wielder to increase his Madness Rank by 1.

Type: Weapon (magic); Caster Level: 10th;
Purchase DC: 25; Weight: 2 lb.

Monsters

"I know now that my wife has become host to a Kandarian demon. I fear that the only way to stop those possessed by the spirits of the book is through the act of bodily dismemberment. I believe now to avoid this horror, but for myself, I have seen the dark shadows moving in the woods and I have no doubt that whatever I have resurrected through this book is sure to come calling... for me."

-- Professor Knowby, [Evil Dead](#)

New Monsters

Deadites

Deadites have but one goal – to test the mettle of man. They see themselves as the inheritors of the Earth and find the presence of mortals to be a disgusting insult to their superiority. Whenever they enter the mortal world, it is to test man's limits and see if he has what it takes. When man fails the test, they will swarm over the world like flies to honey.

All deadites have the following traits:

Darkvision: Deadites can see in complete darkness, up to 60 ft.

Daylight Powerlessness (Ex): Deadites are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Deadite Curse (Su): Any living humanoid that accumulates enough damage to reduce his hit points by one-quarter must succeed on a Fortitude save (DC 15) or become a deadite zombie in 1d10 rounds. He must make another save for each additional quarter of hit points lost to deadite melee attacks.

If a cursed humanoid is touched by sunlight or confronts something or someone with an intense emotional attachment within the first 24 hours of transformation, he can make a Will save (DC 25) to return to normal. Even if the victims fails his Will save, he takes no action for

1 round and suffers a –2 morale penalty to all offensive rolls involving the emotional attachment.

If the victim makes his Fortitude save but only by 1, he is partially possessed. Partial possession is awful – whatever limb was bitten or clawed can be turned against the owner on a failed Will save (DC 20) for one round. There's only one known way to stop a limb from continuing to attack, and that's by chopping it off. Cutting off one's own limb requires a Will save (DC 30). Success causes the victim to continue to bleed for 1d6 rounds thereafter and increases the victim's Madness Rating by 10. Severed limbs are still active and will do everything in their power to thwart the original owner.

Rejuvenation (Su): Deadites can only be destroyed by total dismemberment. If it is not dismembered, the "destroyed" deadite will restore itself in 1d4 days. A deadite that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + deadite's level or HD) against DC 16.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Deadite, Guardian

Large Undead

Hit Dice: 4d12 (26 hp)

Initiative: -1 (-1 Dex)

Speed: 10 ft

Defense: 13 (-1 Dex, -1 size, +5 natural)

Attacks: Slam +6 melee

Damage: Slam 1d8+3

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: breath weapon

Special Qualities: Undead, daylight

powerlessness, darkvision

Saves: Fort +1, Ref +0, Will +4

Abilities: Str 21, Dex 8, Con ---, Int 6, Wis 10, Cha 4

Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Allegiance: Hell

Advancement: None

Deadites are ugly enough as it is. Deadite guardians are big, fat, ugly, and they hock up really nasty loogies. If it's possible for a deadite to be even more gross, this massive shambling pile of putrescence is it. They're also slow, mentally and physically. But don't tell them that or they might try to bash your head in...tomorrow.

Combat

Deadite guardians slowly stump their way towards targets with a relentless tenacity. If the target happens to be asleep, they might actually catch up to their prey. They are fond of spewing the contents of their prodigious bellies at opponents.

Breath Weapon (Su): Cone of acid, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13.

Deadite, Harpy

Medium-Size Undead

Hit Dice: 7d12 (42 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 80 ft. (average)

Defense: 13 (+2 Dex, +1 natural)

Attacks: 2 claws +2 melee

Damage: Claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, daylight

powerlessness, darkvision

Saves: Fort +2, Ref +7, Will +5

Abilities: Str 10, Dex 15, Con --, Int 7, Wis 10, Cha 15

Feats: Dodge, Flyby Attack

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, pair, or flight (7-12)

Challenge Rating: 6

Treasure: None

Allegiance: Hell

Advancement: None

The only thing worse than a harpy is a deadite harpy because they have all the ugly looks but none of the charm abilities. It's like having non-alcoholic beer – the one good thing going for it is missing. That pretty much ruins it for everybody.

These ugly hag-bitches are more common in medieval times. Back then, floppy-breasted old demons with wings and fangs flying overhead were an everyday occurrence. No, really.

Combat

Deadite harpies don't charm people, they just kidnap them. Or, if they're bored, drop them from great heights.

Deadite, Kandarian

It's hard to say precisely what a Kandarian is. They come off as thoroughly insane to normal human beings, and that's just how Kandarians like it. They are so named after the Kandarian ruins where the Naturon Demonto, also known

as the Book of the Dead, was found. The good Professor Knowby accidentally released the Kandarians by reading an incantation aloud (see the Spells chapter for more information).

"Kandarian" is a template that can be added to any object or creature. The creature's type changes to undead. It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Kandarians have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Defense: Natural armor is the same as the base creature but applies only to ethereal encounters. When the Kandarian manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: The Kandarian retains all the attacks of the base creature.

Damage: The Kandarian retains all the damage of the base creature.

Special Attacks: The Kandarian retains all the special attacks of the base creature.

Horrific Appearance (Su): Any living creature within 60 feet that views the Kandarian must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same Kandarian's horrific appearance for one day.

Manifestation (Su): All Kandarians have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, Kandarians appear as massive heads with peeled skin and one gigantic, grasping hand. Treat a Kandarian's grasping hand as a *grasping hand* spell.

Malevolence (Su): Once per round, an ethereal Kandarian can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the Kandarian's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the Kandarian's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + Kandarian's Charisma modifier). A creature that successfully saves is immune to that Kandarian's malevolence for one day.

Telekinesis (Su): The Kandarian can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the Kandarian's HD or 12, whichever is higher.

Special Qualities: A Kandarian has all the special qualities of the base creature and those listed below, and gains the undead type.

- Darkvision with a range of 60 feet.
- SR equal to double the creature's HD (maximum 25).
- Cold and fire resistance (see the table below).
- Damage reduction (see the table below).

Hit Dice	Cold, Fire Resistance	Damage Reduction
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Change Self (Su): When a Kandarian possesses a living being, its skin turns pale, its veins bulge, and the pupils disappear. A Kandarian can change its undead appearance to look like its original self. This works as the *change self* spell as cast by an 18th-level sorcerer, but it can resemble its old self only for 1d4 rounds.

Turn Resistance (Ex): A Kandarian has +4 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature.

Skills: Kandarians receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature +2

Treasure: None

Allegiance: Hell

Advancement: Same as the base creature

Deadite, Legless

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (30 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: fly 60 ft. (good)

Defense: 15 (+3 Dex, +2 deflection)

Attacks: 2 claws 1d8+5 melee

Damage: Claws 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, incorporeal, daylight powerlessness, darkvision

Saves: Fort +1, Ref +4, Will +6

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: 7

Treasure: None

Allegiance: Hell

Advancement: 6-10 HD (Medium-size)

Legless deadites are all claws, with not much else. "Not much else" means flesh, useful legs, and brains. Legless deadites ain't bright, but they're cunning the way only a demon spawn from hell can be. Their jaws are perpetually

stretched wide in a look of shock or horror (or maybe, perpetual amusement).

Combat

If legless deadites have a weakness, it's that they are stuck in the Prime plane. They enjoy the thrill of tearing into opponents and thus are vulnerable to being torn up, shot up, and blown away in melee.

Legless deadites aren't very bright, but they do understand the advantages of fighting in three dimensions when their opponents are landbound. A legless deadite that is wounded will dive into the ground and then pop up when its opponent is least expecting it. Sneaky bastards.

Planewalk (Su): Legless deadites like to slip between the folds of space to attack enemies as though from thin air. They can dive into the Ethereal Plane with a move action but take 2 rounds to cross back. They usually use this tactic to dive into the ground and track their opponents Ethereally until they spot a prime moment to surprise attack.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Deadite, Nether-Beast Familiar

Small Undead

Hit Dice: 1d12 (5 hp)

Initiative: +3 (Dex)

Speed: 30 ft., climb 20 ft.

Defense: 14 (+1 size, +3 Dex)

Attacks: Bite +4 melee

Damage: Bite 1d4-2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, daylight powerlessness, darkvision

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 7, Dex 17, Con --, Int 2, Wis 10, Cha 2

Skills: Spot +7

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, pair, or colony (3-5)

Challenge Rating: 2

Treasure: None

Allegiance: Hell

Advancement: 3 HD (Small)

You can make a lot of entertaining combinations by crossing a skull with other stuff. Like the nether-beast familiar, for example. Stick a big skull on spider legs and VOILA! – instant scary thing.

Well, not quite, but the deadites get an "A" for Effort.

Combat

Although they're not much more threatening than skullbats, nether-beast familiars are just pathetic. It's hard not to feel guilty when you shoot these things. It's like shooting puppies. Only the puppies have no flesh. And eight legs.

Deadite, Pig

Medium-Size Undead

Hit Dice: 3d12 (18 hp)

Initiative: +0

Speed: 40 ft.

Defense: 16 (+6 natural)

Attacks: Gore +4 melee

Damage: Gore 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Scent, Undead, daylight powerlessness, darkvision

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 15, Dex 10, Con --, Int 2, Wis 13, Cha 4

Skills: Listen +7, Spot +5

Climate/Terrain: Temperate and warm forest

Organization: Solitary, pair

Challenge Rating: 4

Treasure: None

Allegiance: Hell

Advancement: 4-5 HD (Medium-size)

Awww, come on now. It's a freaking pig. Pigs are stupid, smelly, ugly and...did we mention stupid and ugly? And the smell? Yeah, pigs suck.

So why the hell demons would possess a pig's fatty, greasy ass is anybody's guess. Scholarly types might suggest that this is a Jesus thing and that he banished demons into pigs so they sort of have a thing for the porkchop. Don't believe it.

These are the deadites who are really unpopular but don't know it. They make fun of the deadite trees and don't realize the deadite trees are making fun of them. They probably think being a pig makes them cool. The joke's on them.

There is nothing redeeming about a deadite pig, except for maybe the fact that the ASPCA doesn't have as much of a problem with them being blown right off of their ugly pig feet.

Combat

Deadite pigs are filthier, nastier, and fatter than normal pigs. This makes them amazingly hardy, such that even a point-blank blast with a rifle doesn't stop them. When fighting a deadite pig, explosives, preferably of the nuclear kind, work best.

Ferocity (Ex): A deadite pig is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Deadite, Possessed Limb

Diminutive Undead

Hit Dice: 1d12 (4 hp)

Initiative: +3 (Dex)

Speed: 20 ft., climb 20 ft.

Defense: 18 (+4 size, +1 natural, +3 Dex)

Attacks: Claw +4 melee

Damage: Claw 1

Face/Reach: 1.5 ft. by 1.5 ft./0 ft.

Special Qualities: Undead, daylight powerlessness, darkvision, smite fallen

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 10, Dex 17, Con --, Int 10, Wis 10, Cha 5

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Allegiance: Hell

Advancement: None

If someone possessed by a Kandarian demon gets a good bite or claw off on you, chances are you might become possessed. If you're lucky, that doesn't happen. If you're

unlucky, you turn into a deadite zombie. If you're really unlucky, you only become partially possessed and the location that was damaged takes on a mind of its own. As in, your body part does its best to kill you even while still attached.

So your hand has become possessed. Or maybe it's your whole arm. Or maybe it's your leg. And we hope to God it's not...well, down there. But in any case, it's obvious the only logical thing to do is chop it off. Right?

That's how it starts.

Combat

Possessed limbs move incredibly fast. They move with the speed and cunning of undead rodents and are capable of everything from turning on tape recorders to stabbing people in the backs with sharp objects. Hands lend themselves most to this sort of behavior. A hopping foot just isn't quite as threatening or versatile.

Smite Fallen (Ex): Possessed limbs inflict double damage against prone combatants.

Deadite, Possessed Object

	Tiny Animated Object	Small Animated Object	Medium-Size Animated Object
	Tiny Construct	Small Construct	Medium-Size Construct
Hit Dice:	1/2 d12 (3 hp)	1d12 (6 hp)	2d12 (12 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+0
Speed:	40 ft. (50 ft. legs, 60 ft. multiple legs, 80 ft. wheels)	30 ft. (40 ft. legs, 50 ft. multiple legs, 70 ft. wheels)	30 ft. (40 ft. legs, 50 ft. multiple legs, 70 ft. wheels)
Defense:	14 (+2 size, +2 Dex)	14 (+1 size, +1 Dex, +2 natural)	14 (+4 natural)
Attacks:	Slam +1 melee	Slam +1 melee	Slam +2 melee
Damage:	Slam 1d3-1	Slam 1d4	Slam 1d6+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	See text	See text	See text
Special Qualities:	Cold and fire resistance 5, +4 turn resistance, darkvision, undead, SR 1, see text	Cold and fire resistance 5, +4 turn resistance, darkvision, undead, SR 1, see text	Cold and fire resistance 5, +4 turn resistance, darkvision, undead, SR 2, see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1	Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1	Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1

Climate/Terrain: Any land and underground

Organization: Tiny: Group (4); Small: Pair; Medium-size: Solitary

Challenge Rating: Tiny 2; Small 3; Medium-

size 4

Treasure: None

Allegiance: Hell

Advancement: None

Kandarians are like really horny monkeys – they'll stick themselves into anything in reach. It should come as no surprise, then, that they hop into objects too.

Combat

Kandarians don't seem to have a particular preference to what they possess. They'll possess anything, and then use it to laugh, gibber, and attack. The more of a face the item has, the better. A possessed object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheet-like possessed object such as a carpet or tapestry can grapple an opponent up to three sizes larger. The object makes a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until removed. The blinded creature cannot make Spot, Search, or Track checks and suffers a -6 circumstance penalty to other checks related to perception, such as Listen.

Constrict (Ex): A flexible possessed object such as a rope, vine, or rug deals automatic slam damage with a successful grapple check against creatures up to one size larger than itself. An object of at least Large size can make

constrict attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and fit under it.

Trample (Ex): A possessed object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller for the object's slam damage. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD) to halve the damage.

Hardness (Ex): A possessed object has the same hardness it had before it was possessed.

Improved Speed (Ex): The base speeds given in the statistics block assume that possessed objects lurch, rock, or slither along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a speed bonus of 10 feet. Objects with multiple legs (tables, chairs) have a speed bonus of 20 feet. Wheeled objects gain a speed bonus of 40 feet. Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheet-like object can fly (clumsy maneuverability) at half its normal speed. Yes, even books can fly by flapping their pages. Nobody said Kandarians were logical.

Deadite, Queen

Huge Undead

Hit Dice: 20d12 (130 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 0 ft

Defense: 27 (-2 size, +19 natural)

Attacks: Bite +17 melee, 2 claws +12 melee, 2 wings +11 melee

Damage: Bite 2d8+8, claw 2d6+4, wings 1d8+4

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Breath weapon, sonic screech, alternate form

Special Qualities: Undead, daylight powerlessness, darkvision

Saves: Fort +6, Ref +6, Will +15

Abilities: Str 27, Dex 10, Con ---, Int 16, Wis 17, Cha 16

Feats: Alertness, Cleave (claw), Improved Initiative, Power Attack, Sunder, Weapon Focus (bite), Weapon Focus (claw)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Allegiance: Hell

Advancement: None

Deadite queens are fond of prancing around as hot little redhead numbers with really short skirts and lots of attitude. They use this form to get ahead and further the deadite agenda. Because most of them look like the librarians you only see in men's magazines, this tactic works very well.

Since the deadite agenda seems to involve opening portals to Earth and swarming over it like army ants, most queens work at late-night

jobs that will bring them in contact with the paranormal.

In their regular forms, deadite queens look like gigantic, bloated buzzards with long snaky necks, stubby red wing-like appendages, and a torso that is connected to the ceiling. They can't range far and don't seem to mind.

Combat

Deadite queens defend their lairs with ferocity. They alternate between using their breath weapon and a destructive screech. Plan on fighting one? Bring plenty of explosives.

Alternate Form (Su): Deadite queens can assume any humanoid form of Medium-size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms. While using this ability, a deadite queen gains a +10 circumstance bonus to Disguise checks.

Breath Weapon (Su): Cone of corrosive (acid) gas, 30 feet, every 1d4 rounds; damage 12d6, Reflex half DC 25.

Destructive Screech (Su): A deadite queen can blast sonic energy in a cone up to 80 feet long. All objects made of stone within the cone must succeed at a Fortitude save (DC 15) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack. Creatures who are hit by the cone must make a Reflex save (DC 15) or be knocked down.

Deadite, Skeleton

Medium-Size Undead

Hit Dice: 1d12 (6 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

Defense: 13 (+1 Dex, +2 natural)

Attacks: 2 claws +0 melee

Damage: Claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attack: Illusory death

Special Qualities: Undead, daylight powerlessness, darkvision, immunities

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 10, Dex 12, Con --, Int 10, Wis 10, Cha 11

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Gang (2-5), squad (6-10), or mob (11-20)

Challenge Rating: 2

Treasure: None

Allegiance: Hell

Advancement: None

Deadite skeletons, like all things filled with deadite evilness, are smarter and faster than the

typical skeletons. Guess they didn't read the monster handbook.

Combat

When you're a deadite skeleton, life isn't filled with a lot of options. So they make the best of it by playing dead – after all, how can you really tell when something that was already dead is dead again? Then they spring up and attack. It's a cheesy tactic, but deadite skeletons pull it off. Which is why we like to introduce them to Mr. Shotgun, who doesn't give them the opportunity to pretend they're anything but chalk.

Illusory Death (Ex): In any round a deadite skeleton is struck for 6 or more points of damage by a single weapon, it slumps to the ground as if dead. On its next round, the deadite skeleton rises again as if through reanimation. Any creature viewing this must succeed at a Will save (DC 10) or become panicked for 2d4 rounds.

Immunities (Ex): Deadite skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Deadite, Skullbat

Tiny Undead

Hit Dice: 1d12 (4 hp)

Initiative: +2 (Dex)

Speed: fly 40 ft. (good)

Defense: 14 (+2 size, +2 Dex)

Attacks: Bite +0 melee

Damage: Bite 1d4

Face/Reach: 2.5 ft. by 2.5 ft./0 ft.

Special Qualities: Undead, daylight powerlessness, darkvision

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con --, Int 2, Wis 14, Cha 4

Skills: Listen +9, Move Silently +6, Spot +9

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground

Organization: Solitary, pair, or colony (10-40)

Challenge Rating: 2

Treasure: None

Allegiance: Hell

Advancement: None

Someone down in hell must have been really bored, really drunk, or both. 'Cause this thing is more comical than scary.

Imagine...okay actually you don't have to imagine. Remember all those biker belt buckles with the skull and bat wings? Yeah, that. That's what a skullbat is. Seriously.

Combat

You're kidding, right? It's a freaking skull with wings sticking out. It bites. In more ways than one.

Deadite, Slavelord

Large Undead

Hit Dice: 6d12 (39 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

Defense: 19 (+2 Dex, -1 size, +8 natural)

Attacks: Claw +7 melee

Damage: Claw 2d6+3

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: reach, charge

Special Qualities: Undead, daylight powerlessness, darkvision

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 21, Dex 14, Con ---, Int 6, Wis 10, Cha 4

Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Allegiance: Hell

Advancement: None

Stuff the fat, oozing flesh of a deadite guardian into S&M gear, chop off its fingers and

replace them with really long claws, and you've got yourself a deadite slavelord. Deadite slavelords lord over, well, slaves. It's not entirely clear why deadites need slaves, so slavelords don't usually have much to do besides admire each other's nipple rings. Just don't make one mad.

Combat

Deadite slavelords are deceptively fast for their size and their long claws make them even more dangerous.

Reach (Ex): The length of deadite slavelord razor-sharp fingernails means they act as if wielding reach weapons in combat.

Charge (Ex): A deadite slavelord typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the slavelord to make a single slam attack that deals 4d6+6 points of damage.

Deadite, Tree

Huge Undead

Hit Dice: 7d12 (42 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

Defense: 20 (-2 size, -1 Dex, +13 natural)

Attacks: Tail +12 melee, tongue +7 melee

Damage: Tail 2d6+9, tongue 1d6+9

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Animate trees, trample, double damage against objects

Special Qualities: Plant, cold and fire resistance 10, damage reduction 5/+1, half damage from piercing, SR 7, darkvision, undead, +4 turn resistance, daylight powerlessness

Saves: Fort +10, Ref +1, Will +6

Abilities: Str 29, Dex 8, Con --, Int 12, Wis 15, Cha 12

Skills: Hide -1*, Intimidate +8, Knowledge (any one) +8, Listen +17, Search +8, Sense Motive +9, Spot +17, Wilderness Lore +9

Feats: Iron Will, Power Attack

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Challenge Rating: 10

Treasure: Standard

Allegiance: Hell

Advancement: 8-16 HD (Huge); 17-21 HD - (Gargantuan)

Stick a Kandarian demon in a deadite tree and you get one pissed off demon. Kandarians seriously enjoy possessing things that can scream, shout, dance, and giggle incoherently. Trees. Just. Sit. There.

So deadite trees are angry mothers, not above brutalizing and mutilating anything they can get their hands on. They attack in groups and congregate around portals to hell. They are quite powerful (despite their less-than-desirable

hosts) but are considered to be the rabble by proper deadites.

Combat

Deadite trees prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample their opponents. When attacking structures, they animate trees as reinforcements.

Animate Trees (Sp): A Deadite tree can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a Deadite tree in all respects. Animated trees lose their ability to move if the Deadite tree that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12th-level druid.

Trample (Ex): A Deadite tree or animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the Deadite tree or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A Deadite tree or animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to Deadite trees, with a minimum of 1 point of damage.

Skills: Deadite trees receive skills as though they were fey*. They have a +16 racial bonus to Hide checks made in forested areas.

Deadite, Twin

A deadite twin is a physical duplicate of a specific humanoid, called a primary. Although a deadite twin does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A deadite twin is identical in appearance to the primary.

Deadite twins are bad news. They are obsessed with everything the primary has and want to destroy it, warp it, crap on it, degrade it, make fun of it, and worse. They hate their counterparts with a passion and are fond of calling themselves, "Evil-whatever." That's right, if Cecil gets a deadite twin, there'll be an Evil Cecil running around.

Deadite twins are usually created when a humanoid looks into a mirror or succeeds a Will save from a Kandarian demon's attack. Humanoids who are stubbornly resistant to possession get their own deadite twins as an extra special gift from hell. A Will save (DC 30) is necessary to avoid this attack. The experience alone increases the character's Madness Rating by 5.

If the mirror is shattered in the same round when a deadite twin is forming, it forms 1d20 Tiny-sized twins instead. These mini-deadites are all just like the primary, only they are Diminutive-sized (-6 Strength, +6 Dexterity, -10 speed, +3 bonus to attack rolls and Defense due to reduced size). They will try to subdue the primary with the purpose of entering an orifice (doesn't have to be the mouth – ewwww!). If even one mini-deadite gets inside the primary, it will form a fully formed deadite twin in 1d10+10 rounds. The process is extremely painful as the deadite twin "buds" off of the primary, and inflicts 2d10 points of damage to the primary in the process.

Template Traits

"Deadite twin" is an inherited template that can be added to any humanoid. A deadite twin uses all the primary's statistics except as noted here.

Challenge Rating: Same as the base creature +2.

Hit Dice: Change to d12.

Special Qualities: A Deadite twin has all the special qualities of the base creature and those listed below, and gains the undead type.

- Darkvision with a range of 60 feet.
- SR equal to double the creature's HD (maximum 25).
- Cold and fire resistance (see the table below).
- Damage reduction (see the table below).

Hit Dice	Cold, Fire Resistance	Damage Reduction
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Turn Resistance (Ex): A Deadite twin has +4 turn resistance.

Breath Weapon (Su): Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone.

Command Undead (Su): A deadite twin can command undead as an evil cleric of equal level.

Allegiances: A deadite twin's primary allegiance is to the forces of hell.

Saves: As the original.

Action Points: Deadite twins do not acquire or amass action points.

Abilities: As the original except Constitution becomes "-".

Skills: A deadite twin has access to any skill in which the original has ranks, and all of a deadite twin's skills are class skills even if they are cross-class skills for the original. A deadite twin gets a number of skill points per Hit Die equal to 4 + the deadite twin's Intelligence modifier (minimum 1 skill point per Hit Die). The deadite twin can never have more ranks in a skill than the original.

The deadite twin gains a +4 species bonus on Disguise checks when impersonating the original. Deadite twins receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Automatic Languages: A deadite twin can read, write, and speak any language known by the original.

Advancement: By character class.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary.

Treasure: None

Deadite, Warrior

Medium-size Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

Defense: 16 (+2 Dex, +4 natural)

Attacks: 2 claws +3 melee

Damage: Claw 1d8+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Pounce

Special Qualities: Undead, +2 turn resistance, undead

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 15, Con ---, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8

Feats: Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or pack (7-12)

Challenge Rating: 3

Treasure: None

Allegiance: Hell

Advancement: None

Deadite warriors have two bone spurs that are sharpened to sword-like sharpness, jutting from their wrists. And you thought your carpal tunnel was bad.

Combat

Deadite warriors are smarter than the average bear, roam in packs, and have enough sense of self-preservation to occasionally try to block an attack here or there.

Pounce (Ex): If a deadite warrior leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Deadite, Zombie

Medium-Size Undead

Hit Dice: 2d12 (12 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 30 ft. (clumsy)

Defense: 11 (-1 Dex, +2 natural)

Attacks: Bite +2 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, daylight powerlessness

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con --, Int 10, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Gang (2-5), squad (6-10), or mob (11-20)

Challenge Rating: 3

Treasure: None

Allegiance: Hell

Advancement: 3 HD (Medium-size)

If you ever wondered why they called the first two movies *Evil Dead*, these things are the reason. Because they're evil. And they're dead. Get it? Come on pokey, keep up with us here.

The problem with deadite zombies is that they're not slow, shambling morons. They're fast and smart and bitter about life. In fact, they never shut up.

Combat

Deadite zombies fly like drunken fools, hurling themselves at their nearest foes so they can eat them. They enjoy biting but will use anything they can get their hands on as a weapon. Aim for the head – it may not kill them, but it will stop the endless taunts.

Hellhound

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 4d8+4 (22 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft.

Defense: 16 (+1 Dex, +5 natural)

Attacks: Bite +5 melee

Damage: Bite 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Scent

Saves: Fort +5, Ref +5, Will +4

Abilities: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*

Feats: Improved Initiative, Track

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (5-12)

Challenge Rating: 3

Treasure: None

Allegiance: Summoner

Advancement: 5-8 HD (Large)

They say dogs are a man's best friend. Well, hellhounds are not a demon's best friend, even if they seem to hang out at the same watering holes. This has probably something to do with the highly abusive behavior of demons, which have been kicking puppies since time immemorial. Whatever the case, hellhounds are loyal to whoever happens to summon them.

Combat

Hellhounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly.

Skills: Hellhounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

Links

"Some people are born with chainsaws. Others have chainsaws thrust upon them."

--Ash, [Evil Dead: Fistful of Boomstick](#)

Books

For more information about books that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Evil Dead: Hail to the King: Prima's Official Strategy Guide](#)
- [The End: Lost Souls Edition](#)
- [The Evil Dead Companion](#)

DVDs

- [Army of Darkness](#)
- [Army of Darkness \(Boomstick Edition\)](#)
- [Army of Darkness: Special Edition](#)
- [Bruce Campbell vs. Army Of Darkness - The Director's Cut \(Official Bootleg Edition\)](#)
- [Evil Dead - Special Edition](#)
- [Evil Dead II: Dead By Dawn \(Special Edition\)](#)
- [The Evil Dead](#)
- [The Evil Dead \(Book Of The Dead Limited Edition\)](#)

Games

- [Evil Dead: Fistful of Boomstick \(PS2\)](#)
- [Evil Dead: Fistful of Boomstick \(Xbox\)](#)

- [Evil Dead: Hail to the King \(Dreamcast\)](#)
- [Evil Dead: Hail to the King \(PC\)](#)
- [Evil Dead: Hail to the King \(PS\)](#)

Music

- [Evil Dead/Evil Dead 2/Army Of Darkness \[IMPORT\] \[SOUNDTRACK\]](#)

Web

For more information about web sites that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Army of Darkness: Choose Your Own Adventure](#)
- [Ash vs. the World](#)
- [Army of Darkness Dictionary](#)
- [Deadites Online](#)
- [Evil Dead: Hail to the King FAQ](#)
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About the Author

Michael Tresca

Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in [RetroMUD](#) and where many of his short stories take place. Michael has published three D20 modules: "[Tsar Rising](#)", "[All the King's Men](#)," and "[The Dancing Hut](#)" from MonkeyGod Enterprises. He has written numerous supplements, including "[Frost and Fur](#)" and "[Abyss](#)," also from MonkeyGod Enterprises, "[Mercenaries: Born of Blood](#)" from Otherworld Creations, and "[Combat Missions](#)" from Paradigm Concepts. Michael has also contributed to "[Relics](#)" from AEG and "[The Iron Kingdoms Campaign Guide](#)" from Privateer Press. Michael has also written magazine articles for Spectre Press' [Survival Kit](#) series, [Dragon Magazine](#), [Scrollworks](#), and [D20 Weekly](#). He has written a multitude of reviews of role-playing and computer games for [RPG.net](#), [Gamers.com](#), [Allgame.com](#), and [Talien and Maleficent's Bazaar](#). Michael has presented at various panels, including [Dragon*Con](#), [I-Con](#), and [Bakuretsucon](#). When he's not writing, Michael can be found as his alter ego, Talien, on [RetroMUD](#) as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

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