**Undead**

**Undead:** Undead cannot be poisoned, diseased or be made to sleep or fall unconscious.

They need not eat, drink, or breathe, and they are indifferent to normal extremes of heat or cold.

Common undead are destroyed at zero hit points; PCs or powerful undead automatically stabilize.

They do not continue to decay beyond their initial state, but self-repair at normal healing rates. Conventional healing spells or powers are useless on them unless used by themselves, a Necromancer, or by another person skilled in the maintenance of dead flesh.

Undead accrue and lose System Strain as normal.

**Common Undead**

| **Name** | **HD** | **AC** | **Atk.** | **Dmg.** | **Shock** | **Move** | **ML** | **Inst** | **Skill** | **Save** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Skeleton (unarmed) | 1 | 13 | +1 | 1d6 | - | 30’ | 12 | 5 | +0 | 15+ |
| Skeleton (armed) | 1 | 13 | +1 | Wpn | Wpn | 30’ | 12 | 5 | +0 | 15+ |
|  | ***Spear:***range (M, R 20’/60’)      1d6            2/13  ***Longsword:***range (M)               1d8            2/13  ***Longbow:***range (100’/600’)    1d8               - | | | | | | | | | |
| Zombie | 2 | 10 | +2 | 1d8 | - | 20’ | 12 | 6 | +1 | 14+ |
| Ghoul | 3 | 13 | +4 | 1d8 | - | 30’ | 10 | 2 | +1 | 14+ |
|  | ***Paralysis:***On a hit the target must make a Physical save or be Paralyzed for 1d4+1 rounds  Paralyzed targets can’t take Actions. | | | | | | | | | |
| Crawling Claw | 1 HP | 13 | +2 | 1d4 | - | 20’ | 12 | 6 | +0 | 15+ |
|  | **Turn Resistance:** Unaffected by spells which Turn/Repel or take control of Undead creatures | | | | | | | | | |
| Swarm of Crawling Claws | 4 | 10 | +6 x 3 | 1d6 | 1/- | 20’ | 12 | 6 | +1 | 13+ |
|  | ***Swarm:***Melee weapons only deal Shock damage to the Swarm.  When the Swarm is reduced to half its maximum HP it loses 1 Attack.  **Turn Resistance:** Unaffected by spells which Turn/Repel or take control of Undead creatures | | | | | | | | | |
| Zombie Wolf | 2 | 11 | +2 | 1d4 | 1/13 | 40’ | 12 | 6 | +1 | 14+ |
| Skin Kite | 1 | 15 | +2 | 1d4 | - | 40’F | 12 | 6 | +1 | 14+ |
|  | **Smothering Embrace:** On a hit the target is Smothered by the Skin Kite; a Skin Kite can only smother one target at a time. Smothered targets are Blinded and attacks against them are made at a +4 bonus and attacks they make are at a -4 penalty. A creature can remove a Skin Kite by using their Main action and winning a STR(exert) contest against the Skin Kite. | | | | | | | | | |
| Skeletal Horse | 3 | 13 | +1 | 1d6 | 1/15 | 50’ | 12 | 6 | +1 | 14+ |
| Shade | 3 | 20 | +3 | 1d6 | 2/- | 30’ | 8 | 6 | +1 | 13+ |
|  | ***Deathly Touch:*** Foes hit by it are enfeebled, taking a cumulative -2 penalty to hit rolls and-1 to damage rolls, Shock, and skill checks for the rest of the Scene.  ***Ethereal:*** Can not be harmed by non-magical weapons or energies  Can pass through non-magical solid matter but can not end its turn inside solid matter  ***Sunlight Vulnerability:*** Exposure to sunlight or magical light which approximates sunlight deals 1d10 damage at the start of its turn. | | | | | | | | | |

**Uncommon Undead**

| **Name** | **HD** | **AC** | **Atk.** | **Dmg.** | **Shock** | **Move** | **ML** | **Inst** | **Skill** | **Save** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Zombie Bear | 5 | 12 | +5 | 1d8 | 2/14 | 30’ | 12 | 6 | +1 | 13+ |
| Zombie Ogre | 4 | 14 | +4 | 1d10+2 | 2/15 | 30’ | 12 | 6 | +1 | 13+ |
| Wight (unarmed) | 5 | 15 | +4 x 2 | 1d6 | - | 30’ | 10 | 4 | +1 | 13+ |
| Wight  (armed & armoured) | 5 | 17 | +4 x 2 | 1d8 | Wpn | 30’ | 10 | 4 | +1 | 13+ |
|  | ***Longsword:***range (M)               1d8            2/13  ***Longbow:***range (100’/600’)     1d8               - | | | | | | | | | |
| Mummy | 6 | 10 | +6 | 1d12 | - | 30’ | 10 | 4 | +1 | 12+ |
|  | **Terror:** Target that can see the Mummy makes a Mental save; on a fail it is shaken and makes attacks at -2 for the next 24 hours if they can see the Mummy.  This ability can only act on a given target once every 24 hours.  **Mummy Rot:** On a hit the target must make a Physical save or become afflicted by Mummy Rot. Mummy Rot prevents the recovery of hit points even by magical means.  If a creature with Mummy rot is reduced to 0HP it dies and can not be revived magically.  **Fire Vulnerability:** Mummies take double the usual damage from fire and must make a Morale check if attacked with fire. | | | | | | | | | |
| Revenant | 8 | 13a | +10 | 1d8 | 2/- | 30’ | 10 | 5 | +2 | 11+ |
|  | **Turn Resistance:** Unaffected by spells which Turn/Repel or take control of Undead creatures  **Implacable:** Immune to harm by most mundane means, magical weapons and energies can harm a Revenant but only fire can bring it to 0HP.  **Gaze of Terror:** On locking eyes with the Revenant the Revenants killer must make a Mental save or be Paralyzed with fear for 2d4 rounds. Paralyzed targets can’t take Actions.  The ability can only be applied once every 24 hours. | | | | | | | | | |
| Banshee | 7 | 20 | +7 | 1d8 | 2/- | 30’ | 8 | 4 | +2 | 10+ |
|  | **Ethereal:** Can not be harmed by non-magical weapons or energies  Can pass through non-magical solid matter but can not end its turn inside solid matter  **Terror:** Target that can see the Banshee makes a Mental save; on a fail it is shaken and makes all attacks against at -2 for the next 24 hours if they can see the Banshee.  This ability can only act on a given target once every 24 hours.  **Wail (Action):** All creatures within 30’ must make a Mental save or are dropped to 0HP immediately; those which save are instead dealt 2d10 damage.  The Banshee can only Wail once every 24 hours and only at Night. | | | | | | | | | |
| Vampire | 8 | 19 | +10 | 1d6+4 | 4/15 | 40’ | 7 | 2 | +2 | 10+ |
|  | **Life Drain:** On a hit, creature makes a Physical save gaining 1d4 System Strain on a fail  **Regeneration:** Vampires regenerate 1d6 HP at the start of their turn unless they have received damage from sunlight, holy water or a consecrated weapon this round.  **Sunlight Vulnerability:** Exposure to sunlight or magical light which approximates sunlight deals 2d10 damage to the Vampire at the start of its turn.  **Shapechanger (Action):** Transform into a Swarm of Bats (See Animals)  The Vampire retains its health, hit die, morale, instinct and save score but otherwise uses the Swarm of Bats statistics with the exception that it does not lose attacks.  **Spellcasting:** Innate Lvl 8 Necromancer, Magic Skill of 2, Spells are at Will  -*Ineluctable Shackles of Volition* (pg. 70) Charm a target under its command  -*Command the Dead* (pg. 70) Take control of up to 16HD of Undead | | | | | | | | | |
| Lich | 11 | 20 | +11 x 3 | 1d10 | 2/- | 30’ | 5 | 1 | +3 | 8+ |
|  | **Turn Resistance:** Unaffected by spells which Turn/Repel or take control of Undead creatures  **Paralysis:** On a melee hit the target must make a Physical save or be Paralyzed for 1d4+1 rounds. Paralyzed targets can’t take Actions.  **Lichdom:** If it's body is destroyed the Lich reforms by its Phylactery in 1d10 days. The Lich can only be truly killed if it’s body is destroyed and then its Phylactery is destroyed.  **Spellcasting:** Lvl 10 Necromancer, 6 Spells per Day  *-The Coruscating Coffin* (pg. ) 1000ft, 10d8 damage against single target, Phys save for half.  -*Command the Dead* (pg. 70) Take control of up to 20HD of Undead  -*Phobic Storm* (pg. 70) Morale check at -3 to flee  -*Howl of Light* (pg. 70) 500ft range, 25ft radius, 10d8 damage, Evasion save for half  -*Call of the Tomb* (pg. 70)  **Arts:** High Mage/Necromancer, 5 Effort  -*Counter Magic* (pg. 70) DAY Instant action, Magic contest to cancel enemy spell, slot lost  -*Empowered Sorcery* (pg. 70) DAY, Instant action, re-roll any die roll associated with spell  -*Inexorable Effect* (pg. 70) DAY Instant action, enemy re-rolls successful save  -*Suppress Magic* (pg. 70) DAY On Turn action to suppress magic for 1d6+10 rounds  -*Cold Flesh* Suffer no more than 2 shock from any instance of damage. | | | | | | | | | |