

SENTIENT UNDEAD

Imagine my horror at discovering the librarian of one of the most prestigious magic libraries was a wandering corpse, rotting away but for the oils and ointments applied to its skin. And then it had the nerve to “shush!” me when I screamed in shock!

— HIERONIMUS BAXTER, OCCULTIST

Not all undead creatures are mindless monsters, some like the famous lich, have retained their sentience and sense of self. Such a sentient undead being can be created by a revival ritual that went horribly wrong, being stitched together from body parts by an insane occultist, or by the most complicated spells of a powerful necromancer seeking their own immortality.

STITCHED

MOV: 8 **DAMAGE BONUS STR:** +D6 **HP:** 18

TYPICAL ARMOR: Rags (-) **WP:** 9

SKILLS: Awareness 10, Evade 8, Brawling 14

TYPICAL WEAPON: Table leg (skill 12, dmg. D8), kitchen knife (skill 9, damage D8)

NON-MONSTER: Sentient undead do not count as monsters in combat, but as normal characters.

PLAYER CHARACTER: If the gaming group agrees on it, sentient undead can be created as player characters. A sentient undead PC was once human, elf, dwarf or of any other living kin, but does not gain any of those kin's innate abilities. They instead have the innate abilities Hunger and Monstrous (see adjacent sidebar). They can choose their old name or get a new undead name.

UNDEAD WEAKNESSES: You can use the following options for your sentient undead PC's weakness (optional rule, Rulebook p.26).

1. You have the urge to frighten people.
2. You have a ravenous hunger for flesh.
3. You fear water, it feels like needles.
4. You are made of different body parts, your memories are vague and incoherent.

D6 UNDEAD NAME

1	Xardas
2	Mara
3	Chthonos

D6 UNDEAD NAME

4	Hecate
5	Thanatis
6	Kalama



ABILITY: HUNGER

♦ Willpower Points: —

As an undead being, you neither sleep, breath nor eat regular food. Neither do you regenerate HP as normal. Instead, you can devour a ration of living (or recently killed and still warm) flesh or blood you regain D6 HP or heal a condition of your choice. doing so takes an action per ration.

ABILITY: MONSTROUS

♦ Willpower Points: 3

You can activate this ability when using your undead appearance to scare or intimidate a normal NPC or animal, getting a boon to the PERSUASION roll. On a dragon, you inflict a fear attack.