

GREATER UNDEAD

Greater undead are the commanders of the undead hordes (all lesser undead are compelled to obey them). They are intelligent (often extremely cunning) and were once powerful heroes or other creatures before being raised as undead.

Wraiths can occasionally be found leading groups of lesser undead on their own, but they usually act as lieutenants for liches, death knights, and wraith lords. While rare, they can even be led by a powerful warlock (the one who actually raised them).

Abominations are hulking undead constructs made from the parts of multiple dead heroes. They are used mainly as shock troops, but can command lesser undead when needed.

Really powerful heroes (4th rank), usually become either liches (if they were spell-casters) or death knights (if they were non-spell-casters) if they are raised into the ranks of the undead by a 4th rank warlock.

Bone dragons are former dragons who have allied with Moloch and become undying skeletal monstrosities in exchange for serving the demon lord.

Wraith lords can only be created by Moloch himself infusing a wraith, lich, or death knight with an incredible amount of unholy energy. They are Moloch's most trusted minions, as all undead are compelled to obey wraith lords at all times.

WRAITH (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D10	D8	D16	D16	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	3	4	20

ATTACKS AND ABILITIES

SWORD/FLAIL: D12

ICY TOUCH: D16 vs. FOR, 1 MP

LIFE DRAIN: D16 vs. PRE, R1, Cooldown, 1 MP

FEAR: D16 vs. PRE, R1, Cooldown, 1 MP

DARKSIGHT, UNLIVING, CHTHONIC

DEATH KNIGHT (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D10	D8	D16	D16	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D20	3	4	24

ATTACKS AND ABILITIES

2H GREATSWORD: D20, Sweeping

ICY TOUCH: D16 vs. FOR, 1 MP

LIFE DRAIN: D16 vs. PRE, R1, Cooldown, 1 MP

FEAR: D16 vs. PRE, R1, Cooldown, 1 MP

DARKSIGHT, UNLIVING, CHTHONIC

ABOMINATION (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D6	D6	D16	D20	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D12	2	3	25

ATTACKS AND ABILITIES

AXE/MACE/FLAIL: D16

FEAR: D16 vs. PRE, R1, Cooldown, 1 MP

DARKSIGHT, UNLIVING, CHARGE, CHTHONIC

BONE DRAGON (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D16	D16	D16	D16	D16
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	D16	5	8	24

ATTACKS AND ABILITIES

BITE: D16

CLAWS: D12, Minor

FEAR: D16 vs. PRE, AE1, Cooldown, Exclusive, 2 MP

DARKSIGHT, UNLIVING, RUNIC, SYLVAN, CHTHONIC

LICH (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D10	D12	D16	D16	D12
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D12	3	6	20

ATTACKS AND ABILITIES

ICY TOUCH: D16 vs. FOR

LIFE DRAIN: D16 vs. PRE, R1, 1 MP

FEAR: D16 vs. PRE, R1, 1 MP

CURSE SPELL: D16 vs. PRE, R1

SILENCE SPELL: D16 vs. PRE, R1

COUNTERSPELL: D12

DARKSIGHT, UNLIVING, CHTHONIC

WRAITH LORD (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D12	D12	D20	D20	D12
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D20	4	6	30

ATTACKS AND ABILITIES

SWORD/FLAIL: D16

ICY TOUCH: D16 vs. FOR, 1 MP

LIFE DRAIN: D16 vs. PRE, R1, Cooldown, 1 MP

FEAR: D16 vs. PRE, R1, Cooldown, 1 MP

DARKSIGHT, UNLIVING, CHTHONIC