

LESSER UNDEAD

Skeletons and zombies are the mindless foot soldiers of the undead, usually led by a ghoul. Large groups of lesser undead are usually led by one of the greater undead, a demon, or a warlock. Warlocks can raise skeletons and zombies from old corpses and fresh corpses respectively, with the proper rituals. Warrior skeletons can only be raised from dead soldiers, while elite and guardian skeletons can only be raised from dead heroes.

Ghouls are humans that have become so corrupted by the evil they have done that they are transformed into undead. Ghosts are created when someone dies in a particularly horrible way or when a spirit has a very strong reason to persist after death. They are not inherently evil, but are often vengeful and violent. Phantoms are created by Warlocks out of the void and are violently evil, but are functionally identical to ghosts.

SKELETON

STR	DEX	INT	PRE	FOR	REF
D6	D6	---	D4	D4	D3
MOVE	ATT	DEF	AP	MP	HP
RUN	D4	D4	2	0	2

ATTACKS AND ABILITIES

CLAWS: D4

DARKSIGHT, UNLIVING, MINDLESS

ZOMBIE (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D3	---	D4	D10	D2
MOVE	ATT	DEF	AP	MP	HP
SHUFFLE	D8	D6	1	0	5

ATTACKS AND ABILITIES

CLAWS/BITE: D8

DARKSIGHT, UNLIVING, MINDLESS

WARRIOR SKELETON (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D10	---	D6	D6	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	3	0	3

ATTACKS AND ABILITIES

SWORD/AXE: D8

RECURVE BOW: D10, R3

DARKSIGHT, UNLIVING, MINDLESS

SHUFFLE

This creature moves normally (one region per action), but cannot run at all (i.e., it cannot use a single action to move two regions).

GHOUL (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D6	D8	D10	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	3	1	7

ATTACKS AND ABILITIES

CLAWS/BITE: D8, Rotting

DARKSIGHT, UNLIVING, CHTHONIC

ELITE SKELETON (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D12	---	D8	D8	D6
MOVE	ATT	DEF	AP	MP	HP
D10	D10	D8	D8	0	6

ATTACKS AND ABILITIES

SWORD/AXE: D10

RECURVE BOW: D12, R3

DARKSIGHT, UNLIVING, MINDLESS

ROTTING

Any normal living creature injured or killed by a ghoul claw or bite will begin to slowly rot and become a zombie within a day. This can only be prevented by magical healing (holy, demonic, or primal).

GUARDIAN SKELETON (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D12	---	D10	D10	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D10	4	0	10

ATTACKS AND ABILITIES

POLEARM: D12

DARKSIGHT, UNLIVING, MINDLESS

GHOST/PHANTOM (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D2	D10	D3	D10	D12	D6
MOVE	ATT	DEF	AP	MP	HP
FLY	D10	---	3	1	12

ATTACKS AND ABILITIES

ICY TOUCH: D10 vs. FOR

DARKSIGHT, UNLIVING, INCORPOREAL, CHTHONIC

INCORPOREAL

This creature does not have a solid physical body. This allows it to pass through barriers and makes it immune to normal physical attacks. Only attacks that target PRE can be used against it. Any attacks made by this creature cannot be parried or blocked.