

Species, Breed: Undead

Type: Warlock/Witch

Class: Undead.

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1 D-6 +6

Number encountered: 1-D4

Experience points: 110 x level.

Characteristics:

Awareness: 28

Charisma: 1

Constitution: 40

Coordination: 25

Dexterity: 25

Intelligence: 30

Mental-strength: 35

Strength: 40

Wisdom: 30

Movement:

Flying: 30 If the right abilities/spell purchased by Modification-Points.

Grounded: 10

Swimming: 3

Luck: 80

Oxygen-points: 105

Blood-points: 120

Attack descriptions:

1 Runed Etched Dagger: 4-D6 / 1 space (5') / Sharp attack (See: "Special Offences")

or:

1 Quarter Staff: 1-D8 +1 / 2 spaces (10') / Blunt attack

or:

1 Spell / See: "Special abilities" and "Special offenses".

Defense: 25

Offense: 25

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 4-D20

Silver: 76+ to have 3-D20

Electrum: 81+ to have 2-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: None

Uncommon: 61+ to have 1-D6

Rare: 86+ to have 1

Legendary: 91+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 5'-11", Weight: 130 Lbs., Skin color: As rotten and decayed flesh, Skin texture: As rotten and decayed flesh (half-dried), Hair: Rotted and non-existent in places, Hair texture: Dried and broken, Eye color: Dull gray with a greenish luminescence, Eye shape: As the race it once was (roll up random race type), Posture: Biped.

Dislikes: Holy creatures.

Disposition: Cunning and hateful to the core, this Undead is conniving and sinister, always scheming and plotting the destruction of those in the living world.

Fears: Holy abilities and magic.

Habitat: Crypts, Dungeons, Labyrinths, and Tombs.

Immunities: Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Mortal allies and servants.

Needs: Unknown.

Note: The dagger which these undead carry are Runed with symbols on the hilt and blade. They are the names of those whom they have destroyed. There is a 10 black-gold reward for each dagger turned in to a Lawman's Office.

Special Abilities: Modification-Points: 90, 100% Night-vision.

Special defenses: Resistances: Magic: 30%

Special offenses: **Fear Presence:** One must make a successfully make an avoidance-roll vs. "Fear" when facing this creature or the follow will occur for 1-D10+1 turns: 25% chance of ability and spell failure, -10 to avoidance-rolls, defensive and offensive combat rolls. **Rune Etched Dagger:** This dagger inflicts x3 normal damage while in the hands of an undead.

Susceptibilities: Holy abilities and spells will have a 40% chance (61+ roll) of being 100% unavoidable.

Weapon susceptibility: Rank-7 (or better) magical weapon to harm.

