

Species, Breed: Dead

Type: Dead` Kin

Class: Dead.

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 20 +1-12

Number encountered: 1

Experience points: 150 x level.

Characteristics

Awareness: 50

Charisma: Not applicable. Hideous.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 50

Mental-strength: 50

Strength: 50

Wisdom: 50

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 325

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Dead` Kin Metamorphose: 2

Damage: See: "Special offenses"

Range: 1 space (5')

Attack Type: Touch.

Defense: 50 / 80 if 32nd + level.

Offense: 50 / 80 if 32nd + level.

Damage-Points: Roll 1-D20 x2 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x7

Bronze: 30+ to have 1-D100 x6

Silver: 30+ to have 1-D100 x5

Electrum: 30+ to have 1-D100 x4

White-gold: 30+ to have 1-D100 x3

Yellow-gold: 30+ to have 1-D100 x2

Black-gold: 30+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D4 +1

Legendary: 30+ to have 1-D4 +1

Note:

The will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

30% chance of having 1-D4 +1 Artifacts

30% chance of having 1-D4 +1 random Special Gems.

30% chance of having 1-D4 +1 Oracles

30% chance of having 1-D4 +1 Relics

Description:

Annihilation Strike?: Yes.

Description: This Dead creature appears to be the husk of a once living human. Its eye are sunken deep into its skull and its muscles and tendons are clearly visible through its withered flesh.

Eye color: Black.

Eye shape: Medium-sized and round.

Hair color: None.

Height: 7'-0"

Skin color: Gray-blue.

Skin texture: Clammy and cold to the touch.

Posture: Biped.

Weight: 100 lbs.

Dislikes: Unknown.

Disposition: This creature seeks to make others part of its kind (by touch). They roam in places filled with death and decay, seeking out anything living to change over to a dead status (by touch).

Fears: None.

Habitat: Dead Region.

Immunities: Breath, Consciousness, Disease, Fear, Pain, Poison (all forms), Shock, Sickness and Stun.

Life-span: Undying. This is a creature has no life span.

Likes: Unknown.

Needs: Unknown.

Note: None.

Special Abilities: **Physical Illusion:** As the Illusionist Adventurer Spell: "Physical Illusion". This spell can be cast 1 / 24 hours.

Special Defenses: **Damage-reduction:** 10 (Living Dead Kin will have a natural damage-reduction of 3).

See: "Special offenses".

Modification-points: This creature will have 2-D6 +1 modification-points per level advanced to spend on any Ability, Divine Favor, Spell and Trade-skill (all rerequisties must be met).

Resistances: Magic: 40%, Mental-attack: 40%, Spiritual-attack: 40%

Special Offenses: Dead`Kin Metamorphose: The victim of this touch must pit his or her mental-strength vs. the mental-strength of the Dead`Kin, or be changed into a Dead`Kin in the span of 3-D6 days.

If effected, he or she will fall unconscious to the ground for 5-D6 hours. When this happens, the Dead`Kin will also advance 1 level. When a Dead`Kin advances to level 40, he or she will become a living soul, evil and vile, to start its new life . . . the path it most desires.

The object of the Dead`Kin is not to kill a person, but to force this terrible power upon him or her.

During this change, the victim will go on living as normal, but will experience strange dreams and nightmares while sleeping. These dreams will be merely dreams, like when one sleeps. There is, however, a 30% chance per dream/nightmare, that it will come true. This will be strictly up to the discretion of the Game Master. These dreams will eventually mix in with his or her conscious and waking world.

At the end of the 3-D6 days, he or she will become a Living Dead`Kin, and must somehow fit into life . . . for a Living Dead`Kin radiates an awful energy.

Living Dead`Kin also hunger for the living souls of others, just as some vampires hunger for the fresh blood of another. Every 1-D4 days, a Living Dead`Kin will be nearly overwhelmed with an unnatural hunger, and must do the same thing to another as was forced upon him or her. A successful avoidance-roll vs. "Faith" (no luck can be used) must be successful to control this hunger.

For every 10 souls effected, a Living Dead`Kin will raise one level permanently (and also gain the experience for such victories, as is appropriate). After leveling 10 times in this manner, the victim will become UnHoly, and will be contacted in time by an UnHoly Jahtha (to be guided further in the mysterious and dark path of the Living Dead`Kin). This will begin a saga for the one who is effected by "Dead`Kin Metamorphose"; a path that will eventually lead him or her to great power . . . or to destruction.

Susceptibilities: None.

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.