

# Species, Breed: Undead, Walking Corpse

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 1-D4+1

Number encountered: 2-D10

Experience points: 10 x level.

## Characteristics:

Awareness: 12

Charisma: 1

Constitution: 15

Coordination: 10

Dexterity: 10

Intelligence: 1

Mental-strength: 1

Strength: 50

Wisdom: 1

## Movement:

Flying: Can't.

Grounded: 6

Swimming: 2 Will walk through water; not swim.

Luck: 0

Oxygen-points: Not applicable.

Blood-points: Not applicable.

### Attack descriptions:

Punches: 4

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Blunt. See: "Special Offenses".

Defense: 10

Offense: 10

Damage-Points: Roll 1-D8 x level.

Treasure: %Roll needed to have money and treasure:  
None

# Description:

Annihilation Strike?: No.

## Description:

Eye color: Pale-white, lifeless and void.

Eye shape: Medium-sized and rotted out.

Hair color: Rotted and non-existent in places.

Hair texture: Dried, matted and broken.

Height: 5'-10"

Skin color: As rotten and decayed flesh.

Skin texture: As rotten and decayed flesh (half-dried).

Posture: Biped (like an animal with two feet).

Weight: 160 lbs.



**Dislikes:** Not applicable.

**Disposition:** This foul and rotting, walking, carcass has no disposition. It's corporeal husk of a shell does the bidding of its creator. It is the lowest form of Undead half-life, only existing do to another who has created it.

**Fears:** Nothing.

**Habitat:** Crypts, Dungeons, Labyrinths, and Tombs.

**Immunities:** Charm, Disease, Fear, Mental-attack, Pain, Poison, Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness. The dead are not susceptible to most all abilities and spells. It is even immune to physically damaging abilities and spells (i.e., fire and cold-based). See: "Susceptibilities."

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

**Likes:** Not applicable.

**Needs:** If the creator of this undead is slain, it will be slain also.

**Note:** None.

Special Abilities: None.

Special Defenses: None.

**Special Offenses: Fear-Rift:** Each creature that encounters a Walking Corpse must successfully make an avoidance-roll vs. "Fear". For EACH roll failed there will be the following adjustments for the entire encounter:

- 5 to all avoidance-rolls
- 5 to defense
- 5 to offense
- 1 movement (until immobilized).

Effects will forcefully remain until all Walking Corpses are slain, or leave out of visual sight for 10 turns.

**Susceptibilities:** Holy abilities and spells will effect this horrid abomination at x3 the normal (and no avoidance-roll is possible).

**Weapon susceptibility:** Rank-1 (or better) magical weapon to harm.