

Species, Breed: Undertaker

Type:

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 1

Experience points: 100

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 46

Coordination: 30

Dexterity: 30

Intelligence: 27

Mental-strength: 60

Strength: 40

Wisdom: 27

Movement:

Flying: Can't

Grounded: 9

Swimming: 4

Luck: 100-

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

2 Fists: 2-D20 +4 / 1 space (5') / Blunt attack.

Defense: 30

Offense: 30

Damage-Points: Roll 1-D20 + 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-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: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 6' 4", Weight: 240 Lbs., Skin color: As a normal person's skin (discretion of the G.M.).

Skin texture: Smooth, or smooth and cracked and rotting if undead, Hair: Normal, as a person's, or rotting out of its scalp if undead, Eye color: Black, Eye shape: as the race it is (roll up a random race), Posture: Biped.

Dislikes: Living creatures

Disposition:

Fears: None.

Habitat: Desert (Savanna), Fearmist, Swamp, Wastelands (Crypts, Dungeons, Labyrinths and Tombs).

Immunities: Breath-attacks that are based on: Air and Fire, 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: Undead.

Needs: Unknown.

Note: Like all Undeads the Undertaker was an evil soul in mortality. Once this humanoid died it animated by some unknown power and now seeks the life-force of any living creature it can get to.

It looks like a rotting Human, similar to the Zombie, but more gruesome. Its eyes are pure dull black and it stalks dark places, flesh hanging and falling off its own body.

Special Abilities: None.

Special defenses: Sleep and charms have no effect on this creature. Magical Resistance = 40%.

Special offenses: The Undertaker's punch causes armor and clothing to shatter. Upon reaching the body of a it will - unlike the Tombman - continue to damage the flesh.

Every time an Undertaker makes its damaging contact with a living creature it will drain 4 random characteristics from it permanently. The following chart will determine each of the four (roll four times) characteristics that will be drained per successful touch:

When an Undertaker is encountered all creatures must successfully make an avoidance-roll vs. "Fear" every other or have a penalty 60% movement (rounded up) and a penalty of 60% on all attacks.

% Roll / Characteristic drained

01-15 Strength
16-70 Constitution
71-85 Coordination
86-100 Dexterity

Susceptibilities: Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-12 (or better) magical weapon to harm.