

# Species, Breed: Undead

Type: Adherent

Class: Undead (Enchanted).

Align: Evil.

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

Level: 25 + 1-D8

Number encountered: 1

Experience points: 130 x level.

## Characteristics

Awareness: 40

Charisma: 30

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 40

Strength: 30

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 225

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Adherent Dagger: 3

Damage: 2-D4 x12 +2 + Adherent Grip.

See: "Special offenses". This enchanted dagger will cause x12 damage only in the hands of the Adherent. In the hands of another it will only cause 2-D4 x6 + Strength bonus (if applicable) + Adherent Grip (but only if the wielder is an undead).

Range: 1 space (5')

Attack Type: Sharp.

Defense: 40 / 70 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 1-D12 x4 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x100

Bronze: 10+ to have 1-D100 x100

Silver: 10+ to have 1-D100 x100

Electrum: 10+ to have 4-D20 x100

White-gold: 20+ to have 3-D20 x100

Yellow-gold: 30+ to have 2-D20 x100

Black-gold: 40+ to have 1-D20 x100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 60+ to have 3-D4 +3

Legendary: 90+ to have 1-D8 +3

# Description:

**Annihilation Strike?:** Yes. A foe slain by an Adherent, by an annihilation or sudden-death strike, becomes an Adherent under the control of its murderer forever.

**Description:** This creature is a handsome man, or a beautiful woman, random race type. He or she appears to be a living race type, but in fact this is not the case. It is one of the more dangerous of the undead in existence.

Eye color: As race type.

Eye shape: As race type.

Hair color: As race type.

Height: As race type.

Skin color: As race type.

Skin texture: As race type.

Posture: As race type.

Weight: As race type.

**Dislikes:** Opposition to its kingdom.

**Disposition:** This Undead appears and acts as mere mortals. It deals with the living and the dead in its every day walk of life. But there is one underlying issue with this terrible thing, it has a purpose. To gain power and dominion over all would be its ultimate goal. It will go to any extreme to ensure victory over the living.

**Fears:** None.

**Habitat:** Dead Region.

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

**Life-span:** Undying. This is an Undead which has no life span.

**Likes:** Undead allies. This undead is wise enough to build a kingdom, strengthening it with many Undeads.

**Needs:** Shield Minions. See: "Special Defenses"

**Note:** None.

**Special Abilities: Modification-points:** This creature will gain 1-D6 +2 modification-points per level advanced. Any adventurer ability/spell can be purchased for this creature without having to fill prerequisites, unless that prerequisite is also from the adventurer abilities.

**Special Defenses: Resistances:** Magic: 20% (this resistance does not apply to spells that deal specifically with undead), Mental-attack: 30%, Spiritual-attack: 20%.

**Shield Minions:** The Adherent will always be encountered with 3-D6 +3 Red Skeletons. These minions must be destroyed, or turned from the service of the Adherent in some way, before the Adherent can be effected by any power or weapon. The Adherent uses its minions as a shielding against attackers, and thus is one of the more formidable undeads in existence.

It is written in the Book of Darkness: We captured this evil fiend at the cost of many. But we could not kill it. We do not know how to deal with such a creature of darkness, and so my men and I have chained and walled this terrible thing into an eternal grave, deep beneath the castle. We pray to Vannar that it is well enough built to hold this abomination for eternity. Sir Gallan, Age of War, 70th year.

**Special Offenses: Adherent Grip:** When this dagger causes maximum damage on a strike, the victim must successful pit mental-strength vs. the wielder's, and win, or become 100% allied with the wielder for 1-D4 turns. If this dagger effects a creature three times, the only way to break the curse of Adherent Grip is to cast the shaman spell, "Exorcize" upon that creature successfully.

**Susceptibilities:** This creature cannot be seen within the reflection of a magical mirror.

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