

Species, Breed: **Zombie Assassin**

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 31st

Number encountered: 1 per summoning.

Experience points: 3,100

Characteristics

Awareness: 35

Charisma: Not applicable. This is an undead.

Constitution: 35

Coordination: 40

Dexterity: 40

Intelligence: Not applicable. This is a summoned undead, under the control of the Darkstrom.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't. This creature can walk underwater at a distance of 2 spaces (10') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fallen Katana: 2 attacks per turn.

Attack Type: Sharp.

Damage: 1-D12 x6.

Range: 1 space (5').

Special: Assassination-Strike. See: "Special Offenses".

Defense: 40

Offense: 40

Damage-Points: Roll 4-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D12 x80

Bronze: 35+ to have 1-D12 x60

Silver: 40+ to have 1-D12 x50

Electrum: 45+ to have 1-D12 x40

White-gold: 50+ to have 1-D12 x30

Yellow-gold: 55+ to have 1-D12 x20

Black-gold: 60+ to have 1-D12 x10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D6

Legendary: 80+ to have 1

Notes:

Each Zombie Assassin may have treasure. Check for treasure and money on each encountered.

Description:

Annihilation Strike?: Yes.

Description: This undead appears as a skeletal humanoid, wrapped in black, rotten clothing.

Eye color: This undead has no eyes with the dark, rotted hollows of its eye sockets.

Hair color: None.

Hair texture: None.

Height: 5'-8"

Bone color: Black.

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

Weight: 90 lbs.

Dislikes: Unknown.

Disposition: This is the summoned servant of a "Darkstrome". It does not think for itself as it is an assassin slave that must obey all directives given to it by the Darkstrome.

Fears: Immune.

Habitat: None. This is a summoned undead.

Immunities: Beguile, Breath (does not need oxygen to exist, though this undead is susceptible to other types of offensive breath-attacks against it), Charm, Consciousness, Disease, Fear, Gases, Manipulation (mental), Manipulation (spiritual), Mental-attack, Mind Alteration, Pain, Poison (all forms excluding toxin poison), Remorse, Shock, Sickness, Sleep, Spiritual-attack.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Not applicable. This is a summoned and controlled undead.

Needs: For this undead to exist, the Darkstrome that summoned it, must remain alive.

Note: None.

Special Abilities: This creature has the following Special Abilities:

Infra-Red-Vision: As the Psychic spell.

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Special Defenses: This creature has the following Resistances:

Cold: 20%

Curse Effects: 20%

Death: 50%

Magic: 20%

Petrification: 20%

Special Offenses: **Assassination-Strike:** Roll a D6 with each attack this undead attempts. If a 6 is rolled, damage for that strike will be x3. Roll for normal damage, and multiply the result by 3.

Susceptibilities: If the Darkstromer that summons this undead is slain, the Zombie Assassin will fall to the earth and decay into dust.

Weapon Susceptibility: Rank-3 (or better) magical, or Rank-0 (or better) enchanted, weapon to harm.