

Species, Breed: **Zombie Knight**

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: 30

Charisma: Not applicable. This is an undead.

Constitution: 50

Coordination: 45

Dexterity: 45

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

Mental-strength: Not applicable.

Strength: 55

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:

R-12 Marrot Spiked Morning Star: 3 attacks per turn.

Attack Type: Sharp.

Damage: 1-D12 x8 +24.

Range: 1 space (5').

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

Defense: 45

Offense: 45

Damage-Points: Roll 5-D12 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D12 x160

Bronze: 25+ to have 1-D12 x120

Silver: 30+ to have 1-D12 x100

Electrum: 35+ to have 1-D12 x80

White-gold: 40+ to have 1-D12 x60

Yellow-gold: 45+ to have 1-D12 x40

Black-gold: 50+ to have 1-D12 x20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 35+ to have 1-D8

Legendary: 70+ to have 1-D4

Notes:

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

Description:

Annihilation Strike?: Yes.

Description: This undead appears as a skeletal humanoid in heavy plate armoring. In one hand it wields a deadly morning star. In the other hand it carries a large steel shield. See: "Defenses".

Eye color: This undead has no eyes with the rotted hollows of its eye sockets, wherein radiates a sickening green luminescence.

Hair color: None.

Hair texture: None.

Height: 6'-6"

Skin color: Black.

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

Weight: 340 lbs.

Dislikes: Unknown.

Disposition: This is the summoned servant of a "Darkstrome". It does not think for itself as it is a 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: Armors worn: C-1 Krannik-steel Plate
G-1 Large Krannik-steel Shield.

Note: The living that wear any of the Marrot Armor will have a 25% chance per 24 hours of attracting an undead encounter (if there are undead within the area). This undead encounter will be an extra encounter, which will occur at a random time during every 24 hour period.

Resistances: The Zombie Knight will have the following defenses against certain attacks and influences:
Annihilation-Strike: 30%
Cold: 20%
Curse Effects: 20%
Death: 50%
Magic: 20%
Petrification: 20%
Sudden-Death: 50%

Special Offenses: **Marrot-Strike:** Roll a D6 with each attack this undead attempts. If a 5 or 6 is rolled, the targeted will be marked by the Marrot Curse (but only if successfully struck by the Marrot Spiked Morning Star). A successful avoidance-roll vs. "Faith" will resist the effects of the curse. The following are the effects of the Marrot Curse:

Curse duration: Permanent, until removed.

Movement: 50% movement reduction (rounded down).

Petrified: -1 attack per turn. If this brings the target down to 0 attacks per turn, a successful avoidance-roll vs. "Paralysis" must be rolled in order to attack.

Spirit of War: Divine Favor that gives the Darkstrome its regular attack +2 actions per turn. See: "Divine Favors", "Spirit of War" for details.

Susceptibilities: If the Darkstrome that summon this undead is slain, the Zombie Knight 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.