

Dead Simple – Supplement 6C Death is only the beginning...

Introduction

No fantasy world would be complete without the Living Dead. From the simple, shambling Zombie to the terrible Majesty of a Vampire or Mummy High Priest, each brings horripliations of terror to any dungeon or crypt.

The Animated

These soulless and mostly mindless creatures are the victims of foul Necromancers. Raised from their eternal sleep they walk again to stalk and kill the Necromancer's enemies.

Zombies

The classic slow, but relentless walking corpse. They are a Necromancer's first line of defence.

Note that they can be given only the simplest commands.

Profession: None.

STR: 2, DEX: 0, INT: 0, SPT: 2.

AGI: 0, CFT: 0, FTG: 4, KNW: 0, PCP: 2,

PRS: 0, STG: 0, SPD: 2, STL: 0, TGH: 8.

Armour: None.

Weapons: Hands & Teeth.

Skeletons

These are usually the raised remains of ancient warriors, often those left to guard their masters' tombs. Ancient magics were placed upon them so that they could continue to stand guard for eternity.

These can be recruited by Necromancers.

Profession: Fighters (Double Trouble)

STR:2, DEX: 2, INT: 1, SPT: 2.

AGI: 4, CFT: 0, FTG: 5, KNW: 0, PCP: 3,

PRS: 0, STG: 5, SPD: 4, STL: 0, TGH: 8.

Armour: Light or Medium, and often archaic.

Weapons: Either Spears or Swords, or Bows.

Golems

The ultimate expression of a Necromancer's power is to construct these powerful monsters from the choicest parts of other creatures and give it a semblance of life.

Profession: Fighter (Double Trouble).

STR:5, DEX: 2, INT: 1, SPT: 2.

AGI: 4, CFT: 0, FTG: 8, KNW: 0, PCP: 3,

PRS: 0, STG: 3, SPD: 7, STL: 4, TGH: 14.

Armour: Light (reinforced skin).

Weapons: Mighty Fists

The Necromancer

A mortal Wizard who has turned to the dark side. He is the nerdy kid in Wizard's College the others teased and gave wedgies to. Now he will have his revenge...

Profession: Wizard

STR:1, DEX: 2, INT: 4, SPT: 4.

AGI: 4, CFT: 6, FTG: 5, KNW: 8, PCP: 8,

PRS: 8, STG: 6, SPD: 3, STL: 6, TGH: 10.

Armour: None.

Weapons: Staff

May have up to three magic items (but not armour).

Spells: *Animate Zombie*, *Blind*, *Command Skeleton*, *Fade to Black*, *Mask*, *Shrive & Terrify*.

The Dark Master

The highest ranked necromancers become Dark Masters. They have mastered all the spells in the book, including those of the Necromancer and Create Golem spell.

Profession: Wizard

STR:2, DEX: 2, INT: 5, SPT: 5.

AGI: 4, CFT: 7, FTG: 7, KNW: 10, PCP: 10,

PRS: 10, STG: 7, SPD: 4, STL: 7, TGH: 14.

Armour: None.

Weapons: Staff

May have up to three magic items (but not armour).

Spells: *Animate Zombie*, *Blind*, *Command Skeleton*, *Create Golem*, *Fade to Black*, *Mask*, *Shrive & Terrify*.

The Immortals

These are true creatures of the night who have been granted immortality by the Dark Gods.

Vampires

The Classic Vampire with the swirling cloak and excellent manners. He will be served by a number of Thralls (see below) & ordinary humans.

Profession: Fighter (Double Trouble).

STR:3, DEX: 3, INT: 3, SPT: 3.

AGI: 6, CFT: 6, FTG: 8, KNW: 8, PCP: 8,

PRS: 10, STG: 6, SPD: 6, STL: 6, TGH: 12.

Armour: None

Weapons: Though some Noble Vampires may like to fence, most prefer their Fangs.

Special Abilities: Although Vampires can be KO'd by ordinary weapons to kill one you must either expose it to direct sunlight, or thrust a wooden stake through its heart. Otherwise it will revert to just being wounded on the next turn and become whole the turn after.

They will avoid direct contact with Garlic or Holy Symbols, but these do not actually harm them. Holy Light will hold them at bay.

Vampires can turn into Wolves or Bats at will. They can climb vertical surfaces without fear of falling and can use the Befriend spell on their enemies. A Befriended victim will let the Vampire bite and drain them without complaint.

They can command Animated creatures.

May have up to three magic items (but not armour).

Vampire Thralls

The victims of Vampires who have been allowed to drink their Master's blood. They are devoted unto death to their Masters.

Profession: None.

STR:2, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 6, KNW: 2, PCP: 4,

PRS: 6, STG: 4, SPD: 4, STL: 4, TGH: 8.

Armour: None.

Weapons: Fangs.

Special Abilities: Although Thralls can be KO'd by ordinary weapons to kill one you must either expose it to direct sunlight, or thrust a wooden stake through its heart. They remain KO'd until healed by their Master's blood.

They will avoid direct contact with Garlic or Holy Symbols, but these do not actually harm them. Holy Light will hold them at bay.

Thralls can use the Befriend spell on enemies of the opposite sex. A Befriended victim will let the Thrall bite and drain them without complaint.

Mummy High Priest

Priests of the Dark Gods are often granted the power of immortality, though they must go through the full embalming process as part of the ritual. They do this fully conscious which explains why they are so deranged.

Profession: Priest.

STR: 4, DEX: 1, INT: 2, SPT: 3.

AGI: 2, CFT: 3, FTG: 8, KNW: 4, PCP: 5,

PRS: 0, STG: 0, SPD: 5, STL: 4, TGH: 14.

Armour: Light (Wrappings)

Weapons: Bare Hands.

Special Abilities: In place of the Holy Light and Healing powers of a normal Priest the Mummy High Priest has the *Shrive* and *Terrify* spells.

Mummies cannot be wounded by normal weapons.

Only magical or enchanted weapons will harm them, and fire.

They can command Animated creatures.

May have up to three magic items (but not armour).

Mummy Guards

Profession: Fighter (Double Trouble).

STR:4, DEX: 1, INT: 1, SPT: 2.

AGI: 2, CFT: 0, FTG: 6, KNW: 2, PCP: 3,

PRS: 0, STG: 4, SPD: 5, STL: 3, TGH: 12.

Armour: Medium (Wrappings & Bronze plates).

Weapons: Either Spears or Swords, or Bows.

The Haunted

These are the spirits of people who have died in unpleasant or mysterious circumstances.

As they are incorporeal only magical or enchanted weapons will harm them, and the *Shrive Spell*.

Holy Light will keep them at bay.

Also being incorporeal means that they can pass through solid objects and fly rather than walk.

Wraiths

These are the vengeful spirits of those who were betrayed or murdered. They hate all living things and will seek to kill them at every opportunity.

They are harmless in daylight.

Profession: Fighter (Double Trouble).

STR: 3, DEX: 1, INT: 1, SPT: 3.

AGI: 2, CFT: 2, FTG: 5, KNW: 2, PCP: 4,

PRS: 6, STG: 0, SPD: 4, STL: 10, TGH: 12.

Armour: None.

Weapons: Incorporeal Talons.

Special Abilities: A Wraith cannot be killed except by a Banishment ritual carried out by a High Priest. If it is KO'd it simply disperses until the next Sunset when it reforms.

If a Wraith kills victim they too will become a Wraith at the next Sunset, unless they can be raised from the dead before then.

Ghosts

These are lost souls who are held upon earth by some unfinished matter. If treated well they can be befriended and helped to move on.

However, they will defend their resting place with all the fury of a Wraith. They attack by casting the *Shriving* spell.

Profession: None

STR:2, DEX: 2, INT: 1, SPT: 2.

AGI: 4, CFT: 0, FTG: 5, KNW: 0, PCP: 3,

PRS: 0, STG: 5, SPD: 4, STL: 0, TGH: 8.

Armour: None.

Weapons: Shriving.

Special Abilities: A Ghost can only be laid to rest by it or someone else completing the matter it is being held back by.

If it is KO'd it simply disperses until the next Sunset when it reforms.

The Corrupted

Wights

A few favoured heroes of the Dark Gods are granted a limited form of immortality. They will not age or decay, but can be killed by normal means.

These then serve the Dark Gods as messengers, assassins and agents. They are often at the heart of many dark conspiracies.

Profession: Barbarian

STR: 5, DEX: 3, INT: 3, SPT: 3.

AGI: 6, CFT: 6, FTG: 8, KNW: 8, PCP: 8,

PRS: 6, STG: 6, SPD: 8, STL: 8, TGH: 16.

Armour: Whatever suits their purpose.

Weapons: Whatever suits their purpose.

Special Abilities: A Wight can use the *Fade to Black* and *Mask* spells like a Wizard.

May have up to three magic items.