

# Species, Breed: **Zombie Knight**

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 31<sup>st</sup>

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 "Darkstrom". It does not think for itself as it is a slave that must obey all directives given to it by the Darkstrom.

**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 Darkstrom 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:

<b>Curse duration:</b>	Permanent, until removed.
<b>Movement:</b>	50% movement reduction (rounded down).
<b>Petrified:</b>	-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.