

THE



## L I C E N S I N G

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## C O P Y R I G H T

Thief is a trademark of Eidos Interactive and Square Enix. No copyright infringement intended. This is a fan product crated out of affection fot the Thief series of games.

Monster descriptions adapted from texts on <http://thief.wikia.com/>



## INTRO

This is a fan hack based on the Thief series of computergames. Usually in D00lite all thief related things would be in one single skill. However to make this more interesting I drilled down the skills further. It is an experiment with D00lite and based of off Bare Bones Fantasy and Covert Operations.

In this game every player character is a thief. There are no noble knights, powerful wizards or mighty warriors. Only Cutpurses, muggers and assassins. The seedy underbelly of civilization in the City. It is an era of conflict between the Trickster and nature and the encroaching technology under the vigil of the Hammerites.

For more details on the Setting and the City visit [http://thief.wikia.com/wiki/Thief\\_Gold](http://thief.wikia.com/wiki/Thief_Gold) for a lot of useful information on the background and the setting. The Mission write ups can be used as inspiration to create your own campaign as well.

The game should be set up with the players as a crew of thieves working for a fence who is their mission conduit. Besides thieving as the main occupation the conflict between the factions and especially between nature and technology should come in to play regularly and feature prominently.

If you have not played the Thief games yet you owe it to yourself to try them. They are available at <http://www.gog.com/> and while somewhat dated still unparalleled in their setting and intensity of some of the missions.

If you have any questions or suggestions you can contact me at [chaosmeister@chaotic-gm.com](mailto:chaosmeister@chaotic-gm.com) or directly in the thread about this hack in the DWD Studio forums at <http://dwdstudios.com/node/3723>

Enjoy the game of shadows!

# SKILLS

The available Skills have been chosen based on certain Thief aspects. I defined certain „classes“ of thieves and created skills from there. All skills can be used untrained.

## ASSASSIN

This skill represents training in the Arts of stealth and assassination.

**Score:** half DEX +10 per Assassin level

🌀 **Stealth**

Be hidden and unheard (As in Thief BBF)

🌀 **Poison**

You coat your melee weapons with poison. Strength is assassin level\*10. Resist is half Assassin level\*10 and damage 1D times half Assassin level + Daze. Slow or Weakened (choose one)

🌀 **Take the Shot**

Add your assassin skill level to damage with range weapons

🌀 **Called Shot**

Gain +10 to hit with ranged weapons for each turn you aim. The maximum bonus is equal to your assassin level. For instance, if you are a level 3 assassin and aim for 3 turns, gain +30 to hit.



## BURGLAR

This skill represents the ability to enter places one should not be and see the loots worth.

**Score:** half DEX +10 per Burglar level

🌀 **Appraising**

Determine the worth of items.

🌀 **Haggle**

Get better prices for the loot you sell. Raise the profit of any one item by an amount equal to ten times his burglar skill level in percent with a successful check.

🌀 **Lockpicking**

Used to open Locks

🌀 **Traps**

Finding and Disabling Traps

## CUTPURSE

This Skill represents the skill to quickly lift the bulging coinpurse from a fat merchants belt and to benuarly invisible in the crowd.

**Score:** half LOG +10 per Cutpurse Level

⑥ **I overheard something**

Knowing a piece of weird trivia or rumor, know where a big score is.

⑥ **Look what I found**

Once per session /level the character can produce an item from his pocket that is needed. The item must fit in a pocket and can be of about fist size. For example a lockpick or a mall dagger would work but not a sword or ladder.

⑥ **Pickpocketing**

Taking things from or putting things in pockets.

⑥ **Unremarkable**

Blending in with a crowd and tailing marks. This is different from stealth.



## GRIFTER

This skill symbolizes the man that can be everyone, the chameleon of humans, fitting in everywhere and being everyone.

**Score:** half WIL +10 per Grifter Level

⑥ **Contacts**

A Grifter can have a contact per level (See COPS Detective skill)

⑥ **Judge of Character**

Determine if someone is a worthwhile mark, speaking the truth or lying.

⑥ **Masquerade**

Claim to be someone else and look and act the part.

⑥ **Quick Tounge**

Talking your way in or out of sticky situations.

## MUGGER

This skill represents the brute force approach to thievery, thugging and coercing people into giving you what you want

**Score:** half STR +10 per Mugger level

⑥ **Coersion**

Use strength and intimidation to get what you want and coax information out of people.

⑥ **Fist and Blades**

Add your Mugger level to melee and unarmed damage.

⑥ **Tough as Nails**

Add half the level of Mugger to your DR.

⑥ **King of the Brawl**

As BBF Leaders Battle Commander ability.



## WARRIOR

This skill represents training or experience as a mercenary, soldier, warrior, knight, etc.

**Score:** Note this skill has two scores as follows; melee equals half STR, +10 per warrior level (includes unarmed combat). Ranged equals half DEX, +10 per warrior level (includes thrown weapons).

⑥ **Marksman**

Using aimed projected weapons such as bows, crossbows, atlatls, slings, etc.

⑥ **Melee Weapons**

The use of swords, clubs, daggers, etc.

⑥ **Thrown Weapons**

Attack with hurled knives, spears, etc.

⑥ **Unarmed Combat**

Use your body as a weapon

# OPTIONAL SKILLS

The following skills are not core to the thief gameplay but represent characters that must exist somewhere in the thief universe based on the items available for purchase and the background.

## MACHINIST

Log

Should be NPC only.

- ⦿ As Artificer from F&B

## ACADEMIC

**Score:** half Log +10 per Academic level

Should be NPC only.

- ⦿ **Potions and Poisons**

Can Craft potions and poisons

- ⦿ **Anatomy**

Knows the anatomy of the body and can Heal as Field Medic (Medic COPS)

- ⦿ **Signs and Portents**

As BBF Scholar

- ⦿ **Historian**

As BBF Scholar

# GEAR

Weapons generally use the rules from COPS regarding range. Currency is the Gold piece. The prices are a Hybrid of the prices across Thief 1-3.



## MELEE WEAPONS:

Weapon	Damage	Range	Cost
Blackjack	Unconscious *	-	100
Dagger	1D	S	150
Sword	2D+1	-	250
Mechanist Mace	1D+3	-	250
Warhammer	2D+3	-	450

\* This requires the victim to be completely unaware of the attacker prior to the attack. The attacker needs to succeed in an aimed attack at -40 to hit the head. A helmet only protects if it covers the neck as well as the head.

## RANGED WEAPONS:

Weapon	Damage	Range	Cost
Bow*	2D+2	L	500
Mechanist Crossbow	2D+3	L	350

\* A bow is absolutely silent

## ARROWS

Arrow	Cost	Effect
Broadhead Arrow	25 G	Normal Bow Damage
Crossbow Bolts	30 G	Normal Crossbow Damage
Fire Arrow	250 G	As Incendiary Grenade in COPS
Gas Arrow	500 G	Unconscious*
Water Arrow	50 G	Damages fire based creatures as broadhead arrow. Additionally can be used to extinguish torches and other types of open fire based light sources. Can be turned into holy water arrows to damage undead as well.
Moss Arrow	125 G	Covers a small area in soft moss, dulling noise when walked over.
Noisemaker Arrow	250 G	Creates Noise at the point of impact to distract guards.
Rope Arrow	200 G	Can be used to fixate a rope on any wooden object.
Vine Arrow	200 G	Creates a vine at the place of impact that will quickly grow up to 4 meters on any surface, allowing the thief to climb it.

\* STR -60 Resistance check resists effect.



## EXPLOSIVES

<b>Explosive</b>	<b>Range</b>	<b>Price</b>	<b>Effect</b>
Explosive Charge	-	300 G / Charge	As Plastic Explosive COPS
Explosive Mine	--	350 G	As Incendiary Arrow. Damage 5D/4D/2D/1D
Flash Bomb	S	200 G	As Flashbang COPS + first round victim is completely blinded regardless of resistance check.
Flash Mine	--	175 G	As Flash Bomb but is static.
Gas Bomb	S	375 G	As Gas Arrow
Gas Mine	--	650 G	As Gas Arrow but static with a one space blast radius.

## MAGIC

<b>Magic Item</b>	<b>Price</b>	<b>Effect</b>
Holy Water	200 G	Can be thrown and damages undead as Fire Arrow. Additionally will convert a stack of Water Arrows into Holy Water Arrows for one encounter
Light Gem	2500 G	The Gem indicates how well the carrier is hidden by glowing more or less. +20 on Sneak checks.

## TOOLS

<b>Tool</b>	<b>Cost</b>	<b>Effect</b>
Lockpick	400 G	Enables lockpicking
Compass	300 G	-
Climbing Gloves	2000 G	Enables scaling of sheer walls.
Healing Potion	250 G	Heals 2D Damage
Hand Mirror	250 G	

## TYPICAL ENEMIES

This is a list of some common enemy and NPC types encountered in The City.

### ASSASSIN

Assassins are dangerous criminals hired to murder others. Assassins are lethal and have a mean attitude. The assassin is truly an elite human warrior, but luckily they are rare.

**STR:** 65      **BP:** 40 R      **Rank:** 3  
**DEX:** 60      **INIT:** 2      **Nature:** Varies  
**LOG:** 55      **DR:** 0  
**WIL:** 50      **MOV:** 8      **Travel:** 10 leagues

☉ **Bow**- 75%, damage +3

☉ **Poisoned Dagger:** resist STR-30 effect 3D and poisoned (weakened).



### APPARITIONS, AGGRESSIVE

Aggressive apparitions are violent spirits and will attack any living creatures they see. They can usually be found in places where the dead are uneasy, such as graveyards, or near old Hammerite temples. The most common ones represent the spirits of dead Hammerite Priests. They appear because of some wrong that was committed to them whilst they were alive, a desire to protect a place or object, or just sheer jealousy of the living. If the person was a magic user in his life, he will become a very dangerous ghostly entity. They can be recognized by their dreadful ghost speech, resembling words being said in reverse. Aggressive apparitions are truly a chilling entity and regretfully not that rare.

**STR:** 0      **BP:** 20      **Rank:** 2  
**DEX:** 50      **INIT:** 1      **Nature:** Evil  
**LOG:** 35      **DR:** 0  
**WIL:** 50      **MOV:** 10 (fly)      **Travel:** 10 leagues

☉ **Resistance** - half damage from non-magical weapons.

☉ **Psychic Drain** - 65%, duration 1 turn, resist WIL, effect 1D necrotic damage (bypass DR) and dazed.

☉ **Deadly Howl** - range 10, usage 1/2 turns, duration continuous, resist WIL, effect paralyzed.

☉ **Corruption** - 50%, resist WIL, effect 1D necrotic damage (bypass DR).

## APPARITIONS, PEACFUL

Peaceful apparitions, as their name implies, are benign and will not attack. They are often referred to as ghosts. They usually appear in order to resolve unfinished business in their past life, or because of an emotional attachment to the area. They usually speak about their misfortune, but sometimes they give useful information. Other than that they represent no threat.

## BEAST, APE

Ape beasts are a type of Chaos Beast resembling an ape. Ape beasts make up a large part of the Trickster's army. Ape beasts are almost never seen by people in The City. They tend to inhabit only those areas controlled by pagans or the Trickster. They talk in the same broken pidgin English as the Pagans.

**STR:** 60      **BP:** 18      **Rank:** 2  
**DEX:** 55      **INIT:** 1      **Nature:** Evil  
**LOG:** 45      **DR:** 2  
**WIL:** 45      **MOV:** 8      **Travel:** 10 leagues

☉ **By Weapon** - 75% damage +1



## BEAST, BUG

The Bugbeast is a Chaos Beast, resembling a sort of hybrid between a man and a mantis. These creatures are dangerous and rather common among the Trickster's army. They often act as ranged support for the faster Ape Beasts and Cray Beasts.

**STR:** 45      **BP:** 23      **Rank:** 2  
**DEX:** 75      **INIT:** 1      **Nature:** Good  
**LOG:** 60      **DR:** 5  
**WIL:** 65      **MOV:** 8      **Travel:** 10 leagues

☉ **Insect Swarm:** 70%, range 0 (burst 3), 1/3 turns, resist DEX (for half damage).

## BEAST, CRAY

Craybeasts are crustacean Chaos Beast and are part of the Trickster's army. They are a more powerful and dangerous type of Crayman. They are roughly the same shape and size as a human. Although they do not appear capable of human speech or writing, they do emit a series of chirps and clicking sounds, which may be a form of linguistic communication.

Appearing something like humanoid crayfish, they have a speckled, blue and red, segmented, and articulated chitinous exoskeleton, with large red eyes at the ends of thick fluted stalks, giving their heads a hammerhead shape and they have the ability to breath underwater. The primary mode of attack for craybeasts is using their massive lobster-like pincers as swords.

**STR:** 75      **BP:** 33      **Rank:** 3  
**DEX:** 60      **INIT:** 1      **Nature:** Evil  
**LOG:** 50      **DR:** 8  
**WIL:** 40      **MOV:** 8      **Travel:** 10 leagues

☉ **Pincers** - 85%, damage 2D+3

## BEAST, FROG

The Forgbeast is a small and agile frog-like creature with an upturned mouth. Upon encountering an enemy of the Maw, it races forward and explodes violently in a shower of blood and mess.

**Frogbeast** 75 % Suicide Explosion, 4D Damage, 1- space blast radius. DEX resistance check for half damage.

## BURRICK

Burricks are huge, bipedal lizards, with a form vaguely resembling a cross between a Tyrannosaurus Rex and a Carboniferous amphibian, but with the head of an iguana, fit to scale, and without any crest or dewlap. They have hair like a horse's mane, but it lays flat, and appears matted and oily. They are loathed for their destructive burrowing and injurious belchings.

**STR:** 25      **BP:** 3      **Rank:** 1  
**DEX:** 55      **INIT:** 1      **Nature:** Neutral  
**LOG:** 25      **DR:** 0  
**WIL:** 25      **MOV:** 12      **Travel:** 10 leagues

☉ **Noxious Belch** - 45%, damage 2D in a 4 Space area. Lasts 1D Rounds.



**WEWD!**

## CIVILIANS

The folk regularly encountered in a mansion, in the street or in taverns.

**Nobleman** 65 %, Dagger 1D, extravagant clothes, 150 G

**Pedestrian** 35 % Fists 1D/2, cheap clothes DR0, 1 GP

**Pedestrian** 45% Dagger 1D, cheap clothes DR0, 4 GP

**Servant** 45% Fists 1D/2, good clothes DR 0 , 25 GP

**Servant** 65% Fists 1D/2, fine clothes DR 0, 55 GP

## CRAYMAN

Craymen are humanoid creatures that inhabit caves and wet areas. Appearing something like humanoid crayfish, they have a speckled, khaki-toned, segmented and articulated chitinous exoskeleton, with large red eyes at the ends of thick fluted stalks, giving their heads a hammerhead shape and have the ability to breath underwater. The primary mode of attack for Craymen is using their massive lobster-like pincers as swords.

Craymen are usually encountered in deep underground caverns or ruins, avoiding areas populated by living humans.

**STR:** 60      **BP:** 20      **Rank:** 2  
**DEX:** 55      **INIT:** 1      **Nature:** Evil  
**LOG:** 50      **DR:** 6  
**WIL:** 40      **MOV:** 8      **Travel:** 10 leagues

☉ **Pincers** - 65%, damage 2D+2

## ELEMENTAL, FIRE

Fire Elementals are magical beings entirely composed of fire, simply described as flying fireballs. They inhabit subterranean areas, often near lava pools, most notably in The Lost City. Most elemental beings require a skilful mage of the respective elemental school, in order to be summoned. Fire Elementals are unique because they are the only elemental entity to appear naturally, without magical intervention

**STR:** 40      **BP:** 60      **Rank:** 4  
**DEX:** 60      **INIT:** 2      **Nature:** Evil  
**LOG:** 40      **DR:** 5  
**WIL:** 55      **MOV:** 16      **Travel:** 15 leagues

☉ **Fireball** - 85%, damage 3D

☉ **Fire Storm** - range 10 (burst 3), resist DEX (for half damage), effect 3D, creature loses 1D BP each use.

☉ **Fire Torrent** - 95%, range 0 (burst 5), resist none, effect 2D fire damage.

☉ **Healing** - fire heals elemental 1D per turn of exposure.

## ELEMENTAL, AIR

Air Elementals are one of the magical representations of the element of Air. They can only be summoned by Air Mages, as that is the only known way to bring one to existence. There are no records of such elementals existing naturally by their own will, unlike their Fire equivalents

**STR:** 35      **BP:** 50      **Rank:** 3  
**DEX:** 70      **INIT:** 2      **Nature:** Evil  
**LOG:** 55      **DR:** 5  
**WIL:** 55      **MOV:** 33 (fly) **Travel:** 30 leagues

☉ **Hurled Object** - 80%, damage 3D

☉ **Whirlwind** - range 0 (burst 1), resist STR (knock back), effect 2D, knocked back 2D spaces and knocked prone.

☉ **Lightning Chaos** - range 0 (burst 3), resist none, effect 3D electrical damage, knocked back one space and knocked prone, creature loses 1D BP each use.

☉ **Affect Weather** – elemental has an uncontrolled random/chaotic effect on weather patterns in its surrounding area.

## FIRE SHADOW

The Fire Shadow is an undead creature that appears as a bearded man whose head and hands are engulfed in flames. The fire shadow seems only to inhabit areas where other undead roam.

**STR:** 65      **BP:** 25      **Rank:** 3  
**DEX:** 55      **INIT:** 1      **Nature:** Evil  
**LOG:** 45      **DR:** 8  
**WIL:** 45      **MOV:** 8      **Travel:** 10 leagues

☉ **Fiery Fists** - 80%, damage 1D+3 Fire Damage. Can ignite clothing and items.

☉ **Invulnerable** – Fire Shadows are highly resistant to weapon damage and receive only half damage from normal weapons. They are completely immune to fire. Water arrows hurt them normally. Blessed weapons half their DR and do normal damage.

## GUARD

The guards carry either a sword or a bow. They come in various ranks of expertise, from slow sleepyheads to sharp elite watchman.

**Human Guard** 45% Sword 2D+1, Leather Armor DR2 10 GP

**Human Guard** 55% Sword 2D+1, Chainmail DR5 20 GP

**Human Guard** 65% Sword 2D+1, Platemail DR10 35 GP

**Human Guard** 60% Bow 2D+2, Studded Leather DR3 25 GP

**Human Guard** 65% Bow 2D+2, Chainmail DR5 40 GP

## GUARD SERGEANT

Sergeants are the elite guards and leaders of their fellow guardsman. They often carry the keys to the object they are guarding and patrol the area, ready to raise an alarm. Sergeants are fearless in the face of adversaries.

**STR:** 65      **BP:** 33      **Rank:** 3  
**DEX:** 55      **INIT:** 1      **Nature:** Varies  
**LOG:** 50      **DR:** Platemail 10  
**WIL:** 45      **MOV:** 8      **Travel:** 10 leagues

☉ **By Weapon** - 70%

☉ **Inspire** - grant +5 to hit and damage per Rank to adjacent allies.

## HAMMERITE GUARD

The Hammerite Guards are the main body of the Order of the Hammer and are encountered everywhere the Hammerites reside. They are brutal fighters and are quite vigilant and organized. They carry fearsome hammers as a symbol of their faith.

**Hammerite Guard** 65%, Warhammer 2D+3, Chainmail DR 5, 15 GP

## HAMMERITE PRIEST

The Priests have a higher rank in both hierarchy and abilities. The Hammer Priest becomes very dangerous if a Hammerite Guard joins the fight. Not only that both of these fighters are dangerous by themselves, the tactic of melee in front and ranged behind is also applied.

**STR:** 35      **BP:** 20      **Rank:** 3  
**DEX:** 40      **INIT:** 2      **Nature:** Varies  
**LOG:** 65      **DR:** 0  
**WIL:** 70      **MOV:** 8      **Travel:** 10 leagues

☉ **Holy smite** - 65%, 4D offensive strike of holy energy

☉ **Bless** - 70%, range 10, +30 to any one Attribute.

## HAMMERITE NOVICE

The Novice is the lowest Hammerite rank and will usually flee or get help when encountering opposition.

**Hammerite Novice** 45% Mace 1D+3, Simple Robes DR 0, 12 GP

## HAUNT



Haunts are dead Hammerites with skeletal bodies, carrying a sword or a hammer in their hand. It is possible that the reanimation of the bodies of Hammerites is connected to ancient hammerite magic that bounds the soul of the individual to his vows for eternity and rises when his resting place is desecrated or the order has been dishonored, but the exact cause is not well understood. They move stunningly fast and it is impossible to outrun them. The frightening sounds they make, often disturbing echoing laughter, whispering, and callings to "join [them]" are particularly unnerving.

**STR:** 65      **BP:** 35      **Rank:** 4  
**DEX:** 60      **INIT:** 2      **Nature:** Evil  
**LOG:** 40      **DR:** 12 (0)  
**WIL:** 60      **MOV:** 10      **Travel:** 10 leagues

☉ **By Weapon** – 65 %

☉ **Unnerving Wail** - 55%, range 10, usage 1/2 turns, duration continuous, resist WIL, effect Dazed.

☉ **Invulnerable** - Haunts are highly resistant to weapon damage and receive only half damage from them. Fire Weapons do normal damage against them. Blessed weapons half their DR and do normal damage.

## MAGE, AIR

Air Mages, like the other mages, are relatively weak by themselves, but the Air Elementals they summon are not. When a mage is alerted he summons an Air Elemental, Which is considerably dangerous.

**STR:** 45      **BP:** 20      **Rank:** 2  
**DEX:** 50      **INIT:** 1      **Nature:** Evil  
**LOG:** 75      **DR:** 2  
**WIL:** 60      **MOV:** 8      **Travel:** 10 leagues

☉ **Summon Elemental:** 75% Summons one Air Elemental. 1 / 10 Rounds.

☉ **By Weapon** 40%



## MAGE, EARTH

The Earth Mage is something like a support mage. He can entangle his target with 5 layers of crushing vines.

**STR:** 45      **BP:** 20      **Rank:** 2  
**DEX:** 50      **INIT:** 1      **Nature:** Evil  
**LOG:** 75      **DR:** 2  
**WIL:** 60      **MOV:** 8      **Travel:** 10 leagues

☉ **Entangle:** 75%, 4 Space area, Resist STR, duration 2D Turns, successful check allows half movement. Otherwise immobilized

☉ **By Weapon** 40%

## MAGE, FIRE

The Fire Mage is quite similar to the Water Mage, but his fire immunity makes him a far more dangerous foe. This mage is completely unharmed by fire arrows, mines, hot-plates and flames, making him more difficult to kill.

**STR:** 45      **BP:** 20      **Rank:** 2  
**DEX:** 50      **INIT:** 1      **Nature:** Evil  
**LOG:** 75      **DR:** 2  
**WIL:** 60      **MOV:** 8      **Travel:** 10 leagues

☉ **Firebolt:** - 75%, range 25, resist DEX-40, effect 3D Fire damage

☉ **By Weapon** 40%

## MAGE, WATER

The Water Mage uses an arcing bolt of magically charged water to repel enemies (it looks like a swirling icicle with purple spots). His strength however comes when he attacks in combination with a guard or a mage, especially an Earth Mage

**STR:** 45      **BP:** 20      **Rank:** 2  
**DEX:** 50      **INIT:** 1      **Nature:** Evil  
**LOG:** 75      **DR:** 2  
**WIL:** 60      **MOV:** 8      **Travel:** 10 leagues

☉ **Waterbolt:** - 75%, range 25, resist STR -20, effect 1D Damage Repels Target 7 Spaces. On successful resist no damage and repelled 3 Spaces.

☉ **By Weapon** 40%

## SPIDERS, GIANT

Spiders are one of the most common enemies found when exploring caves and underground areas. In the inhabited areas of The City they are somewhat scarce, as they are usually exterminated on sight. But in the sewers and deep underground, they are far more common, and come in various venomous variations..

**STR:** 45      **BP:** 35      **Rank:** 3  
**DEX:** 80      **INIT:** 2      **Nature:** Evil  
**LOG:** 40      **DR:** 2  
**WIL:** 60      **MOV:** 16      **Travel:** 15 leagues

☉ **Poison Bite** - 75%, duration continuous, resist STR-10 (poison), effect 2D and poisoned (slowed and dazed).

☉ **Web Sling** - 70%, range 10, resist DEX, effect immobilized, STR-20 breaks webs.

## ZOMBIE

Zombies are the most ancient of the undead. They represent the most basic essence of necromancy – the reanimation of a dead body. They appear as the semi-decomposed corpses of dead humans. Like all dead entities, they have a grim reputation, as they are not only horrific in appearance, but are quite resistant to most normal weapons as well.

**STR:** 65      **BP:** 15      **Rank:** 1  
**DEX:** 40      **INIT:** 1      **Nature:** Evil  
**LOG:** 25      **DR:** 10 (0)  
**WIL:** 70      **MOV:** 5      **Travel:** 5 leagues

☉ **Slam** - 45%, damage 2D

☉ **Invulnerable** - Zombies are highly resistant to weapon damage and receive only half damage from them. Fire Weapons do normal damage against them. Blessed weapons half their DR and do normal damage.

☉ **Disintegrate** - if hit by a critical success by any weapon, the zombie is immediately reduced to 0 BP.

