

# DAEMON (Zombie)

**ALIGNMENT** : EVIL

**FACTION** : NONE

**LEADER** :

**MEMBERS KNOWN** :

**ALIGNMENT** :

**STATISTICS** :

**HIT POINTS** : 20

**ATTACK** : 8

**DAMAGE** : 7

**POWERS & SKILLS** :

You have the ability to return to the grave. Each 5 minutes of real time you are in your grave you regain 1 hit point. No other healing works on you. If your hit points reach 0 you must immediately return to the grave.

Intimidate 15

Scare 14

## PERSONALITY

You like to think of yourself as evil and threatening, and your appearance certainly aids this. Unfortunately most of the time you appear vague and distracted. The problem is with your memory, you find it very difficult to concentrate, you lose your line of thought in mid threat. This is very distressing. You are evil but it is difficult when people think of you as entertaining and commical because of your infliction. Being laughed at really makes you angry.

## HISTORY

You are a restless soul, you are not particularly happy about being dead. You want to become alive again.

You do not know why you have been reanimated. You strongly suspect it has something to do with the power of the mound. One thing you are sure of, is that the mound must be protected. If it is disturbed you know that you will cease to exist.

You are totally at one with the Wild Woods. You know the area, and feel comfortable there. Even the Presence of the lamp post does not disturb you. You can feel Aslan's power flowing through the light, ready to answer any Good creature who knows the incantation. You could, of course, smash the globes and so stop the power but whoever does that will take 10 point damage permanently. Even the mound would not heal this damage. This is a danger that is both unnecessary and undesired.

## SPELLS

Your spells are powered by your own energy. Each spell costs a certain amount of energy to cast. This is taken from your hit points permanently. The spell works automatically.

**DispelMagic** : 1 pt

This spell dispels the last spell cast on a creature. If there is more than one spell on them then multiple dispels must be cast.

**Clairaudience** : 1 pt

Listen into a currently occurring conversation.

**Scry** : 2 pts

Ask a question of a GM about a present or past event.

**Teleport** : 3 pts

+ 2 pts per additional creature taken

You may go to any known location. You may take other people, even against their will.

## OBJECTIVES

14 Become immortal (ie back alive)

42 Find out who killed you and why

44 Become ruler of the Wild Woods

58 Find out what is so special about the burial mound