



slaves in death

Monstrous Pages for Shadow of the Demon Lord

One of the most feared and hated traditions of magic is Necromancy, for it exists in flagrant opposition to the wheel of life, allowing the living to refuse Father Death's call and remain in the world long after the body has failed. The undead of Urth trace their origins to this sordid art, many standing as examples of misguided and botched experiments to bind the soul to the world. In many cases, the efforts simply failed, and the magic used functioned instead as an animating force, power that imbued cold flesh with mobility and made these rotting puppets subject to their caster's will. While more powerful magic came of these initial efforts, many necromancers still rely on these crude spells to create servants, soldiers, or even disturbingly, lovers.

This entry into the Monstrous Pages series sheds light on the secrets of animated corpses, the basest foot soldiers in the armies of the dead. Not only is there more information on how they come into being and the role they play, several variations are included to expand their presence and utility in the game. As well, an assortment of Necromancy spells supplements those in the main rulebook so players can take full advantage of the information contained herein.

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ANIMATED CORPSES

Animated corpses are dead bodies that are infused with dark magic to turn them into obedient slaves.

Grotesque and Broken: Availability trumps any other concern when it comes to selecting specimens for reanimation. Most lands forbid the excavation of bodies from graves, and almost all forbid the use of Necromancy to transform them into undead terrors. Thus, animators are rarely selective about the bodies they collect; animated corpses can range from the freshly dead, almost peaceful in appearance, to ghastly corpses, broken and torn, dragging entrails as they stumble in whatever direction their masters bid. Some animators plunder the oldest tombs to drag out the withered remains of the ancient dead. Since the magic cares not how long a body has been dead, most animated corpses are little more than brittle bones wrapped in papery skin.

Powered by Magic: Animated corpses cannot exist without magical energy to sustain them. For this reason, animated corpses tend to be found in places haunted by necromancers or in areas steeped in dark magic, where the dead might spontaneously rise. Animated corpses can be encountered singly, in groups of 1d6 + 6, or in massive numbers.

Mindless: Being little more than automatons made from flesh and bone, animated corpses have no motivations, desires, or objections beyond those given to them by their makers. They cannot speak or understand speech from anyone other than their creators. Unless given a command, animated corpses stand in place, twitching from the dark energy pulsing through their bodies. Once directed, animated corpses are relentless, pursuing whatever task their creator sets for them to the point of destroying themselves.

Insanity and Corruption: Animated corpses do not have Insanity or Corruption scores for the mindless can neither go insane nor be corrupted.

ANIMATED CORPSE

DIFFICULTY 1

Size 1/2 or 1 frightening undead

Perception 5 (-5); sightless
Defense 8; **Health** 10
Strength 10 (+0), **Agility** 8 (-2), **Intellect** —, **Will** 15 (+5)
Speed 6
Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

WEAPONS

Fist or natural weapon (melee) +0 (Strength) (1d6 + 1)

Animated corpses come in two sizes. Smaller animated corpses might be the animated remains of children, animals, or partial bodies of full-grown humans, forced to drag themselves across the ground.

ANIMATED BEAST

DIFFICULTY 25

Size 2 frightening undead

Perception 5 (-5); sightless
Defense 12; **Health** 55
Strength 16 (+6), **Agility** 8 (-2), **Intellect** —, **Will** 14 (+4)
Speed 8
Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

ATTACK OPTIONS

Claw (melee) +6 (Strength) (3d6 + 1, or 3d6 + 13 on attack roll 20+)

Since the magic necromancers use can animate any dead body, many invest their power into larger carcasses for their greater strength and durability. The animated beast described above is made from a bear.

ANIMATED STEED

DIFFICULTY 1

Size 2 frightening undead

Perception 5 (-5); sightless
Defense 9; **Health** 15
Strength 14 (+4), **Agility** 9 (-1), **Intellect** —, **Will** 14 (+4)
Speed 6
Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

ATTACK OPTIONS

Hooves (melee) +4 (Strength) (2d6)

While considerably slower than a living steed, an animated steed never tires and never panics. Most animated steeds serve as beasts of burden.

ANIMATED HULK

DIFFICULTY 50

Size 3 horrifying undead

Perception 5 (-5); sightless
Defense 13; **Health** 100
Strength 17 (+7), **Agility** 9 (-1), **Intellect** —, **Will** 18 (+8)
Speed 8
Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

ATTACK OPTIONS

Fist (melee) +7 (Strength) (6d6)

Among the most fearsome of the necromantic creations, animated hulks are made from the corpses of giants, who lift their ponderous bulk from the ground and lurch forward to destroy their masters' enemies.

CORPSE MOB

DIFFICULTY 10

Size 3 frightening undead (mob)

Perception 5 (-5); sightless
Defense 8; **Health** 40
Strength 10 (+0), **Agility** 8 (-2), **Intellect** —, **Will** 15 (+5)
Speed 6

Immune damage from cold, disease, or poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

Mob A corpse mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. The mob makes Strength and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through an opening large enough to accommodate a Size 1 creature and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 animated corpses that made up the mob appear in open spaces within the space it formerly occupied. The animated corpses can act on the next available turn.

ATTACK OPTIONS

Fist or natural weapon (melee) +0 (Strength) with 2 boons (3d6 + 1 or 1d6 + 1 if the mob is injured)

END OF THE ROUND

Overwhelm If the corpse mob is not injured, each creature in its space or within 1 yard of it that is not a swarm or a mob must get a success on an Agility challenge roll or take 2d6 damage.

When gathered in numbers, animated corpses can form into mobs to overwhelm their enemies. They move like a tide of rotting flesh, implacable in their advance. Even when dispersed, a number of animated corpses remain to press their attack.

SPECIAL TACTICS

Being mindless creatures, animated corpses rely on brute strength and fearlessness to overcome their foes. Animated corpses can use any of the following special tactics.

Form Mob: When ten or more animated corpses are in a cube, up to 4 yards on each side, they can each use a triggered action on their turn to form into a corpse mob. Remove ten animated corpses and replace them with a corpse mob.

Disperse Mob: A corpse mob can use a triggered action on its turn to disperse into its component creatures. If the mob has 19 damage or less, it breaks apart into ten animate corpses and you can divide the damage in any way you choose among the creatures. If the mob is injured, it breaks apart into 1d6 + 3 creatures and you divide half the damage the mob had accumulated between the creatures.

Press of Dead Flesh: When a living creature is within the reach of a number of animated corpses equal to its Size + 2, animated corpses make attack rolls against that creature with 1 boon. As well, if any of these animated corpses get a success on the attack roll with a roll of 20 or higher that beats the target number by 5 or more, the living creature falls prone.

CUSTOMIZING ANIMATED CORPSES

You can make animated corpses more interesting and varied by applying any of the following customization options to the base creatures.

BRITTLE

Apply the following changes to animated corpses that are little more than bones. Such creatures tend to be fragile and splinter when struck by force.

Health half the creature's score

Splinter When the brittle animated corpse becomes injured or incapacitated, shards of bones fly from its body. Each creature within 1 yard of it must get a success on an Agility challenge roll or be struck by these shards, taking 1d3 damage from a Size 1 or smaller animated corpse or 1d6 damage from a Size 2 animated corpse plus 1d6 extra damage per point of Size above 2.

BLOATED

In hot and humid lands, animated corpses made from fresh bodies tend to blacken and bloat, reeking of decay.

Speed -2

END OF THE ROUND

Horrid Stench Each living and breathing creature within 1 yard of at least one bloated animated corpse must make a Strength challenge roll. The creature makes the roll with 1 bane for each bloated animated corpse within 1 yard of it beyond the first. On a failure, the creature is fatigued for 1 round.

INFESTED

Just because the corpses are animated doesn't mean they don't attract vermin. Flies cloud around them, and their bodies crawl with maggots. No more than one animated corpse per six should be infested.

Cloud of Flies Center a sphere on a point within the infested animated corpse's space. The sphere has a radius equal to 1 + the creature's Size. Flies partially obscure the area. Wind disperses the cloud for 1 round.

ATTACK OPTIONS

An infested animated corpse deals half damage with its attacks.

CREATING ANIMATED CORPSES

You can turn any formerly living creature with a body of flesh and blood into an animated corpse by making the following adjustments to its statistics box.

ANIMATED CORPSE SUBTRACT 1 DIFFICULTY STEP

frightening (if Size 2 or smaller) or horrifying (if Size 3 or larger) undead

Perception 5 (-5); sightless
Agility -2, **Intellect** —, **Will** +5
Speed -4

Immune damage from cold, disease, or poison; gaining insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

Talents The creature loses all talents.

WEAPONS

Natural weapon Animated corpses attack with their natural weapons or unarmed strikes. Such attacks deal 1d6 extra damage. The base creature loses any boons and banes it normally has on its attack roll.

SPECIAL ACTIONS

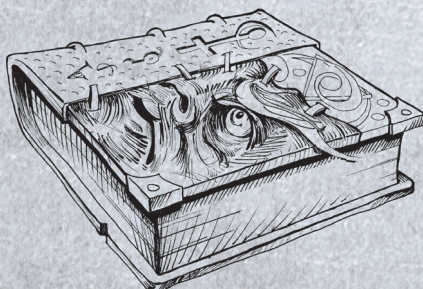
The creature loses all special actions and attacks.

MAGIC

The creature's Power becomes 0 and it loses all spells learned.

SPELLS

The following spells supplement those found in *Shadow of the Demon Lord* to help player characters and secondary characters take full advantage of the information presented in this Monstrous Pages entry.



ANIMATE STEED

NECROMANCY UTILITY 2

Target One dead horse or similar deceased creature you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **animated steed**.

Sacrifice You can expend a casting of this spell to cause one undead creature you compelled that is within short range to heal 2d6 damage.

NECROMANTIC POWER

NECROMANCY UTILITY 2

Duration Until you complete a rest

Until the spell ends, you gain a bonus to Power equal to your Power score for the purpose of determining your limits on control (see *Shadow*, page 135).

Sacrifice You can expend a casting of this spell to regain one casting of any rank 1 or lower Necromancy spell you have learned.

ANIMATE LARGE CORPSE

NECROMANCY UTILITY 3

Target One Size 2 corpse you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **animated beast**. (Alternatively, you can use the rules for "creating animated corpses" to determine the creature's statistics.) This creature counts as one-and-a-half undead creatures for the purposes of determining your limits on control (see *Shadow*, page 135).

Sacrifice You can expend a casting of this spell to cause one undead creature you compelled that is within short range to heal 3d6 damage or two such creatures to heal 2d6 damage.

ANIMATE HUGE CORPSE

NECROMANCY UTILITY 5

Target One Size 3 corpse you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **animated hulk**. (Alternatively, you can use the rules for "creating animated corpses" to determine the creature's statistics.) This creature counts as two undead creatures for the purposes of determining your limits on control (see *Shadow*, page 135).

Sacrifice You can expend a casting of this spell to cause one undead creature you compelled that is within short range to heal 4d6 damage or two such creatures to heal 3d6 damage.

AWAKEN GRAVEYARD

NECROMANCY UTILITY 6

Target Up to forty Size 1/2 or 1 corpses within long range

Every ten targets form into a compelled **corpse mob** and any remaining targets become compelled **animated corpses**. A corpse mob counts as one undead creature for the purposes of determining your limits on control (see *Shadow*, page 135).

Sacrifice You can expend a casting of this spell to cause all undead creatures you compelled that are within medium range to heal 4d6 damage.