

Lesser Foes of the Humacti

These are creatures that we are more inclined to send novice Humacti to deal with, or are likely to be encountered as minions of Greater Undead. Every Humacti will encounter these many times in their life, with zombies, skeletons and ghouls being the most frequent.

Humacti Anya

Zombies: Basic walking corpse. Normally slow but very strong. Does not parry or react to pain. Usually created by Necromancy or as an Undead Servant of the Powers of Death. Some variants are capable of infecting the living with a disease that will slowly kill them, on death the target will also become a zombie.

Skeletons: Basic walking corpse that has been stripped of flesh. Fast and agile, will use finger bones as claws if they have no weapon. Does not parry or react to pain. Usually created by Necromancy or as an Undead Servant of the Powers of Death. Best attacked with blunt weapons as there is nothing left to cut.

Ghouls: Semi-intelligent, fast, agile. Created when those with any human blood start eating others of human blood, or when the Powers of Death choose to curse someone, or by Necromancy. Their main weapon is their claws which exude a poison that will paralyse the weak and unwary; some are capable of casting the equivalent spell, and still others use the Powers of Death as the vehicle of their poison.

Shadows: Semi-intelligent. Created when an intelligent creature dies of lack of food and water in darkness, usually underground. They are incorporeal and cannot be hurt with unpowered weapons. In addition to using the Powers of Death to attack they can steal a victim's strength. Being creatures that live in darkness they avoid all light, especially a strong source such as the magical spell Light.

Ghosts: Intelligent Undead created either when someone is refused entry to their afterlife by the Powers That Be or when a Necromancer has used a particularly nasty trick to avoid going on to their afterlife on death. They are incorporeal and use the Powers of Death to attack and scare.

Warriors Ghosts: Intelligent Undead created when someone falls in battle. They can only attack when possessing a corpse, at which point the body becomes immune to normal weapons. When not possessing a corpse they are impossible to see without the ability to see magical power at a distance. They cannot possess a corpse that is Blessed.

Guardian Spirits: Intelligent Undead created to guard a particular place, item or person. Normally they are incorporeal but visible; their main trick is possess those of weak mind and attack through them. A particularly strong Guardian Spirit can even cause the creature they possess to kill themselves. Bless will help to protect the weak-minded.

Greater Foes of the Humacti

These are creatures of sufficient strength and malice that normally we will send more experienced Humacti against them. They are frequently found in the company of Basic Undead and often in groups or hierarchies based on the individual capabilities of an Undead to control other Undead.

Be aware that sometimes they may pretend to be lesser Undead or living creatures in order to lull the unwary into a false sense of security; Death Knights and Vampires in particular are known to do this.

Humacti Anya

Death Knights: A Death Knight is initially easy to confuse with a skeleton but don't be fooled; in life these were strong warriors and followers of the Powers of Death, Might or Anarchy, and in death they retain all of their previous abilities plus more. As with a skeleton they are best attacked with blunt weapons or power, and best monitored with Detect Undead as even the lowliest Death Knight will keep getting back up when 'killed'.

Mummies: Mummies are to Zombies what Death Knights are to Skeletons; held together and protected by their bandages, they are highly intelligent, very tough and very hard to kill.

Wights: Wights are akin to Death Knights but in life were mages; they appear to simply be pale versions of their former selves. They may retain memories of their previous life but are committed to killing the living.

Vampires: Vampires are created when a vampire decides to sire one; the exact process is as yet unknown and may vary from vampire to vampire. The newly created vampire is forced to obey its sire, however reluctantly. The greatest danger of vampires is their ability to dominate the minds of those weaker than themselves. They can normally only be killed with Power; in some cases they are also harmed by sunlight or spells from the School of Light. The particularly devout can keep a vampire at bay through faith by displaying their Holy Symbol to them, but as vampires tend to be strong-willed this is a desperate tactic to use.

Liches: Liches are amongst the greatest abominations of Undeath, for theirs is a wholly willing transformation. Only a truly devout priest of the Powers of Death, Might or Anarchy will be granted the 'favour' by their gods; only an extremely skilled Necromancer can successfully carry out the ritual to turn themselves. Be wary, for while they have few innate abilities they retain all their old skills and are usually very quick learners...