

# Parched Ones

## Dried cadaver, thirsting horror

- Cursed by drinking Winter-tainted water
- Body has desiccated and dried out
- Slow and stumbling advance
- Seek to slake their thirst on the living

Quick Insight = “Other”

Thorough Insight = “Other”

Detect Magic = “Wisdom of the  
Balanced Blade”

## Desiccated Husk

- Any armour
- Sword and dagger
- 3 hits

**Undeath Returning** – Unless executed, will rise again to full hits/limbs after 15 seconds

**Vulnerabilities** – Also take the STRIKEDOWN effect after being hit by a REPEL

# Dry Patrician

## Winter construct, malign horror

- Cursed by drinking Winter-tainted water
- Walking conduit to the realm
- Simple and slow thinking
- Can direct Parched Ones via rasps and gestures

Quick Insight = “Other”

Thorough Insight = “Other”

Detect Magic = “Wisdom of the  
Balanced Blade”

### First Who Drank

- Mage armour
- Rod and dagger
- 6 hits
- 6 personal mana
- Weakness

### Desiccating Strike

When they successfully call  
WEAKNESS, they  
immediately regain up to  
three lost hits.

Cannot use **Undeath Returning**  
whilst the target of a casting of the  
“Words of Ending” Winter ritual.

Will be immediately destroyed upon  
completion of the ritual.

**Undeath Returning** - will rise again to full hits/personal mana/limbs after 15 seconds

**Vulnerabilities** - Instantly destroyed by a successful casting of “Words of Ending”