

Ash Walker

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”

Ash walker

- Mixed armour
- Paired weapons
- 3 hits

Ash mage

- Mage armour
- Rod + Buckler
- 3 hits / 4 mana
- Weakness

Cannot use Undeath Returning
whilst the target of a casting of
the “Turns the Circle” Spring ritual

Will be immediately destroyed
upon completion of the ritual

Undeath Returning - Will rise again to full hits/limbs after 15 seconds

Vulnerabilities - Instantly destroyed by a successful CURSE call or Turns the Circle ritual

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

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.
1x MASS WEAKNESS

Quick Insight = “Other”

Thorough Insight = “Other”

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”