

Risen corpse

- Recently deceased body
- Animated by a Winter Spirit
- Slow and shambling advance
- Carrying the weapons they had in life

Husk

- 2 or as former character
- Any armour
- Any weapons

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

Vulnerabilities - Instantly destroyed by a successful CLEAVE or IMPALE call