

# Tortured Soul Brief



*“In life they were humans or orcs”*

- **Emissaries of terror** - harbingers of madness, pain and torment
- **Armed with fetters** - carrying the weapons they had when alive
- **Grim shadows** - swathed in ghostly hood and robes

*“Created using drugs, hearth magic and torture”*

*“Motivated purely by anger, pain and spite”*

- **Driven by malice** - the torture they endured fuels them to seek battle
- **Creator bound** - strong link of subservience to those who made them
- **Hatred of life** - actively hostile to the living who oppose them

HARSH THROATY HISS, NO COMMUNICATION

# Shade

## Cursed victim

- Wounded by the weapon of a Tormented Soul
- Cursed by fettered weapon
- Violent outburst when they die
- Driven by malice and pain

## Shade

- 2 hits or as former character
- Armour as former character
- Weapons as former character

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

**Vulnerabilities** - Permanently destroyed by a Level 1 Exorcism

# Tortured Soul

## Creature of malice

- A shade of their former self
- Deliberate in their advance
- Menacing to their foes
- Carrying the weapons they had in life

**When reduced to zero hits they will dissipate and reappear nearby after a short time**

## Tortured Soul

- 5 hits
- Any armour
- Any weapons or shield
- 4 Hero Points
- 1 Heroic Call for appropriate weapon

**Touch of Death** - Can inflict a deathly curse on those they strike

**Vulnerabilities** - Permanently destroyed by “Exorcism Rank 3”

# Tormented Soul

## Broken fallen hero

- A shadow that may recall those it once knew
- Deliberate in their advance
- Menacing to their foes
- Carrying the weapons they had in life

## Tortured Soul

- 5 hits
- Any armour
- Any weapons or shield
- 4 Hero Points
- 1 Heroic Call for appropriate weapon

**When reduced to zero hits they will dissipate and reappear nearby after a short time**

**Echoes of Life** - A Tomb Wight might recognise, react and converse with those it knew when alive

**Touch of Death** - Can inflict a deathly curse on those they strike

**Vulnerabilities** - Permanently destroyed by “Exorcism Rank 3”