

CRYPT CRAWL

Monster Parade 2009, version 1

Introduction:

What you have here is the first version of the Crypt Crawl Monster Parade 2009. The Monster Parade will be an ongoing project to provide Gamemasters with monsters to populate her encounters, adventures and locations.

Using This Work:

The book has several sections. Each section starts with an overview of a monster's grouping discussing general guidelines for the group. This reduces the notes we need for each monster in the book. Following the group description there follows a number of monsters from that grouping. These are laid out in a way that the GM will be able to use the book itself for recording damage done to monsters during random encounters.

You will also take note that for most monsters there are several versions. Each of these versions of the monster are tougher in some way and have increasing encounter values.

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Animals:

Animals are the natural native creatures of the world. It is good to see something "normal". Animals are both a danger and benefit in this world.

Wild aggressive animals of large sizes sometimes see people as "food". This is probably a bad thing for the "food", which may well be your grandmother. These animals provide good furs and other useful items to hunters, however, they are not the best supply of food. When dressed out they provide about one ration per 5 pounds of the animal.

Prey and herd animals are not much of a danger, unless, they are undead or accursed animals. They provide an excellent ration ratio of one ration per 2.5 pounds when dressed out. Other useful parts vary from animal to animal.

Rodents. Yes rodents. They are a pain in the butt. They may provide small amounts of food, but they are best known for eating your food and passing on diseases.

Everything else Animals fill almost every niche in the world. Their value, and danger vary radically.

Accursed Animals. All accursed animals are aggressive. No one is sure how these beasts came into being, but we still haven't figured out where the demons really come from, so it is not surprising. Maybe your spirit warriors will find the secret while hunting the old ruins of legend.

Bear: (Normal Animal) Value=130

v1. Melee 9 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 5
*Capacity 20 *Actions 2 *Value= 135

v2. Melee 12 *Ranged 0 *Toughness 60 *Armor 0 *Initiative 0 *Move 5
*Capacity 20 *Actions 2 *Value= 190

v2. Melee 15 *Ranged 0 *Toughness 90 *Armor 0 *Initiative 0 *Move 5
*Capacity 20 *Actions 2 *Value= 265

Bears come in an amazing number of size, color and attitude variations.

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Civilians, Just Folks:

Civilians, the people, commoners, craftsmen, workers, merchants, singers, warriors and so much more. These are the folks who make the world function. While on an individual basis they are not powerful, the output of their work is essential to the world.

Behavior: The behavior of people is all over the map. Ever since Chalise whispered in peoples ears and gave them thought they have been a cranky lot. One weakness that Chalise unintentionally saddled people with was that they are easily swayed by well spoken whispers, even when they are contrary to known facts. People are capable of irrational faith, even when those beliefs put them, and their survival, at risk. Nobles, Temples, Cults and Con Men have been using this weakness for ages to bilk the people and maintain power over them.

Freemen Warriors (Civilians) Value= 120

Melee 3 *Ranged 3(200 ft) *Toughness 35 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 120

Description: These are the mercenaries, pirates, bandits, temple guardians and just about every other armed band of people.

Fyzaar Guardians (Civilians) Value= 200

v1. Melee 4 *Ranged 3(240 ft) *Toughness 35 *Armor 5 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 200

*Armor, an Action must be spent to activate and use the armor.

Fyzaar Guardians (Civilians) Value= 320

v2. Melee 7 *Ranged 5(300 ft) *Toughness 70 *Armor 5 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 320

*Armor, an Action must be spent to activate and use the armor.

Fyzaar Guardians (Civilians) Value= 320

v3. Melee 8 *Ranged 5(300 ft) *Toughness 105 *Armor 5 *Initiative 0 *Move 6
*Capacity 40 *Actions 4 *Value= 470

*Armor, an Action must be spent to activate and use the armor.

Description: These are the special elite troops of the Zurma temples. They are provided to Noble families as guards.

Personality: Fyzaar Guardians are haughty warriors. They have a poor opinion of Spirit Warriors, but respect them as Warriors.

Behavior: Fyzaar Gaurdians are chosen for their single mindedness, sometimes bordering on stupidity. Independent thinking has been trained out of them. Duty and faith are their world knowledge.

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Slave People (Civilians) Value= 55

Melee 1 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 5
*Capacity 30 *Actions 2 *Value= 55

Description: These are the people who are owned by someone else. Fortunately these people are infrequent, however, their are some nasty lands out in the world where slavery is popular.

Personality: Slaves have a very closed world view. They ask no questions and have been trained not to think. Slaves, however, are not stupid and they view Spirit Warriors favorably.

Behavior: Slaves keep their eyes down and their ears open. They are quiet, unhappy folks.

Serf People (Civilians) Value= 80

Melee 1 *Ranged 1(120 ft) *Toughness 25 *Armor 0 *Initiative 0 *Move 6
*Capacity 35 *Actions 2 *Value= 80

Description: These are the people who are bonded to the land and to a Landlord. The products of their labor is not their own. They are given a portion of the yield to survive on.

Personality: Serfs have a more inward view of the world. Since their knowledge comes from the Landlord most are frightened by the Spirit Warriors, however, a substantial number of the are in favor of, or neutral to, the Spirit Warriors.

Behavior: Serfs are the laborers for the Landlords and temples. They receive their income at the whim of their employer/landlord. Their minds are focused on the local incidents that affect their daily sustenance.

Normal Free Peoples (Civilians) Value= 106

Melee 2 *Ranged 2(180 ft) *Toughness 33 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 106

Description: These are the normal, happy, hard pressed Freemen of the world. They represent the Craftsmen, Merchants and Freemen laborers.

Personality: In general they are busy, but the majority have a positive, or at least neutral, attitude towards the Spirit Warriors.

Behavior: Freemen are curious about the world beyond their borders and have a general concept of the world situation. They try to look out for not just themselves, but others as well.

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Horrors, Creatures of Nightmares:

Horrors are unique monsters created by us and your GM. Horrors are usually monsters from other worlds, or one of the nasties created just for Crypt Crawl.

Horrors are meant to represent a special class of creatures that have special powers, appearances and purposes that arise from the Chaotic universe. They are a surprise because they do not fit in with known or "normal" monsters, they are the product of Chaos.

Horrors use the Demonic Power Supply system for fueling their special powers.

Horrors, have a Power Supply (PS). The Horror's Power Supply regenerates once per day. Their Power Supply is used to Activate their special Abilities. When the Power Supply gets to "0", they may not use their Special Abilities any more today. Tomorrow is a different story. They have paid for their PS, so the Abilities do not cost extra.

Richard Chancy: (Horror) Floating Eyes, Value=510

v1. Melee 6 *Ranged 0 *Toughness 180 *Armor 0 *Initiative 2 *Move 4

*Capacity 20 *Actions 2 *PS=100 *Value= 510

PS=10, 1 Action, Go Time, Flash. 360 foot range eye burst. Explodes on impact. 2d6+12 versus defense. No Parry. (Flashy explosion, but no area damage)

Richard Chancy is a Floating Eye Horror. Now, I can see that many of you want a description of this beast. It is a 10 foot diameter floating, tentacled, floating monster with six eyes. It has an eye on every side. It is hard to sneak up on. Floating Eyes are nasties that just love floating around blasting people. Oh my, what fun! There are, of course nastier Floating Eyes, and they are below:

Floating Eyes (Horror) Value=710

v2. Melee 6 *Ranged 0 *Toughness 240 *Armor 0 *Initiative 2 *Move 4

*Capacity 20 *Actions 2 *PS=200 *Value= 710

PS=10, 1 Action, Go Time, Flash. 360 foot range eye burst. Explodes on impact. 2d6+12 versus defense. No Parry. (Flashy explosion, but no area damage)

Floating Eyes (Horror) Value=860

v3. Melee 6 *Ranged 0 *Toughness 240 *Armor 0 *Initiative 2 *Move 4

*Capacity 20 *Actions 3 *PS=300 *Value= 860

PS=10, 1 Action, Go Time, Flash. 360 foot range eye burst. Explodes on impact. 2d6+12 versus defense. No Parry. (Flashy explosion, but no area damage)

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Spawn, Demon Spawn

Demon Spawn are usually just called "Spawn". Demon Spawn races are not here for survival, rather these races are here to cause Chaos and do the bidding of the Demons. So it is no surprise that they have no real structure beyond the War Party. In war parties there will be one, two or three superior individuals who are the leaders and everyone else does as they are told.

New and terrible Demon Spawn species appear on the world on an irregular basis. These species, like Demons, seem to have limited numbers. Many of them have been hunted to extinction, others are still prevalent. More new species will probably appear from time to time.

Spawn, Goatman (Demon Spawn) Value=60

v1. Melee 4 *Ranged 1(120 ft) *Toughness 15 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 60

Spawn, Goatman (Demon Spawn) Value=105

v2. Melee 6 *Ranged 1(120 ft) *Toughness 25 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 105

Spawn, Goatman (Demon Spawn) Value=155

v3. Melee 8 *Ranged 1(120 ft) *Toughness 40 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 2 *Value= 155

Spawn, Goatman, Elite (Demon Spawn) Value=205

v4. Melee 8 *Ranged 1(120 ft) *Toughness 40 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 3 *Value= 205

The closest description for these beasts are Wolf men with goats heads. They are about 6 foot tall, nasty freaks. They like to wear all sorts of colored gaudy jewelry and scarves. They do have a mind, of sorts, and demons use these malicious monsters for many duties. Goatmen are particularly cruel and spend too much time gloating and stomping around when they kill someone.

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Spawn, Ratlings, common (Spawn) Value=30

v1. Melee 0 *Ranged 0(90 ft) *Toughness 5 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 30

Spawn, Ratlings, scout (Demon Spawn) Value=100

v2. Melee 0 *Ranged 1(120 ft) *Toughness 5 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 100

Spawn, Ratlings, elite (Demon Spawn) Value=115

v3. Melee 2 *Ranged 2(120 ft) *Toughness 5 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 115

Ratlings are nasty little creatures with foul breath and even worse manners. They are 3 to 4 feet tall. They speak, they listen, they hear only demons. Since this race of spawn actually seem to have something going on in the skull demons use them for scouts and to annoy people.

Spawn, Brown Snapper Snakes: (Spawn) Value=130

v1. Melee 6 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 2 *Value= 130

v2. Melee 9 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 9
*Capacity 10 *Actions 3 *Value= 235

These nasties crawl through the grasses to sneak up on targets and get themselves a bite to eat.

Spawn, Rats (Spawn, Animal) Value= 55

v1. Melee 1 *Ranged 0 *Toughness 5 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 2 *Value= 55

v1. Melee 2 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 2 *Value= 90

v1. Melee 6 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 3 *Value= 205

v1. Melee 10 *Ranged 0 *Toughness 55 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 4 *Value= 335

Description: They are animals, but not normal ones. These are over sized flesh eaters.

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The Undead Squadron:

Skeleton Parties:

Skeletons should not and can not exist, however, they do. This is a fact of the dead that the living must deal with.

First, skeletons have no eyes to see with. They "sense" objects and sentient beings in their vicinity. By Vicinity we mean 300 feet or 30 inches. In labyrinths the range is reduced to 60 feet. It is really tough to sneak up on skeletons. This makes them reliable, if weak, guards.

Skeletons ignore the Accursed, Demons and Horrors. They do the bidding of some Demons. Your GM will know when this is happening, players are left to figure it out.

Skeletons have a hearty dislike of the normal living and Spirit Warriors. If they do not have specific orders they will move to end the living. Small packs of skeletons wander the lands in search of the living. These usually number from 3 to 30. Skeletons are most deadly when people must defend their stuff rather than run away. This makes them a problem for slow caravans, farms and other set locations.

Skeletons do pick things up and carry them along, even if they do not use them. It is assumed that this is due to some residual memory of "stuff". No one has been able to get them to explain their behavior, so we can not know for sure.

Zombie World View:

Zombies, in general, do not think clearly. They are focused on just one thing: Eating human flesh. While the chaos they cause is useful to the Demons zombies do not make good tools for missions or guards. There are, of course, exceptions, but they are few and far between.

These undead do not have any special senses, however, they dislike full sunlight. They are most active in the early morning and at dusk to dark. During the day and deep night they hide in places that are dark and encountering them is usually at close range when they are hiding. Most zombies are slow and can be avoided, however, farms and villages are not able to move and must be defended. Zombies are most deadly when they attack places that have to be defended. Zombies have just enough memory to collect items as they travel about. They know the stuff has value, they just rarely recall what to do with the items.

Zombies tend to bunch together in small packs resembling their old life arrangements. They are scattered across the lands in singles and small packs. Zombies will travel along with other undead types.

When found in labyrinths they will fight to their second death without a single thought. You will find some special zombies in the employ of accursed, or demons, that have working brains. They are slow witted, but they can follow orders.

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Ghoulish Behavior:

Ghouls have the cravings of other undead but they have enough self awareness to be able to plan, follow orders, and be nasty. Ghouls can be found acting solo or they may be servants of Demons and Horrors.

Ghoul Special Powers:

1. Once per round the Ghoul may inject a paralysis poison into a target it has done damage to. During the Cool Down segment the victim must make a Fortitude contest roll. If the victim fails the roll they loose one Action in the next round of combat.

Each application of the Paralysis Poison is considered a separate incident. Therefore if a target is injected twice they would have to make two Fortitude rolls in the Cool Down phase and they could lose two Actions. The duration of the paralysis varies with the ghoul.

2. The Damage the Ghoul does during an injecting attack becomes healing for the ghoul. You can actually see the ghoul growing bone, skin and becoming near normal as they attack. Fully healed Ghouls are useful for spying, buying trips and assassinations.

Mummy Curse:

Mummies have a purpose. They will respond based on their individual programming, however, the response is almost always violent and triggered by the behavior of intruders in its territory.

Mummies always return if their purpose is still valid, however, if brought to "0", or less, Toughness they forget all past transgressions. It takes a week for a Mummy to return to its post.

Human Skeletons (Undead) Value= 30 Each

v1. Melee 1 *Ranged 0 *Toughness 5 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 2 *Value= 30

Ranged Version (160 feet)

v2. Melee 0 *Ranged 1 *Toughness 5 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 2 *Value= 30

Human Skeletons (Undead) Value= 50

v3. Melee 2 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 2 *Value= 50

v4. Melee 2 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 3 *Value= 100

Ranged Stats:

v5. Melee 0 *Ranged 2 *Toughness 10 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 2 *Value= 50

Description: Bone warriors. They have been dead a long time. These are better than the basic boney undead.

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Guardian Human Skeletons (Undead) Value= 100 Each

v1. Melee 4 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 100

v2. Melee 4 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 150

Ranged Version (240 feet)

v3. Melee 0 *Ranged 4 *Toughness 20 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 100

Ranged Version (240 feet)

v4. Melee 0 *Ranged 4 *Toughness 20 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 150

Description: Bone warriors. They have been dead a long time. In general these Guardian skeletons are found guarding something.

Skeletal Spiders (Undead) Value=150

v1. Melee 2 *Ranged 0 *Toughness 5 *Armor 5 *Initiative 0 *Move 7
*Capacity 40 *Actions 2 *Value= 150

#Armor is automatic and the Action already covered. They get two Actions to use.

v2. Melee 2 *Ranged 0 *Toughness 5 *Armor 5 *Initiative 0 *Move 8
*Capacity 40 *Actions 3 *Value= 235

#Armor is automatic and the Action already covered. They get two Actions to use.

These scurrying little nasties like to hide in the shadows near the ceiling and leap on victims, using their pointed dagger like legs to attack with.

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Skeletons, Fire (Undead) Value= 75

v1. Melee 2 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 75

Special Attacks: Attacks by these skeletons is defended by a Magic Defense Roll (normally zero).

Skeletons, Fire (Undead) Value= 75

v2. Melee 0 *Ranged 2(240 ft) *Toughness 10 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 75

Special Attacks: Attacks by these skeletons is defended by a Magic Defense Roll (normally zero).

Skeletons, Fire (Undead) Value= 125

v3. Melee 3 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 125

Special Attacks: Attacks by these skeletons is defended by a Magic Defense Roll (normally zero).

Skeletons, Fire (Undead) Value= 125

v4. Melee 0 *Ranged 3(240 ft) *Toughness 20 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 125

Special Attacks: Attacks by these skeletons is defended by a Magic Defense Roll (normally zero).

Description: Bone warriors. They have been dead a long time. The Fire Skeletons glow due to the flames within them. They do not hide. They are frequently found among other skeleton packs.

Skeletal Great Condor (Undead) Value= 305

v1. Melee 15 *Ranged 0 *Toughness 80 *Armor 0 *Initiative 0 *Move 9
*Capacity 20 *Actions 2 *Value= 305

Skeletal Great Condor (Undead) Value= 355

v2. Melee 15 *Ranged 0 *Toughness 80 *Armor 0 *Initiative 0 *Move 9
*Capacity 20 *Actions 3 *Value= 355

Skeletal Great Condor (Undead) Value= 430

v3. Melee 15 *Ranged 0 *Toughness 80 *Armor 0 *Initiative 0 *Move 9
*Capacity 20 *Actions 4 *Value= 430

Description: Flying Skeletons. This is not good. Extra stat sets have more actions, and a higher value.

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Skeleton Fiends (Undead) Value= 385

v1. Melee 15 *Ranged 5(300 ft) *Toughness 70 *Armor 5 *Initiative 0 *Move 6
*Capacity 20 *Actions 2 *Value= 385

#Armor is added to all defense rolls.

Skeleton Fiends (Undead) Value= 460

v2. Melee 15 *Ranged 5(300 ft) *Toughness 70 *Armor 5 *Initiative 0 *Move 6
*Capacity 20 *Actions 3 *Value= 460

#Armor is added to all defense rolls.

Skeleton Fiends (Undead) Value= 610

v3. Melee 15 *Ranged 5(300 ft) *Toughness 70 *Armor 5 *Initiative 0 *Move 6
*Capacity 20 *Actions 4 *Value= 610

#Armor is added to all defense rolls.

Skeleton Fiends (Undead) Value= 735

v4. Melee 15 *Ranged 5(300 ft) *Toughness 70 *Armor 5 *Initiative 0 *Move 6
*Capacity 20 *Actions 5 *Value= 735

#Armor is added to all defense rolls.

Description: Skeletal Fiends are said to be the skeletons of truly evil men, although there is zero evidence of this. They do frequently work for Demons as outriders or guards. They have been known to ride Skeletal Night Wolves, Skeletal Great Condors and Skeletal Horses. We added some higher Action versions for your entertainment.

Skeleton Eagles (Undead) Value= 205

v1. Melee 15 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 9
*Capacity 10 *Actions 2 *Value= 205

Skeleton Eagles (Undead) Value= 255

v2. Melee 15 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 9
*Capacity 10 *Actions 3 *Value= 255

Skeleton Eagles (Undead) Value= 330

v3. Melee 15 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 9
*Capacity 10 *Actions 4 *Value= 330

Skeleton Eagles (Undead) Value= 480

v4. Melee 15 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 9
*Capacity 10 *Actions 5 *Value= 480

If these catch you in the open, it is not a fine day. Additional versions have extra Actions.

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Skeleton Hawks (Undead) Value= 175

v1. Melee 5 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 10
*Capacity 10 *Actions 3 *Value= 175

Skeleton Hawks (Undead) Value= 250

v2. Melee 5 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 10
*Capacity 10 *Actions 4 *Value= 250

Skeleton Hawks (Undead) Value= 400

v3. Melee 5 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 10
*Capacity 10 *Actions 5 *Value= 400

I am thinking that these "birds" are a problem.

Skeletal Horses (Undead) Value= 155

v1. Melee 9 *Ranged 0 *Toughness 45 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 155

Skeletal Horses (Undead) Value= 205

v2. Melee 9 *Ranged 0 *Toughness 45 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 205

Skeletal Horses (Undead) Value= 305

v3. Melee 9 *Ranged 0 *Toughness 90 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 3 *Value= 305

Description: Just what the undead needed, a mount. Not as robust as the zombie version, but still useful.

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Skeletal Night Wolves (Undead) Value= 175

v1. Melee 15 *Ranged 0 *Toughness 35 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 2 *Value= 175

Skeletal Night Wolves (Undead) Value= 270

v2. Melee 20 *Ranged 0 *Toughness 45 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 3 *Value= 270

Skeletal Night Wolves (Undead) Value= 365

v3. Melee 25 *Ranged 0 *Toughness 55 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 4 *Value= 365

Skeletal Night Wolves (Undead) Value= 410

v4. Melee 30 *Ranged 0 *Toughness 65 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 4 *Value= 410

Description: Skeletal Night Wolves rove in small packs (1-3) and sometimes include dog and Wolf skeletons with them. Some of these growing versions are very nasty.

Skeletal Mountain Cats (Undead) Value= 205

v1. Melee 12 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 8
*Capacity 40 *Actions 3 *Value= 205

v2. Melee 18 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 8
*Capacity 40 *Actions 3 *Value= 235

v3. Melee 18 *Ranged 0 *Toughness 50 *Armor 0 *Initiative 0 *Move 8
*Capacity 40 *Actions 3 *Value= 275

v4. Melee 18 *Ranged 0 *Toughness 50 *Armor 0 *Initiative 0 *Move 8
*Capacity 40 *Actions 4 *Value= 350

Description: Usually solitary hunters, but not always. Not nice.

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Skeletal Cats (Undead) Value= 125

v1. Melee 3 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 3 *Value= 125

v2. Melee 3 *Ranged 0 *Toughness 15 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 4 *Value= 210

v3. Melee 3 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 5 *Value= 370

v4. Melee 3 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 8
*Capacity 10 *Actions 6 *Value= 505

Description: Remember those cute, cuddly purring home cats? Well, you will be seeing these in a living nightmare near you, soon.

Skeletal Wolves (Undead) Value= 130

v1. Melee 10 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 7
*Capacity 10 *Actions 2 *Value= 130

v2. Melee 12 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 7
*Capacity 10 *Actions 3 *Value= 190

v3. Melee 14 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 7
*Capacity 10 *Actions 4 *Value= 275

Description: Skeletal Wolves rove in small packs and sometimes include dog skeletons with them.

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Skeletal Dogs (Undead) Value= 90

v1. Melee 6 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 90

v2. Melee 8 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 110

v3. Melee 8 *Ranged 0 *Toughness 25 *Armor 4 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 180

#Armor is added to all defense rolls.

v4. Melee 10 *Ranged 0 *Toughness 30 *Armor 4 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 200

#Armor is added to all defense rolls.

v5. Melee 10 *Ranged 0 *Toughness 30 *Armor 4 *Initiative 0 *Move 6
*Capacity 10 *Actions 3 *Value= 275

#Armor is added to all defense rolls.

Description: Believe it or not, these fellows gather up animal skeletons to "herd".

Skeletal Cattle (Undead) Value= 85

v1. Melee 5 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 85

v2. Melee 5 *Ranged 0 *Toughness 50 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 135

As the Demon Horadius said "I hate Milk! It makes me break out, so here they are, my replacement for cows. A little short on meat, but some great bones!"

Skeletal Goats (Undead) Value= 85

v1. Melee 7 *Ranged 0 *Toughness 15 *Armor 0 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 85

v2. Melee 9 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 6
*Capacity 10 *Actions 2 *Value= 115

v3. Melee 9 *Ranged 0 *Toughness 25 *Armor 0 *Initiative 0 *Move 6
*Capacity 10 *Actions 3 *Value= 165

Goats are cranky, these are much worse...

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Skeletal Sheep (Undead) Value= 65

v1. Melee 5 *Ranged 0 *Toughness 15 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 65

v2. Melee 5 *Ranged 0 *Toughness 15 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 3 *Value= 115

Sorry, no wool today.

Skeletal Pigs (Undead) Value= 55

v1. Melee 5 *Ranged 0 *Toughness 15 *Armor 0 *Initiative 0 *Move 4
*Capacity 10 *Actions 2 *Value= 55

v2. Melee 10 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 4
*Capacity 10 *Actions 2 *Value= 110

v3. Melee 20 *Ranged 0 *Toughness 60 *Armor 0 *Initiative 0 *Move 4
*Capacity 10 *Actions 2 *Value= 220

These range in size from a fun, uncute piglet to a massive wild boar.

Skeletal Chickens (Undead) Value= 55

v1. Melee 3 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 6
*Capacity 5 *Actions 2 *Value= 55

v2. Melee 3 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 6
*Capacity 5 *Actions 3 *Value= 105

v3. Melee 3 *Ranged 0 *Toughness 10 *Armor 0 *Initiative 0 *Move 6
*Capacity 5 *Actions 4 *Value= 180

What causes farm animals to get out of the ground and assemble their bones into a working structure?
No one really knows for sure, but apparently it happens.

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Zombies, Human (Undead) Value= 265

v1. Melee 12 *Ranged 0 *Toughness 80 *Armor 2 *Initiative 0 *Move 4
*Capacity 40 *Actions 2 *Value= 265

#Armor is added to all defense rolls.

Zombies, Human (Undead) Value= 600

v2. Melee 12 *Ranged 0 *Toughness 225 *Armor 4 *Initiative 0 *Move 4
*Capacity 40 *Actions 2 *Value= 600

#Armor is added to all defense rolls.

Zombie, Soulless Corpse (Undead) Value= 1,190

v3. Melee 36 *Ranged 0 *Toughness 430 *Armor 5 *Initiative 0 *Move 4
*Capacity 40 *Actions 2 *Value= 1,190

#Armor is added to all Defense Rolls.

Description: Pretty disgusting dead things, they stink, they are frequently diseased, or worse. They see in the dark. They hate the living.

Zombie, Rats (Zombie, Undead) Value= 80

v1. Melee 2 *Ranged 0 *Toughness 20 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 2 *Value= 80

v2. Melee 2 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 8
*Capacity 40 *Actions 3 *Value= 160

Description: Over-sized mad rats. These beasts attack people. They may carry disease. They are not kept as pets by people.

Zombie Pigs (Undead) Value= 125

v1. Melee 7 *Ranged 0 *Toughness 45 *Armor 0 *Initiative 0 *Move 4
*Capacity 20 *Actions 2 *Value= 125

v2. Melee 14 *Ranged 0 *Toughness 90 *Armor 0 *Initiative 0 *Move 5
*Capacity 20 *Actions 2 *Value= 260

v3. Melee 21 *Ranged 0 *Toughness 135 *Armor 0 *Initiative 0 *Move 6
*Capacity 20 *Actions 2 *Value= 395

And if you wanted to demoralize the world, what would your pork do? Pork comes in several portion sizes, varying from farm pig to wild boars, none are good to eat.

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Zombie, Chickens (Undead) Value= 95

v1. Melee 5 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 5

*Capacity 10 *Actions 2 *Value= 95

v2. Melee 7 *Ranged 0 *Toughness 60 *Armor 0 *Initiative 0 *Move 5

*Capacity 10 *Actions 2 *Value= 165

v3. Melee 10 *Ranged 0 *Toughness 120 *Armor 0 *Initiative 0 *Move 5

*Capacity 10 *Actions 2 *Value= 300

Hungry chickens, sometimes difficult to tell from the living chickens, until you get close. Chickens, roosters and riding size, go ahead and laugh, they are getting closer...

Zombie, Sheep (Undead) Value= 120

v1. Melee 8 *Ranged 0 *Toughness 40 *Armor 0 *Initiative 0 *Move 4

*Capacity 10 *Actions 2 *Value= 120

v2. Melee 8 *Ranged 0 *Toughness 100 *Armor 0 *Initiative 0 *Move 4

*Capacity 10 *Actions 2 *Value= 240

Description: No good for wool, but it does make them difficult to see at a distance.

Zombie Goats (Undead) Value= 180

v1. Melee 10 *Ranged 0 *Toughness 45 *Armor 3 *Initiative 0 *Move 5

*Capacity 20 *Actions 2 *Value= 180

#Armor is added automatically to all defense rolls.

v2. Melee 12 *Ranged 0 *Toughness 135 *Armor 5 *Initiative 0 *Move 5

*Capacity 20 *Actions 2 *Value= 390

#Armor is added automatically to all defense rolls.

Description: Head butts with smells.

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Zombie, Dogs (Undead) Value= 190

v1. Melee 12 *Ranged 0 *Toughness 60 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 190

v2. Melee 14 *Ranged 0 *Toughness 120 *Armor 0 *Initiative 0 *Move 5
*Capacity 10 *Actions 2 *Value= 320

Description: Believe it or not, these fellows gather up animal skeletons and zombies to "herd".

Zombie, Cats (Undead) Value= 165

v1. Melee 5 *Ranged 0 *Toughness 30 *Armor 0 *Initiative 0 *Move 7
*Capacity 5 *Actions 3 *Value= 165

v2. Melee 6 *Ranged 0 *Toughness 60 *Armor 0 *Initiative 0 *Move 7
*Capacity 5 *Actions 3 *Value= 230

v3. Melee 7 *Ranged 0 *Toughness 90 *Armor 0 *Initiative 0 *Move 8
*Capacity 5 *Actions 3 *Value= 305

Description: Remember those cute, cuddly purring home cats? These are not them. Some house cats are nastier than others.

Zombie, Horses (Undead) Value= 415

v1. Melee 9 *Ranged 0 *Toughness 180 *Armor 0 *Initiative 0 *Move 5
*Capacity 40 *Actions 2 *Value= 415

v1. Melee 12 *Ranged 0 *Toughness 270 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 620

v1. Melee 15 *Ranged 0 *Toughness 540 *Armor 0 *Initiative 0 *Move 7
*Capacity 40 *Actions 2 *Value= 1,185

Description: Just what the undead needed, a mount, and some of these are truly big horses.

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Sanaben's Ghoul (Undead) Value= 205

v1. Melee 9 *Ranged 0 *Toughness 55 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 2 *Value= 205

The Paralysis Poison of a Ghoul lasts five rounds.

The Ghoul has a bonus of +0 against the characters Fortitude.

v2. Melee 9 *Ranged 0 *Toughness 75 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 265

The Paralysis Poison of this Ghoul lasts five rounds.

This Ghoul has a bonus of +1 against the characters Fortitude.

v3. Melee 12 *Ranged 0 *Toughness 150 *Armor 0 *Initiative 0 *Move 6
*Capacity 40 *Actions 3 *Value= 430

The Paralysis Poison of this Ghoul lasts five rounds.

This Ghoul has a bonus of +2 against the characters Fortitude.

These improved Ghoul's were first encountered in the Sanaben Ruins.

Mummy (Undead) Value= 750

Melee 24 *Ranged 0 *Toughness 240 *Armor 10 *Initiative 0 *Move 4
*Capacity 40 *Actions 2 *Value= 750

#Armor is added to all Defense rolls.

v2. Mummy (Undead) Value= 750

Melee 24 *Ranged 0 *Toughness 360 *Armor 5 *Initiative 0 *Move 4
*Capacity 40 *Actions 3 *Value= 990

#Armor is added to all Defense Rolls.

v3. Mummy (Undead) Value= 750

Melee 24 *Ranged 0 *Toughness 480 *Armor 10 *Initiative 0 *Move 4
*Capacity 40 *Actions 2 *Value= 1,180

#Armor is added to all Defense rolls.

v4. Mummy (Undead) Value= 750

Melee 24 *Ranged 0 *Toughness 720 *Armor 10 *Initiative 0 *Move 4
*Capacity 40 *Actions 3 *Value= 1935

#Armor is added to all Defense Rolls.

Not my mummy, and hopefully not yours.