

Species, Breed: Undead

Type: Goblin

Class: Undead.

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 25 + 1-D12

Number encountered: 1

Experience points: 120 x level.

Characteristics

Awareness: 25

Charisma: Not applicable.

Constitution: 70

Coordination: 45

Dexterity: 45

Intelligence: 18

Mental-strength: 60

Strength: 50

Wisdom: 18

Movement:

Flying: Can't

Grounded: 13

Swimming: Can't. But can move underwater, along the bottom, at 3 spaces (15') per turn.

Luck: 100

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Goblin Bone: 2

Damage: 1-D12 x5 +8

Range: 1 space (5')

Attack Type: Blunt.

Defense: 45 / 75 if 32nd + level.

Offense: 45 / 75 if 32nd + level.

Damage-Points: Roll 1-D12 x5 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 65+ to have 1-D100 x5

Bronze: 70+ to have 1-D100 x4

Silver: 75+ to have 1-D100 x3

Electrum: 80+ to have 4-D20 x2

White-gold: 85+ to have 3-D20 x2

Yellow-gold: 90+ to have 2-D20 x2

Black-gold: 95+ to have 1-D20 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 60+ to have 1-D4 +1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature appears to be a goblin, yet rotted . . . as if it has been dead for months.

Eye color: Gray-black.

Eye shape: As a goblin's.

Hair color: Black.

Height: 5'-0"

Skin color: Rotten flesh hanging from its skeletal frame.

Skin texture: Rotten flesh.

Posture: Biped.

Weight: 140 lbs.

Dislikes: The living.

Disposition: Wicked and murderous, this undead will stop at nothing to claim the life of the living.

Fears: None.

Habitat: Dead Region.

Immunities: Breath, Consciousness, Disease, Fear, Pain, Poison (excluding toxin), Shock, Sickness and Stun.

Life-span: Not applicable.

Likes: None.

Needs: Unknown.

Note: None.

Special Abilities: Modification-points: This creature will gain 1-D6 +1 modification-points per level advanced. Any adventurer ability/spell can be purchased for this creature without having to fill prerequisites, unless that prerequisite is also from the adventurer abilities.

Special Defenses: Resistances: Magic: 20% (this resistance does not apply to spells that deal specifically with undead), Mental-attack: 30%, Spiritual-attack: 20%.

Special Offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-2 (or better) magical weapon to harm.