

Species, Breed: Tombman

Type:

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 2 (1-D4, 1-2=1, 3-4=2).

Experience points: 100

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 30

Coordination: 25

Dexterity: 30

Intelligence: 22

Mental-strength: 60

Strength: 30

Wisdom: 12

Movement:

Flying: Can't

Grounded: 9

Swimming: 4

Luck: 100-

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

2 Touches: See: Special offences/ 1 space (5') / Blunt attack.

Defense: 25

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 6', Weight: 180 Lbs., Skin color: Pale white (like a human that has lost all its blood), Eye color: Dull white, Posture: Biped.

Dislikes: Living creatures

Disposition:

Fears: None.

Habitat: Desert (Savanna), Fearmist, Swamp, Wastelands (Crypts, Dungeons, Labyrinths and Tombs).

Immunities: Breath-attacks that are based on: Air and Fire, Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Power. Submissive allies, living or non-living.

Needs: Unknown.

Note: Like all Undeads the Tombman was an evil soul in mortality. Once this humanoid died it animated by some unknown power and now seeks the life-force of any living creature it can get to.

It looks like a pale white Human that has lost all its blood. Its eyes are pure dull white.

Special Abilities: None.

Special defenses: Sleep and charms have no effect on this creature. Magical Resistance = 40%.

Special offenses: The Tombman's touch causes armor and clothing to shatter. Upon reaching the body of a creature, however, it will not damage the flesh in any degree.

If magical armor is touched the Tombman will drain one class per turn before armor begins to give way.

Every time a Tombman touches a living creature it will drain one random characteristic from it permanently. The following chart will determine which characteristic will be drained per successful touch:

%Roll Characteristic drained

01-25 Strength

26-50 Constitution

51-75 Coordination
76-100 Dexterity

When a Tombman is encountered all creatures must successfully make an avoidance-roll vs. "Fear" or have a penalty 40% movement (rounded down) and a penalty of 25% on all attacks.

Susceptibilities: None

Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-5 (or better) magical weapon to harm.