

Encounter type: Undead, Skeleton, Ripple

Encountered: 1 per 6 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Punches: 1-D12 x 7 +7 damage per successful attack.

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x6

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x12

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D12 +1

Treasure check per creature (check for Gold, Silver and Treasure Items on each creature defeated).

Defense: 17

Experience: 90

Life-points: 270

Offense: +3

Region: Volcanic Wilderland Tomb.

Special: Fear of the Dead: You must roll a 12+ (D20 roll) with each Ripple Skeleton you engage in combat with, or Fear of the Dead will take hold, causing the following penalties:

Damage per successful attack: -1

Defense: -1

Offense: -1

Ripple: The Ripple Skeleton constantly phases in and out of reality, giving attackers a mere 1 in 6 chance to strike this undead with any form of attack. A result of 1 on a D6 roll will indicate a strike will successfully damage it.