

# Encounter type: Undead, Skeleton, Rampage

# Encountered: 1-D4 +1 per 3 players.

Attacks per turn: 4

Attack types / Damage per successful attack: 4 Punches: 1-D12 x 5 +5 damage per successful attack.

D20 roll needed to have Gold / # of gold coins found: 16+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x9

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +1

Note: Check for each Undead Rampage Skeleton to have treasure.

Defense: 17

Experience: 60

Life-points: 180

Offense: +3

Region: Volcanic Wilderland Tomb.

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

Damage per successful attack: -3

Defense: -3

Offense: -3