Ghoul

CS melee d6-2

#1. OOOOO #5. OOOOO
#2. OOOOO #6. OOOOO
#3. OOOOO #7. OOOOO #9. OOOOO
#4. OOOOO #8. OOOOO #10. OOOOO

Abilities

fast : this monster may reroll initiative and take the best result.
paralysis : on damage, target must make a tough task roll, failure results in the target being stunned (no movement or CS actions) for d6-2 combat rounds, minimum of 1 round.
undead : once-living creatures which are now animated by dark magic, powerful entities or artifacts. Immune to the Confusion spell and drowning.

Skeleton

CS melee / ranged d6-2

#1. OOO #5. OOO #9. OOO
#2. OOO #6. OOO #10. OOO
#3. OOO #7. OOO #11. OOO
#4. OOO #8. OOO #12. OOO

Abilities

bones : gets to reroll Defense Actions vs. sharp or piercing weapons, and take the best result.
fast : this monster may reroll initiative and take the best result.
undead : once-living creatures which are now animated by dark magic, powerful entities or artifacts. Immune to the Confusion spell and drowning.

Wight

CS melee d6-2

#1. OOOOO OOOO
#2. OOOOO OOOO
#3. OOOOO OOOO
#4. OOOOO OOOO

Abilities

energy drain : doesn't do damage but instead lowers the CS of its target by -1 with each touch, until the target is at CS d6-5. A further successful attack will kill the target instantly. The victim heals 1 CS level per 1 hp of healing by Holy Light or other magical means.
mundane immunity : non-magical weapons do zero damage to this monster.
undead : once-living creatures which are now animated by dark magic, powerful entities or artifacts. Immune to the Confusion spell and drowning.

Zombie

CS melee d6-3

#1. OOOO #5. OOOO #9. OOOO
#2. OOOO #6. OOOO #10. OOOO
#3. OOOO #7. OOOO #11. OOOO
#4. OOOO #8. OOOO #12. OOOO

Abilities

slow : attacks last after all other participants have acted in each combat round.
undead : once-living creatures which are now animated by dark magic, powerful entities or artifacts. Immune to the Confusion spell and drowning.
weakness : attack to head, CS rolls against this monster that are a natural 6 may explode.