

Mummy

Characteristics	STR 30	TOU 15	AGI 12	INT (15)	WIL (21)	PER 15	CHA 9	KNO (24)
Skills	Awareness(22), Climb(21), Concealment(21), Dodge(21), Jump(21), Move Silently(21), Search(22), Throw(21), Tracking(22)							
Stats	Initiative 16	Combat XP 0	Movement 4 6 12 24	Power -	Hit Points 7 15 22 45	Shock -	Actions 2	
Protection	Visor helmet (Head) S25 B20 T25 E10 Ceremonial plate (Body) S18 B12 T12 E8 Mummies suffer -10 Radiation							
Attacks	Greataxe(21) Inf5d10+4S, Pen 5 Greatsword(21) Inf5d10+1S Unarmed(21) Inf1d10+4B							
Special	Mummies in bandages take double Damage from fire Facing a mummy requires a Routine Test against Fear							

Sand spider

Characteristics	STR 21	TOU 18	AGI 30	INT (15)	WIL 15	PER 27	CHA (3)	KNO (6)
Skills	Awareness(32), Concealment(30), Climb(30), Dodge(30), Jump(30), Move Silently(30), Navigate(Underground)(25)							
Stats	Initiative 30	Combat XP 10	Movement 10 15 30 60		Power 2	Hit Points 6 13 19 39	Shock 9 18 27 54	Actions 6
Protection	Thick skin (Body) S8 B10 T8 E8							
Attacks	Bite, sharp(28) Inf2d10S Unarmed(28) Inf1d10+1B							
Behavior	A giant spider will sit motionless until its prey is as close as possible. It does not understand numbers so will attack a selected target even if several creatures are present. If it subdues a target it will no longer care for other creatures unless attacked. Giant spiders dislike light and will try to back away from strong light sources. If not able they will either sit still or attack randomly with its legs.							
Special	Encountering a giant spider requires a Challenging Test against Fear Due to their many eyes giant spiders gain -1d10 difficulty against PER Sand spider poison +1d10 Pain six times with 1 Round intervals							

Viper

Characteristics	STR 6	TOU 9	AGI 27	INT (6)	WIL 15	PER 24	CHA (3)	KNO (3)
Skills	Awareness(30), Climb(25), Concealment(28), Dodge(28), Swim(30)							
Stats	Initiative 25	Combat XP 0	Movement 8 12 26 53		Power 2	Hit Points 2 5 7 15	Shock 5 10 15 30	Actions 4
Protection	Scaly skin (Body) S6 B5 T5 E5							
Attacks	Bite(30) 5S							
Behavior	Most snakes will only attack a human in self-defense. It will first try to remain hidden but if the human gets too close it might sound a warning or simply bite.							
Special	Viper poison +1d10 Trauma and +2d10 Pain three times with 1 hour intervals							