

The ghouls are as follows:

The Loyal (and evil) Necrodancer: Dullahan's most trusted and loyal servant, as well as his bodyguard and confidante. Necrodancer is a taciturn and cautious man, and very protective of his master. He carries a pistol, knife, and often wears a bulletproof vest. He is the most skilled at combat of all of the ghouls.

Powers: Dullahan Physicals, Object Creation

Longhorn(or Fingerbone): Longhorn is Dullahan's most obnoxious ghoul, and insists on being called Fingerbone. He was a southern cowboy before he died, and as such is skilled with rope, rifles, and is very athletic. Wears a ten gallon hat and carries around a hunting rifle, knife, and a coil of rope.

Powers: Dullahan Physicals, Object Creation

Graveyard: Graveyard is the eldest ghoul, and has the appearance of a sickly old man in a business suit. He is Dullahan's scribe and secretary, as well as the manager of the base's libraries. Generally ornery.

Powers: Peak Human Physicals

Macabre: Dullahan's personal butler and housekeeper, Macabre is a master of servitude and butlery. Purposeful uncleanliness triggers him.

Powers: Dullahan Physicals, Object Creation

Anguish: The forge keeper and quartermaster of Dullahan's lair, Anguish is an accomplished blacksmith and knows the lair's supplies like the back of his hand. He's a large man of African descent, but is very friendly. Carries a huge sledgehammer

Powers: Dullahan Physicals, Object Creation

Bonesaw: The resident doctor at Dullahan's lair Bonesaw was originally of Swedish descent and still carries his accent. He's a small quiet man, but during surgery his eyes become filled with manic glee. Coincidentally, he is also a competent torturer. Wields a wicked bone saw

Powers: Dullahan Osteokinesis

Mamba: The only female ghoul, Mamba was a Russian spy before her death, and carries most of her skills from life. She is a ruthless killer and skilled infiltrator. Carries a small low caliber pistol and stiletto dagger.

Powers: Dullahan Osteokinesis, Object Creation

Marrow: The lair's chef and culinary zombie is named Marrow. He's a French gourmand with a penchant for fine dining. He often wears a chef uniform and carries a meat cleaver.

Powers: Peak Human Physicals, Dullahan Osteokinesis

Spinal: A true psychopath reigned in only by Dullahan's orders and his peers' loyalty, Spinal is known for two things: his love of explosives, and his chilling laugh. He usually carries 10 military grenades, a block of C4 (and the detonator), a machete, and military fatigues.

Powers: Dullahan Physicals, Object Creation

Despair (or The Baron): Despair is a high society English gentleman, and maintains his dapper charm. He is a skilled fencer and a charming man. He maintains his appearance carefully, and appears more human than the others. The Baron carries two Rapiers at all times.

Powers: Fear Music

Powers Details:

Dullahan Physicals:

450 ton strength/small building busting punches, mach .75 speed, 10 ms reactions, enough durability to tank small-building busting attacks and weak artillery shells: no self rocket launchers, etc.

Dullahan Osteokinesis:

Can generate 25 cubic meters of bone per second, shoot mach 1.5 bone spikes that can penetrate mid-tier 2 piercing durability at 2500 shots per second.

Dullahan Fear Music:

Totally paralyzes tier ones, but tier 2 mental resistance or higher resists it down to a 1 second stun. Paralysis effect ends after 5 seconds of silence.

Captain Oscar's Object Creation:

Allows the user to create anything out of thin air at a rate of 25 kilograms a second (5 kilograms for explosives). This ability cannot break their limits, and has the additional benefit of allowing its user to choose what is hurt by the objects (selective damage).