

Species, Breed: Undead

Type: Skeleton, Harrowlith

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D20

Number encountered: 2-D10

Experience points: 1 x level.

Characteristics:

Awareness: 20

Charisma: Not applicable.

Constitution: 25

Coordination: 20

Dexterity: 20

Intelligence: 18

Mental-strength: 5

Strength: 23

Wisdom: 18

Movement:

Flying: Can't

Grounded: 9

Swimming: 5

Luck: 25-

Oxygen-points: Not applicable. This creature does not need oxygen to exist.

Blood-points: Not applicable. This creature does not need blood to exist.

Attack descriptions:

2 Fists: 1-D8 / 1 space (5') / Blunt attack.

or:

This creature will use what weapons and items it may have in its treasure stash. See: "Special offenses"

Defense: 20

Offense: 20

Damage-Points: Roll 1-D10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D12

Bronze: 71+ to have 1-D12

Silver: 76+ to have 1-D12

Electrum: 81+ to have 1-D10

White-gold: 86+ to have 1-D8

Yellow-gold: 91+ to have 1-D6

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1-D6

Uncommon: 91+ to have 1-D4

Rare: 96+ to have 1

Legendary: 00+ to have 1

Treasure: %Roll needed to have money and treasure: 81+

Copper: 1-D12

Bronze: 1-D12

Silver: 1-D12

Electrum: 1-D10

White-gold: 1-D8

Yellow-gold: 1-D6

Black-gold: 1-D4

Treasure item(s): 1-D6: 1-3 = 1, 4-6 = 2

Check for each creature to have treasure of its own.

Begin rolling on the Common Chart in the Treasure Book.

%Roll Area of body: Damage-points:

01-08	Head	20
09-13	Neck	13
14-23	Chest	17
24-30	Abdomen	15
31-34	Left-Hand	13
35-40	Left-Arm	14
41-44	Right-Hand	13
45-50	Right-Arm	14
51-61	Hip	16
62-69	Left-Leg	16
70-74	Left-Foot	13
75-82	Right-Leg	16
83-87	Right-Foot	13
88-00	Back	15

Description:

Annihilation Strike?: Yes.

Description: Height:6'-4", Weight: 130 Lbs., Bone color: Yellow-white, Bone texture: Rough to the touch; like a dried and aged bone, Posture: Biped.

Dislikes: Unknown.

Disposition: This creature is a hunter, cursing the livelihood of all living, breathing, creatures. In its rage for vengeance against the living, it wreaks havoc upon souls not as yet clutched in the eternal hands of the fate it lives.

Fears: Nothing.

Habitat: Cliffs, Forests (common and dense (Crypts, Dungeons, Labyrinths and Tombs))

Immunities: Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Unknown.

Needs: Unknown (though they love wine and seem to need it worse than anything in existence).

Note: The bones of this creature are sought after by necromancers. Necromancers use the bones to create Undead servants. Shamans seek after these bones as they are components for certain spells.

Special Abilities: Night-vision: As the Psychics spell.

Special defenses: Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballast bolts will only do 50% of the normal damage unless hit in the skull.

Resistances: Magic: 40% (only physically damaging spells can harm this creature).

Special offenses: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear", or have the following penalties enforced upon them:

1. -2 spaces movement per turn
2. -15 on all attacks.

Susceptibilities: 50% penalty rounded down, to successfully avoid vs. any form of holy attack.

Freezing temperatures will render this creature 50% immobile.

The following are the freezing temperature effects upon this creature:

1. Movement will be reduced down to $\frac{1}{2}$ (rounded down).
2. All special sight and/or feel abilities will be lost for the duration of the freeze.

Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.