

# Species, Breed: Skeleton, Plague`Pit

Type: Undead.

Class: Undead.

Align: Evil

Gender: Not applicable.

Level: 41 + 1-D20

Number encountered: 1

Experience points: 245 x level

## Characteristics:

Awareness: 50

Charisma: Not applicable.

Constitution: 100

Coordination: 45

Dexterity: 45

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 300

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 24

Swimming: 12 This creature moves along the bottom, within water, at ½ its normal movement rate.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions:

Fists: 6

Damage: 1-D100 x3

Range: 2 spaces (10')

Attack Type: Blunt

Defense: 75

Offense: 75

Damage-Points: Roll 1-D100 +54 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D20 x800

Bronze: 02+ to have 1-D20 x700

Silver: 02+ to have 1-D20 x600

Electrum: 02+ to have 1-D20 x500

White-gold: 02+ to have 1-D20 x400

Yellow-gold: 02+ to have 1-D20 x300

Black-gold: 02+ to have 1-D20 x200

Treasure item(s):

Common: None

UnCommon: None

Rare: 02+ to have 1-D12 x3

Legendary: 02+ to have 1-D12 x2

Note:

The Plague`Pit Skeleton will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

90% chance of having 3-D4 Artifacts

90% chance of having 2-D4 Enchanted Armors

90% chance of having 2-D4 Enchanted Weapons

60% chance of having 1-D4 Oracles

25% chance of having 1-D100 x3 random Gems.

10% chance of having 3-D20 random Special Gems.

30% chance of having 2-D4 Relics

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears as a giant skeleton with six arms.

**Bone color:** Gray-black.

**Bone texture:** Like the normal texture of a skeleton.

**Height:** 14'-0"

**Posture:** Biped (like an animal with two feet).

**Weight:** 1,100 lbs.

**Dislikes:** Intruders. The Plague`Pit Skeleton will viciously attack any creature that invades its tomb.

**Disposition:** This mindless undead will stand guard within its burial tomb and attempt to annihilate any creature, living or dead, that enters. The destructive nature of this mindless horror knows no limits.

**Fears:** None.

**Habitat:** Water Dimension.

**Immunities:** Charm (excluding charms based on necromancer-type abilities and spells), Consciousness, Death abilities and spells (excluding death abilities caused by a physical attack), Disease, Fall, Fear, Gases, Illusion, Mental-attack, Mind alterations, Pain, Petrification, Poison (all forms), Remorse, Shock, Sickness, Sleep, Spiritual-attack, Stun and Unconsciousness has no sway on this creature.

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

**Likes:** None. This undead will even attack another Plague`Pit Skeleton.

**Needs:** Unknown.

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

**Special Abilities:** None.

**Special Defenses: Infra-Red-Vision:** As the Psychics spell.

**Resistances:** This creature has the following resistances:

Blessed Effect: 30%

Cursed Effect: 30%

Divine Favor: 30%

Faith: 30%

**Hurled:** Arrows, bolts, and darts (all types) will only do 20% of the normal damage unless hit in the skull. Ballast bolts will only do 60% of the normal damage unless hit in the skull.

**Magic:** 75%

**Manipulation (physical):** 50%

**Paralysis:** 30%

**Water:** 90%

**Special Offenses:** None.

**Susceptibilities:** Holy abilities, items and spells will cause x3 damage on this creature.

**Weapon susceptibility:** Rank-10 (or better) enchanted weapon to harm.