

Species, Breed: Skeleton, Tainted

Type: Undead.

Class: Undead.

Align: Evil

Gender: Not applicable.

Level: 31 + 1-D20

Number encountered: 2-D4

Experience points: 180 x level

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 85

Coordination: 50

Dexterity: 50

Intelligence: 25

Mental-strength: 80

Strength: 100

Wisdom: 5

Movement:

Flying: Can't

Grounded: 14

Swimming: 14 This creature moves along the bottom, within water, at the same rate it can move out of water.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fists: 4

Damage: 1-D12 x8

Range: 1 space (5')

Attack Type: Blunt

Defense: 80

Offense: 80

Damage-Points: Roll 3-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D20 x8

Bronze: 20+ to have 1-D20 x7

Silver: 30+ to have 1-D20 x6

Electrum: 40+ to have 1-D20 x5

White-gold: 50+ to have 1-D20 x4

Yellow-gold: 60+ to have 1-D20 x3

Black-gold: 70+ to have 1-D20 x2

Treasure item(s):

Common: None

UnCommon: None

Rare: 35+ to have 1

Legendary: 70+ to have 1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: No.

Description: This creature appears as a semi-translucent skeleton, as if the very bones of this undead are becoming like a smoked glass.

Bone color: Gray-clear.

Bone texture: Like the normal texture of a skeleton.

Height: 6'-0"

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

Weight: 95 lbs.

Dislikes: Unknown.

Disposition: This mindless undead instinctively loathes and hates any other not of its kind. The Tainted Skeleton will attempt to effect any creature it notices (other than other undead).

Fears: None.

Habitat: Water Dimension.

Immunities: Charm (excluding charms based on necromancer-type abilities and spells), Disease, Fear, Gases, Pain, Poison (all forms), Remorse, Shock, Sickness, Sleep, Stun and Unconsciousness has no sway on this creature.

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

Likes: Undeads. It's not that this creature "likes" other undead. Rather, it tolerates other undead.

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: Night-Vision: As the Psychics spell.

Resistances: This creature has the following resistances:

Ability: 30% Excluding abilities which deal directly with the living dead (i.e., necromancer abilities and abilities placed within an item which have the power to specifically to effect the undead).

Cursed Effect: 30%

Enchantment: 10% Excluding enchantments which deal directly with the living dead (i.e., necromancy enchantments placed within an item which have the power to specifically to effect the undead).

Faith: 20%

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: 30% Excluding magics which deal directly with the living dead (i.e., necromancy spells and spells placed within an item which have the power to specifically to effect the undead).

Manipulation (mental): 40%

Manipulation (spiritual): 90%

Mental-attack: 40%

Mind Alteration: 40%

Spiritual-attack: 90%

Water: 90%

Special Offenses: **Taint:** When this creature makes physical contact with the living, it will pit its mental-strength vs. the mental-strength of that creature (single roll check). If the Tainted Skeleton wins the mental-strength roll it will cause the victim to not know friend from foe for 1 turn (5 seconds).

Susceptibilities: Holy Water will cause x2 damage on this creature.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.