

Species, Breed: Animated

Type: Skeleton, Ironese

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 30 + 1-D20

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 120

Coordination: 50

Dexterity: 70

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 16

Swimming: Can't. Can walk underwater at a rate of 16 spaces (80') per turn.

Luck: 300

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Punches: 6

Damage: 1-D12 x10 +36

Range: 3 spaces (15')

Attack Type: Blunt.

Defense: 50 / 80 if 32nd + level

Offense: 70 / 100 if 32nd + level

Damage-Points: Roll 2-D100 +36 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 10+ to have 1-D100 x10

Silver: 10+ to have 1-D100 x10

Electrum: 10+ to have 1-D100 x10

White-gold: 10+ to have 1-D100 x10

Yellow-gold: 10+ to have 1-D100 x10

Black-gold: 10+ to have 1-D100 x10

Treasure item(s):

Common: None

UnCommon: None.

Rare: None.

Legendary: 10+ to have 3-D8 +3

Note:

The Skeletal frame of this creature can be crafted by a black-smith to form Skeleton Armor. Skeleton Armor is the same as the Oracle Treasure Item, "Ironese's Hunting Suit", though void of such enchantments.

Description:

Annihilation Strike?: Yes.

Description: The Ironese Skeleton is a solid mass of skeleton-steel. It strongly resembles an undead, but is only steel, come to life by the power of the earth.

Eye color: Not applicable (hollow sockets).

Eye shape: Large sized and round.

Height: 18'-0"

Steel bone-like color: White.

Steel-bone texture: Smooth with uneven and sometimes jagged edges, as would be raw steel.

Posture: Biped.

Weight: 7,000 lbs.

Dislikes: Not applicable.

Disposition: None have revealed the reason for this terrible monster's existence; how it comes to be and why in such shape. Those who have beheld this creature shudder as they tell the tale. Most keep silent about it, for this creature is ultimately ferocious and free of all fear, attacking without restraint until its enemy is destroyed, or it perishes. The silent rage this creature portrays is truly only for the most stout and powerful heros.

It resembles a twisted and pockmarked structure of bone . . . and yet it is neither bone, nor a living soul. It is a writhing skeletal-like structure of steel which has been animated by some unknown power.

Fears: None.

Habitat: Acid Dimension, though it can be found in multiple regions, especially within the deep of a labyrinth.

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells). If a spell requires an avoidance-roll vs. "Magic", it will not work on this creature unless it deals directly with metal.

Life-span: Undying. This creature has no life span.

Likes: None.

Needs: None.

Note: None.

Special Abilities: Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of the slightest footsteps within 30 spaces (150') on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 12

Hurled Weapon-Resistance: 70% on the following types of hurled weapons: Arrow, ballast bolts, blow-pipe dart, crossbow bolt, throwing dart (anything of this size).

Special Offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-18 (or better) magical weapon to harm.