

# Encounter type: Undead, Skeleton, Corrupted

# Encountered: 1-D6 per 4 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Fists: 1-D12 x8 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x7

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D6

Note: Check for each creature to have treasure.

Defense: 17

Experience: 70

Life-points: 210

Offense: +4

Region: Volcanic Wilderland Tomb of Unrest.

**Special: Corruption:** Each time the Corrupted Skeleton causes maximum damage, you must roll a 15+ or both a curse and a hex will befall you. The following are the effects of Corruption:

**Curse:** -4 to all Defensive, Offensive and rolls to avoid magical spells and enchantments.  
These penalties will persist until cured of this curse.

**Hex:** The target of this hex will become the center of attention, attracting all encounters to him or herself.