

Encounter type: **Undead, Skeletal Slave**

# Encountered: 1 See: "[Common Necromancer](#)".

Attacks per turn: 2

Attack types / Damage per successful attack: Punch: 1-D6 +1, Punch: 1-D6 +1

D20 roll needed to have Gold / # of gold coins found: None.

D20 roll needed to have Silver / # of silver coins: None.

D20 roll needed to have [Treasure](#) / # of treasure items found: None.

Defense: 12

Experience: 13

Life-points: 26

Offense: 0 See: "Special".

Region: Forest Wilderland. This undead is summoned by the Necromancer

Special: Undead Fear: All who encounter this undead will incur the following penalties:

- 1 "Defense".

- 1 "Offense".

- 1 "Damage per successful attack".