

# Encounter type: Undead, Skeleton, Tainted

# Encountered: 1-D6 x2 per player.

Attacks per turn: 1

Attack types / Damage per successful attack: Fist: 1-D12 x3      See: "Special".

D20 roll needed to have Gold / # of gold coins found: 16+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 15+ / 1-D12 x6

D20 roll needed to have [Treasure](#) / # of treasure items found: 16+ / 1-D6

Note: Check for each creature to have treasure.

Defense: 14

Experience: 20

Life-points: 60

Offense: +1

Region: Volcanic Wilderland Tomb of Unrest.

Special: Taint of the Dead:      When the Tainted Skeleton causes maximum damage, you will be tainted (cursed) unless you can roll a 15+ (D20 roll).

Duration:      Permanent until the curse is removed.

Effects:      There are multiple effects from this curse as follows:

1.      The number of creatures encountered will be at x2, but does not stack for multiple tainted victims in the same group.
2.      Taint of the Dead can effect any living or non-living creature.
3.      Taint of the Dead will not cause multiple named creatures to be encountered.
4.      -3 to resist all enchanted, magical, or adverse effects.