

Species, Breed: Undead

Type: Skeleton, Crag`Pit

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D20 +15

Number encountered: 1

Experience points: 150 x level

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 55

Intelligence: Not applicable.

Mental-strength: 80

Strength: 120

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 13

Swimming: 7 This creature walks upon the bottom of a body of water.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fists: 8

Damage: 1-D12 x10 +20

Range: 2 spaces (10')

Attack Type: Blunt

or:

As weapon is may have in its treasure stash (this creature will always inflict x2 damage with any weapon.

Defense: 40 / 70 if 32nd + level

Offense: 55 / 85 if 32nd + level

Damage-Points: Roll 3-D12 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 11+ to have 1-D100 x7

Silver: 12+ to have 1-D100 x6

Electrum: 13+ to have 1-D100 x5

White-gold: 14+ to have 1-D100 x4

Yellow-gold: 15+ to have 1-D100 x3

Black-gold: 16+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 1-D4 +4

Legendary: 20+ to have 1-D4 +2

Description:

Annihilation Strike?: No.

Description: This is an eight armed skeleton of bone, the color of granite rock.

Bone color: Granite.

Bone texture: Rough to the touch (like rock).

Height: 10'-0"

Posture: Biped (an animal with two feet).

Weight: 1,200 lbs.

Dislikes: Nearly everything but its own kind.

Disposition: This creature seems to be on the warpath at all times. In fact, in history, this terror has been enslaved by powerful necromancers to do the bidding of physical destruction.

Fears: None.

Habitat: Acid Dimension.

Immunities: Charm, Disease, Fear, Magic (with the exception of spells that deal directly with the living dead, if an avoidance-roll vs. "Magic" must be checked for), Mental-attack, Pain, Poison (all forms), Shock, Sickness, Sleep, Spiritual-attack, Stun and Unconsciousness has no sway on this creature.

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

Likes: Nothing. This creature holds a sort of subconscious and natural enmity for any who enslave it . . . it remembers. It is a terrifying thought for a mindless undead to remember its captor, for should the bonds of its slavery be broken, this horror will attempt to destroy the one who bound it in this manner . . . relentlessly.

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: Infra-Red-Vision: As the Psychics spell.

Special Defenses: Resistances: Hurling arrows, bolts, and throwing darts will only do 20% of the normal damage unless hit in the skull. Ballist bolts will only do 60% of the normal damage unless hit in the skull.

 Magic: 30%. See: "Immunities" before checking for this.

Special Offenses: Pummel: This creature will do 4 extra strikes (delivering 12 blows instead of the normal 8) every 4th turn while in combat.

Susceptibilities: Holy Water will cause x3 damage on this creature.

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