

Species, Breed: Undead, Skeleton, Red Also know as the Vassal Skeleton

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 2-D4

Experience points: 25 x level.

Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 40

Dexterity: 40

Intelligence: 15

Mental-strength: 50

Strength: 35

Wisdom: 15

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 50

Oxygen-points: Not applicable. This creature does not need oxygen to exist.

Blood-points: Not applicable. This creature does not need blood to exist.

Attack descriptions:

4 Fists: 1-D12 x3 +2 / 1 space (5') / Blunt attack.

or:

See: "Special offenses"

Note:

This creature will use what weapons and items it may have in its treasure stash.

Defense: 40

Offense: 40

Damage-Points: Roll 2-D10 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D12

Bronze: 71+ to have 1-D12

Silver: 76+ to have 1-D12

Electrum: 81+ to have 1-D10

White-gold: 86+ to have 1-D8

Yellow-gold: 91+ to have 1-D6

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1-D6

UnCommon: 91+ to have 1-D4

Rare: 96+ to have 1

Legendary: 00+ to have 1

Check for each creature to have treasure of its own.

Description:

Annihilation Strike?: Yes.

Description:

Height: 6'-4"

Weight: 130 lbs.

Bone color: Yellow-white

Bone texture: Rough to the touch; like a dried and aged bone

Posture: Biped.

Dislikes: Unknown.

Disposition: This creature is a hunter, cursing the livelihood of all living, breathing, creatures. In its rage for vengeance against the living, it wreaks havoc upon souls not as yet clutched in the eternal hands of the fate it lives.

Fears: Nothing.

Habitat: Cliffs, Forests (common and dense)

Immunities: Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature.

Likes: Unknown.

Needs: Unknown (though they love wine and seem to need it worse than anything in existence).

Note: The bones of this creature are sought after by necromancers. Necromancers use the bones to create Undead servants. Shamans seek after these bones as they are components for certain spells.

Special abilities: Night-vision: As the Psychics spell.

Special defenses: Resistances: Hurling: Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballist bolts will only do 50% of the normal damage unless hit in the skull.

Magic: 40%, Mental-attack: 40%, Spiritual-attack: 40%

Special offenses: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear", or have the following penalties enforced upon them:

1. -3 spaces movement per turn
2. -25 to offense.

Susceptibilities: 50% penalty rounded down, to successfully avoid vs. any form of holy attack.

Freezing temperatures will render this creature 50% immobile.

The following are the freezing temperature effects upon this creature:

1. Movement will be reduced down to 1/2 (rounded down).
2. All special sight and/or feel abilities will be lost for the duration of the freeze.

Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.

