

Species, Breed: Skeleton, Smoldering

Type: Undead

Class: Undead.

Align: Evil (Chaotic)

Gender: Not applicable.

Level: 31 + 1-D30

Number encountered: 1

Experience points: 250 x level

Characteristics:

Awareness: 45

Charisma: Not applicable.

Constitution: 100

Coordination: 30

Dexterity: 60

Intelligence: 60

Mental-strength: 120

Strength: 260

Wisdom: 20

Movement:

Flying: Can't

Grounded: 16

Swimming: 8 This creature walks upon the bottom of a body of water, though it will never do so unless forced.

Luck: 1,000

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fists: 6

Damage: 1-D12 x12 + 6-D10 fire damage.

Range: 2 spaces (10')

Attack Type: Blunt / Fire

Defense: 60

Offense: 90

Damage-Points: Roll 1-D100 +48 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x11

Bronze: 03+ to have 1-D100 x10

Silver: 04+ to have 1-D100 x9

Electrum: 05+ to have 1-D100 x8

White-gold: 06+ to have 1-D100 x7

Yellow-gold: 07+ to have 1-D100 x6

Black-gold: 08+ to have 1-D100 x5

Treasure item(s):

Common: None

UnCommon: None

Rare: None.

Legendary: 02+ to have 3-D4

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a gigantic smoldering skeleton constructed from bones of red-hot lava rock.

Bone color: Auburn-red.

Bone texture: Like lava rock.

Height: 16'-0"

Posture: Biped

Weight: 3,500 lbs.

Dislikes: Water. This creature will evade water at all costs.

Disposition: This terrible undead is crafted from once living volcanic rock, now twisted and in a half-life state.

It's hatred for the living knows no bounds, and it will recklessly attempt the destruction of any living thing that comes to its attention.

Fears: Water.

Habitat: Fire 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: Fire and others of its kind (meaning Undeads).

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: None.

Susceptibilities: Holy Water will cause x4 damage on this creature.

Weapon susceptibility: Rank-7 (or better) enchanted weapon to harm.