

**Species, Breed:** Undead, Skeleton, White

**Type:** Undead.

**Class:** Undead.

**Align:** Chaotic.

**Gender:** Not applicable.

**Level:** 1-D10

**Number encountered:** 3-D10

**Experience points:** 10 x level.

**Characteristics:**

Awareness: 15

Charisma: Not applicable.

Constitution: 20

Coordination: 15

Dexterity: 15

Intelligence: 25

Mental-strength: 5

Strength: 18

Wisdom: 5

**Movement:**

Flying: Can't

Grounded: 8

Swimming: 4

**Luck:** None.

**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:

Fists: 2

Damage: 1-D12

Range: 1 space (5')

Attack type: Blunt.

or:

As the weapon is may have in its treasure stash.

Defense: 15

Offense: 15

Damage-Points: Roll 1-D8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D10

Bronze: 71+ to have 1-D10

Silver: 76+ to have 1-D10

Electrum: 81+ to have 1-D8

White-gold: 86+ to have 1-D6

Yellow-gold: 91+ to have 1-D4

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 91+ to have 1-D8

UnCommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

# Description:

Annihilation Strike?: No.

Description: This undead appears as a walking skeleton.

Bone color: White.

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

Height: 6'-0"

Posture: Biped (like an animal with two feet).

Weight: 40 lbs.



**Dislikes:** Unknown.

**Disposition:** Chaotic. This creature is the weakest of all its kind. It is a normal looking white or whitish-yellow humanoid skeleton. Within its sockets burns a faded white light that is not seen during lighted hours.

**Fears:** Nothing.

**Habitat:** Forest (common), Grasslands (Crypts, Dungeons, Labyrinths and Tombs).

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

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

**Likes:** Any form of wine. Though they can only taste it, they crave all forms of wine, and they will unwisely bargain away priceless treasure for it.

**Needs:** Unknown (thought 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 Psychic's Spell.

**Special Defenses: Resistances:** This creature has the following resistances:

**Hurled:** Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballast bolts will only do 50% of the normal damage unless hit in the skull.

**Magic:** 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 space movement per turn.
- 15 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:

Movement will be reduced down to ½ (rounded down).

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-1 (or better) magical weapon to harm.