

Species, Breed: Skeleton, Charred

Type: Undead

Class: Undead.

Align: Evil (Chaotic)

Gender: Not applicable.

Level: 31 + 1-D20

Number encountered: 1-D4

Experience points: 190 x level

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 90

Coordination: 30

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 100

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 14

Swimming: 7 This creature walks upon the bottom of a body of water, though it will never do so unless forced.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fists: 4

Damage: 1-D12 x9 + 2-D10 fire damage in all areas of its opponent's body for 1-D4 turns. See: "Special Offenses"

Range: 1 space (5')

Attack Type: Blunt / Fire.

Defense: 60

Offense: 80

Damage-Points: Roll 1-D100 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x9

Bronze: 03+ to have 1-D100 x8

Silver: 04+ to have 1-D100 x7

Electrum: 05+ to have 1-D100 x6

White-gold: 06+ to have 1-D100 x5

Yellow-gold: 07+ to have 1-D100 x4

Black-gold: 08+ to have 1-D100 x3

Treasure item(s):

Common: None

UnCommon: None

Rare: 19+ to have 1-D6

Legendary: 24+ to have 1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a blackened, charred and smoldering skeleton.

Bone color: Black, with hot ashes which fall from it when it moves.

Bone texture: Like burnt and charred bones.

Height: 6'-0"

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

Weight: 90 lbs.

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

Disposition: This mindless undead instinctively loathes and hates any other not of its kind. The Charred Skeleton will attempt to viciously destroy any creature it notices (other than other undeads).

Fears: None, though it must be forced to enter water, or it will not go near it.

Habitat: Fire Dimension.

Immunities: Acid, Charm, Disease, Fear, Fire, 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: Undeads. It's not that this creature "likes" other undeads. Rather, it tolerates other 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: Hurlled arrows, bolts, and throwing darts will only do 20% of the normal damage unless hit in the skull. Ballast bolts will only do 60% of the normal damage unless hit in the skull.

 Magic: 20%. See: "Immunities" before checking for this.

Special Offenses: Smoldering touch: When this creature makes physical contact with anything, it will ignite fully for 1-D4 turns, burning it for 2-D10 fire damage per turn for the duration of the burn. This Smoldering Touch stacks with itself.

Susceptibilities: Holy Water will cause x2 damage on this creature.

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