

Species, Breed: Undead

Type: Skeleton, Corrupted

Class: Undead.

Align: UnHoly.

Gender: Not applicable.

Level: 1-D20 +21

Number encountered: 1-D6

Experience points: 60 x level

Characteristics:

Awareness: 35

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 50

Intelligence: 25

Mental-strength: 65

Strength: 50

Wisdom: 25

Movement:

Flying: Can't

Grounded: 12

Swimming: 6 This creature walks upon the bottom of a body of water.

Luck: 110

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Fists: 4

Damage: 1-D12 x5 +6

Range: 1 space (5')

Attack Type: Blunt

or:

As weapon is may have in its treasure stash.

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 2-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 21+ to have 1-D100 x5

Bronze: 26+ to have 1-D100 x4

Silver: 31+ to have 1-D100 x3

Electrum: 36+ to have 1-D100 x2

White-gold: 41+ to have 4-D20

Yellow-gold: 56+ to have 3-D20

Black-gold: 61+ to have 2-D20

Treasure item(s):

Common: None

UnCommon: None

Rare: 20+ to have 1-D4 +2

Legendary: 81+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description:

Bone color: Gray-green, as if moldering.

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

Height: 7'-0"

Posture: Biped (an animal with two feet).

Weight: 100 lbs.

Dislikes: Purity and order. It especially detects followers of Vannar who wield holy powers (which they can detect instantly if within 10 spaces (50')).

Disposition: The Corrupted Skeleton is a foul creature of hate and malice. While it will respect any with UnHoly powers, it will attempt to bring under submission holy creatures and attempt to defile them; turn them to the side of UnHoly ways. If they cannot do this, they will exert all efforts to destroy a holy creature.

This creature will have 3-D6 random undead slaves in its service. There is a 10% chance that it will have 3-D6 undead slaves x 10 in its service. If this is the case, this Corrupted Skeleton will be known as a Corrupted Magistrate.

See: "Undead, Random Determination of:" in the Basic Rules Book.

Fears: Holy Creatures. This fear will drive them to pervert the path of one that is holy, or to destroy him or her.

Habitat: Acid Dimension.

Immunities: Breath-attacks that are based on: Air and Fire. Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), 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: UnHoly creatures and acts. This creature also loves to enslave holy creatures and attempt to twist them to its will and design.

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: Dimension Travel: As the Potion, "Dimension Travel". This creature can take up to 8 other creatures with it when it travels through dimensions, or send up to 9 others into the dimension of its choosing. Dimension Travel can be invoked as an ability in 3 turns (15 seconds). Any who would resist Dimension Travel must make a successful avoidance-roll vs. "Magic" at ½ chance. Undead slaves under the dominion of this creature can be retrieved into the presence of the Corrupted Skeleton in the same time. Willing creatures can be effected in this manner, but they must have been sent away by the Corrupted Skeleton initially. In other words, if the Corrupted Skeleton has never used its ability to Dimension Travel them out from the dimension of acid, this ability cannot possibly work on them.

Any creature this skeleton attempts to summon back into its presence will be offered a chance to let this skeleton's ability work on them in a series of strong impressions.

Infra-Red-Vision: As the Psychics spell.

Plane Travel: As the Potion, "Plane Travel". This creature can take up to 8 other creatures with it when it travels through planes, or send up to 9 others into the plane of its choosing. Plane Travel can be invoked as an ability in 6 turns (30 seconds). Any who would resist Plane Travel must make a successful avoidance-roll vs. "Magic" at ½ chance. Undead slaves under the dominion of this creature can be retrieved into the presence of the Corrupted Skeleton in the same time. Willing creatures can be effected in this manner, but they must have been sent away by the Corrupted Skeleton initially. In other words, if the Corrupted Skeleton has never used its ability to Plane Travel them out from the dimension of acid, this ability cannot possibly work on them.

Any creature this skeleton attempts to summon back into its presence will be offered a chance to let this skeleton's ability work on them in a series of strong impressions.

Turn: This creature can pit its mental-strength vs. the mental-strength of another undead. If it wins, it will enslave that undead for 100 years. If it fails to enslave the undead, it can never invoke "Turn" upon that undead again.

Special Defenses: Resistances: Hurling 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: 30%, Mental-attack: 70%, Spiritual-attack: 35%

Special Offenses: Corruption: Once per 3 turns (15 seconds) this dreaded skeleton can invoke the ability of Corruption upon another creature. Corruption will change the creatures align to evil. If already evil, it will grant that creature the status of UnHoly. If this occurs, the targeted creature will be thrust from the Acid Dimension, and into the earthen plane, within a random region.

To resist Corruption, once must successfully pit his or her Mental-strength vs. the Corrupted Skeleton's Mental-strength (one roll chance).

Note: If a creature's align is changed by this creature, and forced from the Acid Dimension, the Corrupted Skeleton will immediately send a messenger to the one who's align it has changed. This messenger will offer a place in the Corrupted Skeleton's kingdom and circle of power. If accepted, one can come and go in this creature's kingdom and rule at will, counseling with the Order of Corruption, and all who dwell within this order. If this invitation is refused, the messenger will leave and report to the Corrupted Skeleton that it's invitation has been refused. The one who refused will ever be an enemy of the Order of Corruption.

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

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