

Species, Breed: Skeleton, Black

Type: Undead

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D20 +11

Number encountered: 1-D4

Experience points: 50 x level. If this creature is a spell caster (Cabalist) the experience will be 100 x level.

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 35

Coordination: 45

Dexterity: 45

Intelligence: 30

Mental-strength: 60

Strength: 40

Wisdom: 30

Movement:

Flying: Can't

Grounded: 10

Swimming: 5 Can walk underwater at a rate of 5 spaces (25') per turn.

Luck: 100-

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

4 Fists: 1-D20 / 1 space (5') / Blunt attack.

or:

As weapon is may have in its treasure stash.

Defense: 45

Offense: 45

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D12 x 1,000

Bronze: 71+ to have 1-D10 x 1,000

Silver: 76+ to have 1-D8 x 1,000

Electrum: 81+ to have 1-D6 x 1,000

White-gold: 86+ to have 1-D4 x 1,000

Yellow-gold: 91+ to have 1-D100 x 5

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: None

Rare: 40+ to have 1-D8

Legendary: 61+ to have 1

Description:

Annihilation Strike?: Yes.

Description:

Height: 7'

Weight: 100 lbs.

Bone color: Black

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

Posture: Biped (an animal with two feet)

Dislikes: Those who will not bend under its domination and rule.

Disposition: This creature is not renowned for possessing the feelings of mental anguish for the things it did wrong in its former life. And because of this terrible and forever state of being that it must suffer with, it has no love nor pity for another. There is no remorse for the lives it may change by its actions and the choices it makes. Within its shredded and decayed soul lies neither empathy nor sympathy. It has one noticeable emotion . . . rage.

Fears: Unknown.

Habitat: This creature is found in many regions within Crypts and Tombs.

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, Unconsciousness.

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

Likes: Power. Submissive allies, living or non-living.

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: Night-vision: As the Psychics spell.

Spell-caster: There is a 50% chance (51+ roll) that this creature will be a Spell-caster. If this undead is a spell-caster, it will be known as a Cabalist. If a Cabalist is encountered, roll on the following list to see what class it will follow:

%Roll: Classes:

01-25: Cabalist Healer.

26-50: Cabalist Necromancer.

51-75: Cabalist Magician.

76-00: Cabalist Psychic.

Spell-points: 1-D10 spell-points per level.

Spells: The Cabalist Black Skeleton will have 4 spells, which the G.M. will pick for it.

Special Defenses: Resistances: 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%, Mental-attack: 40%, Spiritual-attack: 50%

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. -4 spaces movement per turn
2. -30 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 ½ (rounded down).
2. All special sight and/or feel abilities will be lost for the duration of the freeze.
3. Avoid vs. "Paralysis" each time a spell is cast or spell-failure will occur.

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

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