

Species, Breed: Undead

Type: Skeleton, Ripple

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +20

Number encountered: 1

Experience points: 150 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 45

Dexterity: 45

Intelligence: 20

Mental-strength: 70

Strength: 80

Wisdom: 20

Movement:

Flying: Can't

Grounded: 14

Swimming: 14 Can walk underwater at a rate of 14 spaces (70') per turn.

Luck: 160-

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

4 Fists: 1-D12 x10 +12 / 1 space (5') / Blunt attack.

or:

As weapon is may have in its treasure stash.

Defense: 45 / 75 if 32nd + level.

Offense: 45 / 75 if 32nd + level.

Damage-Points: Roll 3-D20 +12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D100 x8

Bronze: 25+ to have 1-D100 x7

Silver: 30+ to have 1-D100 x6

Electrum: 35+ to have 1-D100 x5

White-gold: 40+ to have 1-D100 x4

Yellow-gold: 45+ to have 1-D100 x3

Black-gold: 50+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None

Rare: 20+ to have 1-D6 +1

Legendary: 30+ to have 1-D4 +1

Description:

Annihilation Strike?: Yes.

Description: This skeleton looks as though it blinks in and out; one moment it is there, the next it is not. This is witnessed as a rapid blinking.

Height: 7'-6"

Weight: 160 lbs.

Bone color: Grayish-silver.

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 undead skeleton is filled with the unquenchable lust for treasure. It has been known to withhold an attack for those who give it something of value. This undead has been known to actually form an acquaintance with those who gift it well . . . even good creatures.

It is suspected that this undead lives a life in two worlds; one in the region it is encountered, and one in another realm. Indeed it does. If encountered within its native habitat (Acid Dimension) this creature will blink and flicker rapidly, spending an even amount of time in this region, and an even amount of time upon the earthen plane where it hunts and roams. If it is encountered upon the earthen plane, it will spend an equal amount of time in the Acid Dimension. It is suspected that when it gathers up treasure in the earthen plane it can easily transfer the goods into its natural habitat (and this is true).

Fears: Unknown.

Habitat: Acid Dimension, though this undead is found in many of the more deadly regions upon the earthen plane.

Immunities: Breath-attacks that are based on: Air and Fire. Charm, Disease, Fear, Mental-attack, Pain, Poison (all forms), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

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

Likes: Treasure.

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.

Night-vision: As the Psychics spell.

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: 30%, Mental-attack: 40%, Spiritual-attack: 50%

Ripple: During a conflict, when this undead is struck by ANY for of attack (even "Area of Effect" attacks) there will be a 4 in 6 chances that the attack will not effect this creature. For every successful strike against this creature, roll 1-D6; if a 1-4 is rolled, the attack will not effect it.

Special Offenses: None.

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

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.