

Species, Breed: Animated

Type: Skeleton, Stone

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 10 + 1-D12

Number encountered: 3-D4

Experience points: 25 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 30

Coordination: 20

Dexterity: 30

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 25

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 8

Swimming: Can't. Can walk underwater at a rate of 6 spaces (30') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Punches: 4

Damage: 1-D12 x2 +1

Range: 1 space (5')

Attack Type: Blunt.

Defense: 20

Offense: 30

Damage-Points: Roll 1-D12 +3 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 70+ to have 2-D20

Bronze: 75+ to have 1-D20

Silver: 80+ to have 1-D12

Electrum: 85+ to have 2-D10

White-gold: 90+ to have 1-D8

Yellow-gold: 95+ to have 1-D6

Black-gold: 00+ to have 1-D4

Treasure item(s):

Common: None

UnCommon: 70+ to have 1

Rare: 90+ to have 1

Legendary: None.

Description:

Annihilation Strike?: Yes.

Description: The Stone Skeleton is created from a solid mass of rock, shaped like the bones of a once living person. Its appearance is that of a sculpted skeleton.

Eye color: Not applicable (hollow sockets).

Eye shape: Small sized and round.

Height: 6'-0"

Bone color: Gray (but this depends upon the color of stone used in its creation).

Bone texture: Stone.

Posture: Biped.

Weight: 100 lbs.

Dislikes: Not applicable.

Disposition: These animations will remain motionless and in place at all times until the directive its creator has given it has been triggered (i.e., treasure has been taken, a certain area has trespassed, it has been physically touched, etc.). It can be multiple commands (commands which are not given will not be executed by this animation).

There will be a 75% chance of this animation having no master.

Animationists use these skeletons as sentinels, as guardians of items, places and persons.

Fears: None.

Habitat: Multiple (especially found in labyrinths).

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: None.

Needs: None.

Note: The damage a stone-based ability and/or spell inflicts will heal this creature for the damage it would have caused normally.

If the caster of an Animated Stone Skeleton dies, the Skeleton will become "Stilled", thus attacking any creature that comes within 8spaces (40') of it.

Special Abilities: Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of surface creatures walking upon the ground within 10 spaces (50') on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 3

Hurled Weapon-Resistance: 50% on the following types of hurled weapons: Arrow, blow-pipe dart, crossbow bolt, throwing dart (anything of this size). Note: Ballast bolts will do normal damage.

Retribution: If this creature is struck by a non-magical weapon, causing 50%+ damage, it will have a 20% chance of breaking.

Special Offenses: Unearthly Fear: When encountered all must make a successful avoidance-roll vs. "Faith", or have a -10 to defense and offense for the duration of the battle (holy creatures are immune to this).

Susceptibilities: Holy creatures cause x2 damage against this creature.

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.