

Skeleton (Undead)		CB: 30	Move: 27/81
Physical	5	Alert	7
Mind	5	Balance	3
Skill	7	Evade	6
Charm	0	Thought	5
Mystery	10	V Death	0
		+5 Defense vs Thrust* Allvision Immune to Disruption* Semi-Sentient* Vulnerable: Breaks*	
Init +1	Bulk 0	A	D
		DAM	C
Long Sword	11 9	4d6	6
Medium Shield	8 12	3d6	6
Heavy Bow	11 9	4d6	6
		Armor	2 8 0 5
		Magical Toughness	
		ES	WP
		L	M
		H	
		2	8 16

Size: Medium (6', 200 lb.)

Intelligence / Tech: Medium / Low

Aggression: High

Number: 2d6

DESCRIPTION

Skeletons are the bones of dead creatures held together by magic. The magic may pull together the bones of multiple creatures to make up for missing bones in individuals. Most skeletons are humanoid as these are the most versatile. The power of the magic that binds the bones together matters more than the actual size of the skeleton.

ORIGIN

Naturally occurring skeletons are one of the least understood phenomena, occurring in areas that have high magic and bare bones. Collapsed mines, shallow grave burial grounds and other similar sites are the most likely to spawn skeletons.

Skeletons created intentionally are more likely as they are very durable and handy servants. Skeletons do not suffer from decay nearly as fast as zombies and have better armor than most undead. They also can use weapons and have better problem-solving skills than other lesser undead.

DURABLE

The unnaturally animated bones are toughened to prevent wearing by movement or elements. The bones also gain mass as if they were still clothed in flesh.

SEMI-SENTIENT

Skeletons will act nearly sentient. They will use weapons and armor. They will work together in groups to perform rudimentary maneuvers. Some (20%) will use simple tools like hammers or pry bars. This is not true sentience, rather an echo of their past lives.

+5 EVADE VS THRUST ATTACKS

Thrust attacks (e.g. arrow, spears) have a chance of passing through the empty spaces between the bones.

IMMUNE TO DISRUPTION

Skeletons never roll Stun rolls for **Disruption**.

VULNERABLE TO BREAKS

Any critical that causes a Simple break or higher breaks off the limb and renders it useless. If the head is broken, it does not kill the skeleton, but gives it a -5 on all d20 rolls for the remainder of its existence.

Slime (fungus)		CB: 20	Move: 15
Physical	0	Alert	12
Mind	0	Balance	20
Skill	5	Evade	5*
Charm	0	Thought	-
Mystery	0	V Death	12
		Engulf (Evade DIFF 21) Armor negation: 3 pts /round, cumulative Immune: physical atks* Shared Damage (1/2)*	
Conceal	15	Stealth	15
		Hid. Atk P	
Init +1	Bulk 0	A	D
		DAM	C
Engulf (EL)*	11 10*	2d6+3	5
		Armor	8 6 9 10
		Fur, Magical Toughness	
		ES	WP
		L	M
		H	
		30	0
		1	7 15

Size: Large (400 sq. ft., 300 lb.)

Intelligence / Tech: None / None

Aggression: High

Number: 1d3

DESCRIPTION

Slime is formed from decaying organic matter from dead animals in high-magic areas. A spark of semi-intelligence occurs when a part of the slime is composed of sentient creatures. The slime forms a large mat up to 400 square feet in area, about 10' wide at its narrowest. In its relaxed state slime is only about 1/4" thick.

Colonies of multiple slimes live near each other or even overlapping. They move by flowing upon themselves and are able to fit through openings as small as 4" around.

Any creature killed by a slime becomes part of the slime and may not be raised or resurrected.

ENGULFING

When a creature walks near the center of the slime, it coalesces, rearing up in a wall around the victim. The wall closes in quickly and engulfs the victim. This attack occurs very fast (2 segments) and noiselessly, giving it a very high chance of surprise. It is also difficult to escape (DIFF 21).

Only 1 creature may be engulfed at any one time.

ARMOR NEGATION

Engulfing negates 3 points of armor, cumulative, per round (3 points on round 1, 6 points on round 2, etc.).

IMMUNITY: PHYSICAL ATTACKS

Slime is immune to physical attacks. Elemental attacks do normal damage. A pint of strong alcohol will also cause the slime to retreat for 3 rounds. At 50% Life-Force, the slime retreats, leaving the victim behind.

SHARED DAMAGE (engulfed victims)

Any engulfed victims suffer 1/2 of the damage inflicted on the slime (e.g. if a slime has a human engulfed and is hit with 21 points of damage, the engulfed victim if hit with 11 points). Victims are allowed a *Fortune* roll to avoid this damage.