



d30 Skeleton Variations

SKLT1: SKELETON VARIATIONS

Roll Special Ability(s)/Condition(s)

- 1** blood-covered: all striking skeleton successfully in melee must save vs. breath or have blood splattered in their eyes, blinding them for 1d6 rounds
- 2** chattering: all hearing creatures in 10' radius must save vs. spells or be shaken for 1 turn (-1 "to hit")
- 3** crystal: any natural "to hit" roll of 20 against the skeletons, shatters it; all creatures in 5' radius take 1d10 damage (save vs. breath for half damage)
- 4** dusty: "explodes" into dust cloud when killed; all in 5' radius must save vs. breath or be paralyzed for 1d6 rounds
- 5** electrified: any successful "to hit" roll against with metal melee weapon must save vs. spell or take 1d6 electrical damage
- 6** explosive, fireball: explodes on any successful "to hit" roll against; all in 5' radius must save vs. spell or take 1d6 fire damage
- 7** explosive, gas: explodes on any successful "to hit" roll against; all in 5' radius must save vs. spell or suffer per stinking cloud
- 8** explosive: flashes when struck for more than 4 points of damage; all seeing creatures in 10' radius must save vs. breath or be blinded for 3 rounds
- 9** mold-covered, brown mold: all in 5' radius lose 1 hp to heat drain which is added to skeleton's hp (up to maximum hp)
- 10** mold-covered, orange mold: a successful strike has a 50% chance of releasing a spore cloud; if released, all in 5' radius must save vs. poison or sleep 1d30 rounds
- 11** mold-covered, yellow mold: a successful strike has a 50% chance of releasing a spore cloud; if released, all in 5' radius must save vs. poison or die
- 12** petrified/calcified: -2 AC bonus, +1HD bonus, +1 damage bonus from Strength
- 13** slime-covered: -1 AC bonus; -1 hp damage per die of fire damage; electrical immune
- 14** runed: protection from good (+1 to saves vs. good; good attackers at -1 HD "to hit")
- 15** runed (roll additional 1d30): odd=immune to fire; even=immune to cold
- 16** runed (roll additional 1d30): odd= immune to divine damage (e.g., cause light wounds), even=immune to magic missiles
- 17** runed: fear; all in 5' radius must save vs. spells at +3 or flee in fear for 1 turn
- 18** runed: restoration, arcane; magic missiles restore lost hit points
- 19** runed: restoration, dark; cause light wounds spells restore lost hit points
- 20** runed: invisibility; invisible when hiding or fleeing; surprise on a 1-4 (on 1d6) if invisible before attacking
- 21** runed: mirror image (single copy); if mirror image dispelled, new mirror generated 2d4 rounds later
- 22** runed: mist; gray mist obscures vision in 5' radius; all attacks made at -2 "to hit"
- 23** runed: regeneration; 1 lost hit point per round
- 24** runed: speed; movement of 180'(60'); +1d3 on initiative rolls
- 25** armored: shield (AC:6)
- 26** armored: chain (AC:5)
- 27** armored: chain + shield (AC:4)
- 28** armored: plate (AC:3); movement slowed to 30'(10')
- 29** armored: plate + shield (AC:2); movement slowed to 30'(10')
- 30** skleros: fights as 1d3+1 HD monster (with hp per their HD); uses shield (AC:5)

Standard Skeleton Stats

Armor Class: 7
 Hit Dice: 1
 Attacks: 1
 Damage: 1-6 or by weapon
 No. Appearing: 3-12 (3-30)
 Save As: Fighter:1
 Morale: 12
 Treasure Type: Nil
 Alignment: Chaotic

Weapon Used (Roll 1d10)

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|------------------------------|-------------------------------------|
| 1 axe (1d6) | 6 mace (1d6) |
| 2 battle axe (1d10)** | 7 pole arm (1d10)** |
| 3 club (1d4) | 8 short sword (1d6) |
| 4 dagger (1d4) | 9 sword (1d8)* |
| 5 hand axe (1d6) | 10 two-handed sword (1d10)** |

Optional: * -1 "to hit"; ** -2 "to hit"