

Skeletons

Physical Description:

Skeletons are the animated remains of the dead. Certain spells of powerful evil can turn the skeletal corpse of a human or humanoid creature into a mindless being that unquestioningly serves the spellcaster. Physically, skeletons are nothing more than an assortment of bones without any apparent connective tissues. Skeletons will wield whatever weapon is handy, and will often use whatever armor fragments are available.

Some skeletons have magical abilities, and may have an aura of dark magic about them. Some skeletons even have a constant magical flame burning around their head. Magic-using skeletons will also tend to dress themselves in a crude imitation of live wizards.

Society and Culture:

Skeletons, being mindless, have no real culture. They are mostly encountered in one of two situations: either a powerful evil magic-user has assembled an army of undead to serve him, or a location of powerful evil spawns living dead that relentlessly attack all who dare trespass.

Skeletons know neither fear nor boredom, which makes them perfect sentinels. Some skeletons even continue to carry out the orders of a master who is long dead, centuries ago.

Combat:

Skeletons are relentless and unimaginative in combat. The majority of them are simple basic attackers, who will approach an intruder and try to hack him to pieces. Weaponry and armor will vary, but the tactics are always simplistic. Magic-using skeletons will tend to act much like their "mundane" cousins, but all the while casting various magicks during combat.

A skeleton may lose a limb during combat, but continue to fight on until the structural damage to its body is too severe to continue. However, a "dead" skeleton is capable of rising once more to fight after a period of rest, particularly if a strong source of evil magic is nearby. An intrepid adventurer must watch out that he puts some distance between himself and a skeleton he has defeated, lest it revive itself and attack once again.

Skeletons are far more susceptible to smashing attacks than they are to cutting or piercing ones. A good smashing blow can entirely demolish a weaker skeleton in one hit. Also, fire and electrical attacks do much less damage to skeletons than they do to fleshy targets.