Skeleton

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Rare | Medium | Neutral evil | Undead

Animated skeletons are undead creatures often found near graveyards, dungeons, and other deserted places

Armor Class	Hit Points	Move
13	4 *(1 Hit Dice)*	walk 60 ft
Appearing	3d4	
Habitat	Any	
Negotiation	no	
Morale DC	0	
Challenge	0.5 (150 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	2	2	-2	-1	-3

Combat

Has 1 attack. Hit Bonus +1. Damage Swipe. 1d6 or by weapon damage

Special Defense

Skeletons are immune to all fear, sleep, charm, and hold spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.

Treasure

Individual: None

Lair: None