

Aquilae: Bestiary of the Realm

Skeleton

A Unique Monster
from the world of *Dark Obelisk*



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More Bestiary

Like what you see here? Check out the Kickstarter for **Aquillae; Bestiary of the Realm**, from **Infinium Game Studio** and **Glamour Games**.

A massive hardcover tome of dozens of magical items, artifacts, spells, and more, **Artifacts & Artifice** is this book's single example of a single weapon... expanded into a huge assortment of instantly-usable weapons, armor, devices, and other arcane trinkets.

Each entry will have the lavish detail demonstrated in the case of the *abhorrent naginata*: detailed description, background, mechanics, generalized game effects, history, NPC wielders, Rumors & Lore, and Quests related to the item.

As of this writing, you may support the **Kickstarter** here:

[Coming soon!](#)

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page source-book be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An introduction to the *Aquillae: Bestiary of the Realm* line of products from **Infinium Game Studios**.
- A monster that's instantly usable—either in the context of the **Dark Obelisk** adventure path, any other adventure in the *Aquillae* campaign setting, or indeed in any campaign setting or adventure of your choosing.
- Rules for using **Quadded Statblocks** in your game.

Other Material & Integration

This *Aquillae: Bestiary of the Realm* book is not required to play any **Dark Obelisk** adventure, or any adventure in the *Realm of Aquillae* campaign setting.

Likewise, using this book is completely independent of any other

Similarly, to the point of several of the items on the list above, it is not required to have a copy of any **Dark Obelisk** adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

Notes & Conventions

Below please find some visual conventions used in this document.

Variable Challenge

Most modules and content are designed specifically for a certain level of PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.


This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!


However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.


“Quadded” Stat Blocks


Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adven-


ture have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

 **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

 **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

 **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinnecorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Skelettin

CR 6; XP 2,400

i Description

Essentially an undead, skeletonized **Ettin**, these creatures are massive, lumbering monstrosities with a taste for carnage.

Commonly found among other, lesser undead, **Skelettins** are typically created intentionally by those with necromantic powers, either as servants or simply to sow chaos.

i Appearance

This formidable monster is a giant-sized, two-headed brute. A **Skelettin** is an animated skeleton of a regular **Ettin**, typically garbed and armed in a manner similar to that in life.

u Habitat & Environment

Skelettins may be found in any environment.

Due to their undead nature, they are commonly found in caves and caverns, though their size makes placement in such locales limited to large chambers.

Necromancers and beasts with underground lairs favor **Skelettins** as slaves and guards.

⚔ Combat Tactics

Like most undead, **Skelettins** will attack perceived enemies to the death. If controlled or otherwise under another's power, their master may of course override this instinct.



	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 6; XP 2,400	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Ettin (Skeleton); NE Large undead (giant, mindless)		Male or Female Ettin (Skeleton, Advanced); NE Large undead (giant, mindless)	Male or Female Ettin (Skeleton, Advanced, Giant); NE Huge undead (giant, mindless)
Class	Humanoid 10 / Undead 1	Humanoid 12 / Undead 2	Humanoid 14 / Undead 3	Humanoid 16 / Undead 4
Initiative	+4	+4	+6	+5
Senses	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +23; Darkvision 60 ft.; Low-Light Vision	Perception +25; Darkvision 60 ft.; Low-Light Vision
Defense				
Armor Class	AC 21, touch 9, ff 21 (-1 size, +10 natural, +2 leather armor)	AC 25, touch 9, ff 25 (-1 size, +10 natural, +6 agile breastplate)	AC 30, touch 9, ff 30 (-1 size, +12 natural, +9 half-plate armor)	AC 36, touch 9, ff 35 (-2 size, +1 Dex, +16 natural, +11 full-plate armor +2)
hp / HD	54 (10d8)+(1d8)	65 (12d8)+(2d8)	75 (14d8)+(3d8)	86 (16d8)+(4d8)
Saves	Fort +7, Ref +3, Will +7	Fort +8, Ref +4, Will +9	Fort +10, Ref +7, Will +11	Fort +11, Ref +7, Will +13
Defensive Abilities	DR 5/bludgeoning; Immune Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Movement	Speed 40 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Melee flail (large) +12/+7 (2d6+6) or Ranged javelin (large) +6/+1 (1d8+6)	Melee masterwork flail (large) +17/+12 (2d6+7) or Ranged javelin (large) +9/+4 (1d8+7)	Melee +1 advancing flail (large) +21/+16/+11 (2d6+10) or Ranged javelin (large) +13/+8/+3 (1d8+9)	Melee +2 flaming burst flail (huge) +28/+23/+18 (3d6+14) or Ranged +1 javelin (huge) +15 (2d6+13)
Space / Reach	Space 10 ft.; Reach 10 ft.			Space 15 ft.; Reach 15 ft.
Special Attacks	Superior Two-Weapon Fighting			
📖 Statistics				
Ability Scores	Str 23, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 24, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 29, Dex 14, Con *, Int *, Wis 14, Cha 10	Str 34, Dex 12, Con *, Int *, Wis 14, Cha 10
Core Attack	Base Atk +7; CMB +14 (+16 overrun); CMD 24 (26 vs. overrun)	Base Atk +10; CMB +18 (+20 overrun); CMD 28 (30 vs. overrun)	Base Atk +12; CMB +22 (+24 overrun); CMD 34 (36 vs. overrun)	Base Atk +15; CMB +29 (+31 overrun); CMD 40 (42 vs. overrun)
Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Flail)
Skills	Climb +6, Fly -2, Handle Animal +8, Intimidate +8, Perception +17, Stealth -4, Swim +6	Acrobatics -4, Climb +6, Escape Artist -4, Fly -6, Handle Animal +10, Intimidate +10, Perception +17, Ride -4, Stealth -8, Swim +3	Acrobatics -4, Climb +3, Escape Artist -4, Fly -6, Handle Animal +8, Heal +2, Intimidate +12, Perception +23, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +3	Acrobatics -4, Climb +7, Escape Artist -4, Fly -8, Handle Animal +8, Heal +2, Intimidate +14, Perception +25, Ride -4, Sense Motive +2, Stealth -12, Survival +2, Swim +7
Languages	Goblin, Orc, Pidgin of Giant			
Special Qualities	Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits			
Treasure	flail (large); javelin (2x, large); leather armor (large)	masterwork flail (large); javelin (2x, large); agile breastplate (large)	+1 advancing flail (large); javelin (2x, large); +1 half-plate armor (large)	+2 flaming burst flail (huge); +1 javelin (2x, huge); +2 full plate armor (huge)

🔮 Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

⚡ Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Flail) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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Version History

Table 1: Version History

Date	Version	Notes
09-Aug-2017	1.0	Initial draft

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