Monster Advancement Enhanced Undead

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Author's Introduction

With this project I wanted to develop a template for skeletal champions and zombie lords that would enable them to have very different special qualities from skeletons and zombies, but thought that calling it "Enhanced Skeletal Champions and Zombie Lords" might have been a bit niche. The concept of the template is broad enough to apply to other undead creatures, hence the title "Enhanced Undead". The aim of this book is still to provide a bit of glory for skeletal champions, to help restore them to their iconic status of yesteryear, while allowing GMs to create an endless variety of undead foes. The book presents the enhanced undead creature template, and follows with a brief discussion on applying it. Finally, several stat blocks are provided with notes to demonstrate how the stat blocks match the CR.

Knowledge Checks

Personally, I am not a fan of allowing players to have their characters look at a creature, make a Knowledge check and tell them all about the creature. This should especially be the case for creatures with this template. An enhanced undead could have any special quality and be fundamentally different to the base creature, especially if it also has class levels or other templates. Player characters should discover the creature's capabilities the hard way... But one way to enhance an adventure is through research. If a particular creature has been encountered by others before, then information about them might be discovered through rumours (whether true or false) if the encounters are recent, or through library research, if the encounters happened in the past and survivors recorded the information. Alternatively, if a particular creature or group of creatures has never been encountered, then there should be zero chance of PCs discovering information about them.

Enhanced Undead Creature Template

"Enhanced Undead Creature" is an inherited or acquired template that can be added to any corporeal undead creature with a minimum CR of 2 (before applying this template) and an Intelligence score of 4 or more. At the GM's discretion, the template might be added to incorporeal undead creatures as well.

CR: Base CR 9 or less, as base CR +1, base CR 11 or more, as base CR +2. For creatures with a base CR of 10, GMs can choose to increase the CR by +1 or +2, to 11 or 12.

Defensive Ability: The undead creature gains DR or better DR, depending on the base creature. The sidebar explains what these improvements are (see p.4 for enhanced DR). DR can be further enhanced with the improved DR and greater DR special qualities below.

Special Abilities: An enhanced undead retains all the special attacks of the base creature. In addition, an enhanced undead gains one special quality from the list below for every 3 points of CR, rounding down. The save DC against an undead creature's special attack is equal to 10 + 1/2 undead creature's HD + undead creature's Charisma modifier unless otherwise noted. Minimum CR means the creature's CR *with* this template modifier included. Additional enhanced undead abilities beyond these can be designed at the GM's discretion.

Ability Damage (Su) The undead creature deals ability damage with each of its successful melee strikes, as per the universal monster ability. The ability score affected and amount of ability damage should be chosen when the undead creature's stat block is created. Ability score damage dealt by successful hit should be fixed at 1, 2, 4, 6, or 8, whichever is most appropriate for the CR and creature's damage potential; it should not be multiplied on a critical hit. In any case, a creature with this ability cannot deal more than eight points of damage per round to any particular ability score; if more might be dealt, it should be ignored. This damage is a negative energy effect. Do not give the creature ability damage if it has ability drain.

Ability Drain (Su) The comments about ability damage apply here. However, ability drain is much harder to heal. Do not use it if your PCs do not have access to restoration. Minimum CR of 6.

Alien Presence (Ex) The undead creature has been exposed to the energies of the Void, or has been created by forces of the Void. As such, it exhibits strange power. Upon gaining this ability, the undead creature chooses one of four alien presence types: idiocy, dizziness, space bending, or staggering. These types are discussed below. Once chosen the type of alien presence cannot be changed. Alien presence has a radius in feet which varies with the undead creature's size and CR. Opponents within the area suffer the listed effect for 5d6 rounds unless they succeed on the saving throw (Will negates). An opponent

that succeeds on the saving throw is immune to that same creature's alien presence for 24 hours. The aura can be activated or deactivated at will as a free action. Minimum CR of 12.

- *Dizziness:* An opponent that fails its Will save is overcome with dizziness, becoming sickened (or nauseated for creatures with 4 or fewer HD).
- *Idiocy:* An opponent that fails its Will save is affected as touch of idiocy (or as feeblemind for creatures with 4 or fewer HD).

Enhanced DR

Undead with DR add "and [factor]" to their DR (at CR 8 or lower) or +5 and "and [factor]" (if CR 9 or higher). The factor can be alignment-based, epic*, magic, material-based (eg, adamantine*, cold iron, silver, wood**), or weapon damage type (eg. slashing). For example, a skeletal champion could add "and magic" and have DR 5/slashing and magic at CR 8 or lower, and DR 10/slashing and magic at CR 9 or higher. Juju zombies could add the "and good" modifier to their DR; thus, they could have DR 5/good and magic and slashing at 10 or fewer HD, and DR 10/good and magic and slashing at 11 or higher HD.

* Do not add adamantine or epic as a factor unless the undead creature is CR 12 or higher.

** "Wood" includes all wood-shafted weapons such as arrows, crossbow bolts, spears, and javelins, even if the weapon's actual head is made of another material.

Mummies, mummified creatures and mummy lords with DR 5/- gain DR 10/- at CR 9 or higher.

Fleshy undead without DR, such as ghouls, gain DR 5/slashing (if CR 8 or lower) or DR 10/slashing (if CR 9 or higher). Bony undead without DR, such as mohrgs, gain DR 5/bludgeoning (if CR 8 or lower) or DR 10/bludgeoning (if CR 9 or higher). If it's unclear whether an undead creature without DR is fleshy or bony, the GM should decide which type it is.

If a particular undead creature does not fit the guidelines above, the GM should use their discretion to enhance DR appropriately.

- *Space Bending:* An opponent that fails its Will save treats all other creatures as if they were under the effects of *blur* (or as displacement for creatures with 4 or fewer HD).
- *Staggering:* An opponent that fails its Will save is staggered (or stunned for creatures with 4 or fewer HD).

Creature	Aura Radius		
Size	CR 12-14	CR 15-17	CR 18+
Tiny	15 ft.	20 ft.	25 ft.
Small	20 ft.	30 ft.	40 ft.
Medium	30 ft.	40 ft.	50 ft.
Large	40 ft.	50 ft.	60 ft.
Huge	50 ft.	60 ft.	70 ft.
Gargantuan	60 ft.	70 ft.	80 ft.
Colossal	70 ft.	80 ft.	90 ft.

This special quality can be taken only once.

All-Around Vision (Ex) The undead creature, either at the time of creation or due to some other factor such as mutation or the influence of otherworldly figures, has additional eyes on its body. It sees in all directions at once. It cannot be flanked. This option can only be gained by zombie lords and other "fleshy" undead, not those which are skeletal.

Bind Spirit (Su) The undead creature can seal pacts with pact spirits. Its binder level equals its CR, and it binds pact spirits as an occultist of the same level, but can only bind one such spirit at a time. It can bind spirits from the Dark Beyond, Fiend, and Skull constellations. The undead creature cannot have this ability if it already has levels in the occultist class and vice versa. To use this special quality you need to have *Pact Magic Unbound, Volume 1* (which will be replaced by *Pact Magic Unbound: Grimoire of Lost Souls* later in 2015.)

Breath Weapon (Su) Upon gaining this ability, the undead creature chooses one of four attack forms: diseases breath, negative energy damage, weakening breath, or poison breath (assuming that the minimum CR criteria are met). These attack forms are discussed below. Once chosen the type of breath weapon cannot be changed. Using a breath weapon is a standard action. An undead creature can use

its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the undead creature and extends in a direction of the undead creature's choice. Breath weapons have a cone form, whose areas vary with the undead creature's size. An undead creature can use its breath weapon when it is grappling or being grappled.

Creature Size	Cone Size
Tiny	15 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.

- *Disease Breath:* This cone is a hideous gray cloud of disease particles. Any creature in the area must succeed at a Fortitude save or contract a disease (blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the same DC instead of those listed in the *Pathfinder Roleplaying Game Core Rulebook*. The disease inflicted can always be the same for a particular undead creature, or change randomly each time the breath weapon is used; GM's choice.
- *Negative Energy Damage:* This cone of negative energy deals damage as indicated in the accompanying table (Ref save half). This breath weapon does not heal or harm undead creatures. Minimum CR of 6.
- *Poison Breath:* This cone of horrid, stinking gas is poison. Breath—contact; *save* Fort negates; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. Minimum CR of 12.
- *Weakening Breath:* The gaseous cone weakens creatures. Creatures within the cone must succeed on a Fortitude save or take a number of points of Strength damage equal to half the undead creature's CR (Will save half). Minimum CR of 9.

This special quality can be taken up to three times,

granting an additional breath weapon type each time.

Negative Energy Breath Weapon Table Breath Weapon Damage*			
CR	Smoothed	Swingy	Average
3	4+2d6	3d6	11
4	7+2d6	4d6	14
5	7+3d6	5d6	17.5
6	11+3d6	7d6-3	21.5
7	15+3d6	8d6-2	26
8	20+3d6	9d6-1	30.5
9	21+4d6	10d6	35
10	25+4d6	12d6-3	39
11	26+5d6	13d6-2	43.5
12	27+6d6	14d6-1	48
13	28+7d6	15d6	52.5
14	32+7d6	17d6-3	56.5
15	33+8d6	18d6-2	61
16	42+8d6	20d6	70
17	47+9d6	23d6-3	78.5
18	56+9d6	25d6	87.5
19	61+10d6	28d6-2	96
20	70+10d6	30d6	105

* The values given produce results that are close to the mean (smoothed column) or produce a wide range of results (swingy column). Both give the same average damage. Use one column and stick with it as best fits your game. The "Average" column gives the mid-point of damage between high and low damage from the "Monster Statistics By CR" table from the *Pathfinder Roleplaying Game Bestiary*.

Channel Negative Energy (Su) The undead creature can use the channel negative energy ability like an antipaladin (see the *Pathfinder Roleplaying Game Advanced Players Guide*), as though it were an antipaladin of a level equal to its CR. The undead creature must have the touch of corruption template option before gaining this ability.

Cursed Wound (Su) The damage an undead creature deals with its natural weapons does not heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by an undead creature must succeed on a caster level check, or the healing has no effect on the injured creature and the spell or effect is wasted. The

DC for the caster level check is equal to 10 + half undead creature's HD + undead creature's Charisma modifier.

Death Throes (Su) When the undead creature is reduced to 0 or fewer hit points, its body combusts in a flash of violet flame. This acts like a *fireball* that deals negative energy damage to all creatures within a 20-foot-radius burst. The amount of damage dealt is equal to a blast from the negative energy breath weapon of an amount indicated in that table for the correct CR (Reflex save half). The undead creature's gear and treasure are unaffected by this explosion. This special quality cannot be taken if it has the rejuvenation special quality.

Despair (Su) All creatures within a 30-foot radius that see an enhanced undead must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same enhanced undead's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. Minimum CR of 6.

Devour Soul (Su) The undead creature can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When the undead creature devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). The amount healed increases by 1d6+2 for every 2 CR above CR 9. This is a death effect. Minimum CR of 9.

Dimension Lock (Su) The undead creature emits an aura in a 20-foot radius that completely blocks extradimensional travel (as the spell *dimensional lock*) and moves with it. Unlike the spell, this aura does not create a shimmering emerald barrier (see the spell description). It can be activated or deactivated at will as a free action.

Diseased Pustules (Ex) When the undead creature takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils. This option can only be gained by zombie lords and other "fleshy" undead, not those which are skeletal.

Necrotic Boils: Disease—contact; *save* Fort; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save (2 saves at CR 6+).

Energy Drain (Su) The undead creature bestows one negative level with each successful natural weapon strike, as per the universal monster ability.

Enhance Armour (Su) The undead creature can enhance a suit of armour or a shield in the same way that an antipaladin can enhance a weapon using fiendish boon, as though it were an antipaladin of a level equal to its CR. However, the undead creature does not "call upon the aid of a fiendish spirit", the armour or shield is enhanced by the creature's innate evil. The undead creature can select any special armour or shield properties (as appropriate to alignment and type of equipment), as well as choosing to improve the item's enhancement bonus if it wishes.

Enhance Weapon (Su) The undead creature can enhance a weapon or natural weapon like an antipaladin using fiendish boon, as though it were an antipaladin of a level equal to its CR. However, the undead creature does not "call upon the aid of a fiendish spirit", the weapon is enhanced by the creature's innate evil. The undead creature can select any special weapon properties (as appropriate to alignment), not those merely listed in the antipaladin class feature, as well as choosing to improve the weapon's enhancement bonus if it wishes.

Faith-Stealing Strike (Su) When the undead creature's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular undead creature for 24 hours.

Fast Healing (Ex) The undead creature gains fast healing at a value equal to half its CR.

Frightful Moan (Su) The undead creature can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will

save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. Minimum CR of 6.

Gaseous Form (Su) As a standard action, the undead creature can assume *gaseous form* at will (caster level 5th or creature's CR, whichever is higher), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Gaze Attack (Su) Upon gaining this ability, the undead creature chooses one of three gaze attacks: corrupting gaze, death gaze, or dominate (assuming that the minimum CR criteria are met). These gaze attacks are discussed below. Once chosen the type of gaze attack cannot be changed. An undead creature can use only one type of gaze attack at a time, even if it possesses more than one type.

- *Corrupting Gaze:* The undead creature has a gaze attack with a range of 30 feet that deals 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage). Minimum CR of 6.
- *Death Gaze:* The undead creature has a gaze attack with a range of 30 feet that deals 1d4 negative levels; Fortitude save negates. This is a death effect. Minimum CR of 9.
- *Dominate:* The undead creature can crush a humanoid opponent's will as a standard action. Anyone the undead creature targets must succeed on a Will save or fall instantly under the undead creature's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some undead creatures might be able to affect different creature types with this power. Minimum CR of 6.

This special quality can be taken up to three times, granting an additional gaze attack type each time.

Greater Damage Reduction (Ex) The undead creature's DR becomes 15/— at CR 15-17, and DR 20/— at CR 18 and higher. Liches, mummies, mummified creatures and mummy lords instead gain DR 20/— at CR 15-17, and DR 25/— at CR 18 and higher. This special quality requires Improved

Damage Reduction. Minimum CR of 15.

Greater Master of the Undead (Su) All commanded undead within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded undead to the next, allowing for the senses of a single commanded undead to potentially spread through and inform an entire army instantly. It is still possible for a commanded undead to be flat-footed for other reasons even if other commanded undead nearby are not. The undead creature counts as a commanded undead for purposes of this special quality. This special quality requires Improved Master of the Undead.

Greater Master of Vermin (Su) All commanded vermin within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded vermin to the next, allowing for the senses of a single commanded vermin to potentially spread through and inform an entire swarm instantly. It is still possible for a commanded vermin to be flat-footed for other reasons even if other commanded vermin nearby are not. This special quality requires Improved Master of Vermin.

Heretical Soul (Ex) The undead creature gains a +4 bonus on saving throws against divine spells. In addition, any attempts to *scry* on the undead creature using divine magic automatically fail. The caster can see the scryed area normally, but the undead creature simply does not appear.

Improved Ability Drain (Su) When the undead creature uses ability drain, it heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points). This option requires Ability Drain.

Improved Damage Reduction (Ex) The undead creature's DR becomes X/—, where x is the number value (most likely 10). Liches, mummies, mummi-

fied creatures and mummy lords instead gain DR 15/— at CR 12 and higher. Minimum CR of 12.

Improved Master of the Undead (Su) The undead creature gains an empathic link with all of her commanded undead. This functions like an empathic link with a familiar. In addition, as a swift action the undead creature can shift her perception to one of these commanded undead, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the commanded undead is within 1 mile) and end it as a free action. The undead creature can only use this ability on one vermin at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This special quality requires Master of the Undead.

Improved Master of Vermin (Su) The undead creature gains an empathic link with all of her commanded vermin. This functions like an empathic link with a familiar. In addition, as a swift action the undead creature can shift her perception to one of these vermin (or vermin swarms), allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the vermin is within 1 mile) and end it as a free action. The undead creature can only use this ability on one vermin at a time, and cannot see, hear, or smell with her own body while maintaining this connection.

Improved Spell Resistance (Su) The undead creature's SR increases to become CR +15. This ability requires spell resistance, either as the template option or as some innate ability of the base creature.

Infectious Laughter (Su) As a full-round action, the undead creature can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Will saving thrown or be affected as the *hideous laughter* spell (at a caster level equal to its CR), except that a laughing creature is considered helpless to the undead creature. A creature that successfully saves against the undead creature's scornful laughter can't be affected by that same undead creature's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature. Minimum CR of 12.

Master of Acid (Su) The undead creature can gener-

ate various acid-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The undead creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal acid damage, not their usual type of damage. Caster level is equal to the undead creature's CR. This ability requires a base creature which is one of the following: acid* skeletal champion, acid* zombie lord, graveknight with ruinous revivification (acid), or other undead creature with the earth subtype. Minimum CR of 9.

Master of Cold (Su) The undead creature can generate various cold-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The undead creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal cold damage, not their usual type of damage. Caster level is equal to the undead creature's CR. This ability requires a base creature which is one of the following: frost* skeletal champion, frost* zombie lord, graveknight with ruinous revivification (cold), or other undead creature with the cold subtype. Minimum CR of 9.

Master of Darkness (Su) The undead creature gains the see in darkness universal monster ability and can create *deeper darkness* at will (at a caster level equal to its CR).

Master of Electricity (Su) The undead creature can generate various electricity-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The undead creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal electricity damage, not their usual type of damage. Caster level is equal to the undead creature's CR. This ability requires a base creature which is one of the following: electric* skeletal champion, electric* zombie lord, graveknight with ruinous revivification (electricity), or other undead creature with the air

subtype. Minimum CR of 9.

Master of Fire (Su) The undead creature can generate various fire-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The undead creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal fire damage, not their usual type of damage. Caster level is equal to the undead creature's CR. This ability requires a base creature which is one of the following: burning* skeletal champion, burning* zombie lord, graveknight with ruinous revivification (fire), or other undead creature with the fire subtype. Minimum CR of 9.

* The acid, burning, electric, and frost variant skeletal champions and zombie lords are described in *100% Crunch: Skeletal Champions* and *100% Crunch: Zombie Lords.*

Master of the Undead (Sp) The undead creature can use *command undead* and *inflict light wounds* at will (at a caster level equal to its CR).

Master of Vermin (Su) The undead creature is immune to swarm distraction and damage from vermin swarms, and can use *command vermin** at will (at a caster level equal to its CR).

* As *command undead*, but this affects vermin instead, and can affect vermin swarms as well as individual vermin.

Misfortune (Su) A creature struck by the undead creature's melee attacks must make a Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If the undead creature hits a target already suffering from this curse, the victim must make a Will save or be staggered for 1 round. This is a curse effect. This special quality cannot be used more than times per round, if the undead creature has more than three attacks.

Regeneration (Ex) The undead creature gains regeneration at a value equal to half its CR. The GM should pick two factors that the regeneration is overcome by, such as an energy type (cold, fire etc), a material, good spells, and/or good subtype. If the undead creature has resistance or immunity to a particular factor, it should not be selected as something that overcomes regeneration. For example, do not pick good spells if the undead creature has the resist holy energy special quality.

Rejuvenation (Su) The undead creature has the ability to rejuvenate. This takes one of two forms: armour-related, or location-related. The GM must decide which of these two types the undead creature has.

- *Rejuvenation (armour)* One day after the undead creature is destroyed, its armour begins to rebuild the undead creature's body. This process takes 1d10 days-if the body is destroyed before that time passes, the armour merely starts the process anew. After this time has elapsed, the undead creature wakens fully healed. This ability requires special armour.
- *Rejuvenation (location)* An undead creature with this type of rejuvenation is tied to a particular location. It might be as large as a city, a castle, or a much smaller area, but it should be whatever best fits the GM's campaign. One day after the undead creature is destroyed, its body begins to reform; this occurs where the creature died originally or where it was created, as appropriate. This process takes 2d4 days-if the body is destroyed before that time passes, the process begins anew. After this time has elapsed, the undead creature wakens fully healed.

Rend (Ex) As long as the undead creature has two or more claw attacks, it gains a rend attack as the universal monster ability.

Resist Holy Energy (Su) The undead creature is resistant to holy energy, whether as a result of a truly iron will, or because of a stronger connection to the Negative Energy plane. This has two effects:

1. The undead creature can avoid channelled energy, lay on hands, and healing effects. If the creature makes a successful Will saving throw against channelled energy, lay on hands (even though this does not normally allow a saving throw), and healing effects that would normally deal half damage on a successful save, it instead takes no damage.

2. The undead creature gains protection from magical effects that deal damage based on the target creature's alignment, such as *holy smite*, *order's wrath*, a paladin's smite evil attack, or a *holy* weapon. The undead creature takes 5 fewer points of damage from effects that specifically harm evil creatures. The value of the protection increases to 10 points at CR 7-10, 15 points at CR 11-15, and 20 points at CR 16 or higher. This resistance protects the undead creature's equipment as well. This protects against spells, spell-like abilities, and special abilities, not physical attacks. It only protects against damage, and the creature can still suffer side effects from such attacks.

Ruinous Strikes (Ex) The undead creature's natural attacks are extremely hard and adept at breaking things. The undead creature's natural attacks do double damage against objects and walls, and so on, and are treated as steel for the purposes of overcoming hardness. From CR 10 they count as mithril, and as adamantine from CR 15 and higher.

Sacrilegious Aura (Su) The undead creature constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the undead creature's armour as an altar of sorts to double the effects granted. The undead creature constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the undead creature's creation). In addition, this miasma of fell energies hinders the channelling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to 10 + 1/2 the undead creature's Hit Dice + the undead creature's Charisma modifier. If the character fails, the effect is expended but does not function. This ability requires special armour.

Smite Good (Su) The undead creature can use the smite good ability like an antipaladin (see the *Pathfinder Roleplaying Game Advanced Players Guide*), as though it were an antipaladin of a level equal to its CR. Note: If the undead creature has antipaladin levels, track the two types of smite good ability separately; in addition, such an undead creature may

not use both types of smite at the same time on the same creature.

Spell-Like Abilities (Sp) The undead creature gains a number of spell-like abilities. It gains a number of spell levels equal to half its CR, rounding up. The number of times per day a spell-like ability can be used is shown on the table below, depending on its spell level. A particular spell can be selected more than once to stack the number of uses per day, if the GM desires; for example, at CR 3 the undead creature can have two 1st level SLAs each useable two times per day, or it can have one 1st level SLA useable four times per day. Spells must be chosen from the cleric, druid or wizard spell lists; where spells are of different levels, they must be taken from the wizard spell list. Caster level is equal to the undead creature's CR.

This special quality can be taken up to three times, granting additional spell-like abilities each time. It can be taken a second time at CR 12, and a third time at CR 18.

Spell-Like Ability Table

Uses per day of each SLA						
CR	**1**	**2**	**3**	**4**	**5**	**6**
3	2	—	—	—	—	—
4	2	1	—	—	—	—
5	2	1	—	—	—	—
6	2	2	—	—	—	—
7	2	2	1	—	—	—
8	2	2	1	—	—	—
9	3	2	2	—	—	—
10	3	2	2	1	—	—
11	3	2	2	1	—	—
12	3	3	2	2	—	—
13	3	3	2	2	1	—
14	3	3	2	2	1	—
15	3	3	3	2	2	—
16	3	3	3	2	2	1
17	3	3	3	2	2	1
18	3	3	3	3	2	2
19	3	3	3	3	3	2
20	3	3	3	3	3	3

Spell Resistance (Su) The undead creature gains SR equal to the undead creature's CR +11.

Stench (Ex) The stink of death and corruption surrounds the undead creature, granting them the stench ability (10-foot radius, Fort save negates, sickened for 1d6+4 minutes). This option can only be gained by zombie lords and other "fleshy" undead, not those which are skeletal.

Superior Two Weapon Fighting (Ex) An undead creature usually fights with a one-handed weapon in each hand. It does not take a penalty on attack or damage rolls for attacking with two weapons. Mudra* skeletal champions instead gain the benefit of superior multi-weapon fighting. This option can only be gained by skeletal champions.

* Mudra variant skeletal champions are described in *100% Crunch: Skeletal Champions*.

Telekinesis (Su) The undead creature can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the undead creature's CR, whichever is higher). Minimum CR of 6.

Tongue (Ex) The undead creature gains a vile long tongue that strikes as a secondary attack. It deals no damage on a successful hit, but those struck must make a Fortitude saving throw or be paralyzed for 1d4 minutes. Minimum CR of 9.

Touch Of Corruption (Su) The undead creature can use the touch of corruption ability like an antipaladin (see the *Advanced Players Guide)*, as though it were an antipaladin of a level equal to its CR. It does not gain the ability to use cruelties. Note: If the undead creature has antipaladin levels, track the two types of touch of corruption ability separately.

Flaws

The undead creature gains an extra defensive special quality for each flaw gained.

- *Vulnerability to:* acid, cold, electricity, or fire. Cannot gain vulnerability to an energy type to which it has immunity or resistance, or to which it already has vulnerability against.
- *Vulnerability to holy energy.* It takes +50% extra damage from holy energy. The creature cannot have the resist holy energy special quality if it has this flaw.

Special Armour

In death, the undead creature's life force lingers on in its armour, not its corpse, in much the same way that a lich's essence is bound within a phylactery. Unless every part of the undead creature's armour is ruined along with its body, the undead creature can rejuvenate after it is destroyed. A typical suit of full plate special armour has hardness 10 and 45 hit points, though armour with enhancements or made of special materials proves more difficult to destroy. Merely breaking the undead creature's armour does not destroy it; it must be ruined, such as by being disintegrated, taken to the Positive Energy Plane, or thrown into the heart of a volcano.

Other Options

Here are some other additions the GM can give an undead creature. These options do not count as special quality choices.

Skill Bonus Pick up to 5 undead skills (see the glossary in *Pathfinder Roleplaying Game Bestiary 1*). The undead creature gains a +4 racial bonus with those skills (at CR 11 or lower), or a +8 racial bonus (at CR 12 or higher). If the undead creature already gains a racial bonus with a particular skill, such as a graveknight with Intimidate, do not give it an extra skill bonus on that skill.

Subtype The undead creature gains a subtype such as air, earth, fire, or water. Only give the undead creature a subtype if it makes sense for where it "lives" and/or other abilities.

Applying The Template

Once you know what base creature you want to use, simply select the special qualities you want, perhaps adding one or more extra defensive abilities by adding one or more flaws. You know the CR of the undead creature, but now you must ensure that it matches the statistics for the CR that it has. Compare the statistics with the Monster Statistics By CR table in appendix 1 of the *Pathfinder Roleplaying Game Bestiary*.

When calculating average damage for the creature, if it has ability damage or energy drain, apply the following modification. Count each point of ability damage/drain dealt as 3 points of hit point damage, and each negative level bestowed as 10 points of hit point damage. Con damage/drain is handled differently though; multiply the Con damage for the round by the target's level x 0.5. For example, 4 Con damage on a level 6 PC should be treated as 12 damage; 8 Con damage on a level 20 PC should be treated as 80 points of damage. Another example: an undead creature with 2 natural attacks that each deal

1d4+5 hp plus 2 Dexterity damage should be regarded as dealing 27 hp average damage (15 for the two attacks, plus 12 for the Dexterity damage); this would be suitable average damage for a creature of CR 7 or 8.

Final example: an undead creature with 4 natural attacks that each deal 1d8 hp plus one negative level should be regarded as dealing 58 hp average damage (18 for the four d8s, plus 40 for the four negative levels); this would be suitable average damage for a creature of between CRs 13-15. If these qualities require a save to negate the damage or drain, do not count the damage/drain towards average hp damage; for example, ignore corrupting gaze and death gaze for this calculation.

To adjust the statistics, increase the undead creature's natural armour bonus and ability scores as appropriate, and compare the result with the Monster Statistics By CR table mentioned above. As long as the numbers are in line with those for the relevant CR, the stat block should be fine. Make further adjustments if needed. Optionally, test the creation against the player characters in a practice fight or fights.

One particularly tricky aspect to balance is Charisma score. The undead creature should have roughly the right amount of hit points, but perhaps more important is having saving throw DCs that are in line with that table. If DCs are too high, reduce Charisma. If DCs are too low, raise Charisma. Fortunately, there are some handy ways to boost hit points that don't raise Charisma. Adding extra hit points is more important as CR levels increase. The sacrilegious aura special quality is one method, as is Toughness. The creature could have *false life* or *greater false life* as a spell-like ability, provided through the spell-like ability special quality. The creature could also have been created inside a desecrated area, with double effect if necessary; this method can't be used in conjunction with sacrilegious armour, though. Of course, if the creature has no special qualities that have DCs dependent on Charisma, it doesn't matter how high Charisma is; but don't create a stat block with 40+ Charisma!

Example Enhanced Undead

Presented now are several stat blocks meant to illustrate how the template can be applied. These stat blocks are of course ready to be used in games against player characters! Design notes are provided to indicate extra adjustments needed to make the creature's statistics appropriate for the CR. Note also that favoured class bonuses are not included.

Dwarf Skeletal Champion (CR 3; XP 800)

Enhanced dwarf skeletal champion warrior 1
NE Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +7 (+9 vs. unusual stonework)

Defense

AC 21, touch 13, flat-footed 18; +4 vs. giant (+6 armour, +2 Dex, +1 dodge, +2 natural)
hp 23 (2d8+1d10+9)
Fort +5, **Ref** +2, **Will** +3; +2 vs. spells and spell-like abilities
DR 5/bludgeoning and magic; **Defensive Abilities** channel resistance +4; **Immune** cold, undead traits

Offense

Speed 20 ft.
Melee 2 claws +5 (1d4+2 plus 1 Strength)
Ranged thrown item +4 (by item)
Special Attacks +1 attack vs. orcs and goblins

Statistics

Str 15, **Dex** 14, **Con** —, **Int** 9, **Wis** 13, **Cha** 16
Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. bull rush or trip)
Feats Dodge, Improved Initiative, Weapon Focus (claws)
Skills Appraise -1 (+1 nonmagical metal and gemstones), Intimidate +7, Perception +7 (+9 vs. unusual stonework), Sense Motive +7
Languages Common, Dwarven
SQ enhanced undead quality (ability damage [Strength]), weapon familiarity (dwarven)
Combat Gear tanglefoot bag (4), *potions of inflict moderate wounds* (2); **Gear** mwk breastplate, pouch with 499 gp worth of mixed coins, gems, and jewellery

Design Notes To ensure that it fits within the CR parameters, +2 Dex and +6 Cha have been added. AC is higher than usual and potential damage only slightly higher, but hp are lower than usual.

Cairn Wight Rogue (CR 6; XP 2,400)

Enhanced cairn wight rogue 2

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +17 (+18 to locate traps)

Aura stench (10-foot radius, sickened for 1d6+4 minutes, DC 17 Fort save negates)

Defense

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 60 (6d8+30)

Fort +5, **Ref** +8, **Will** +9

DR 5/magic; **Defensive Abilities** evasion; **Immune** undead traits

Vulnerable resurrection

Offense

Speed 30 ft.

Melee *+1 longsword* +11 (1d8+8/19-20 plus energy drain [1 level, W-DC 16]) or slam +9 (1d4+7 plus energy drain [1 level, W-DC 16])

Ranged mwk compsite short bow +9 (1d6+6/x3 plus energy drain [1 level, W-DC 16])

Special Attacks corrupting gaze (30-foot radius, 2d10 damage and 1d4 Charisma damage, F-DC 17), create spawn, sneak attack +1d6

Statistics

Str 20, **Dex** 18, **Con** —, **Int** 17, **Wis** 21, **Cha** 19

Base Atk +4; **CMB** +19; **CMD** 23

SQ create spawn, enhanced undead qualities (corrupting gaze, stench), rogue talents (weapon training), trapfinding +1

Feats Blind-Fight, Skill Focus (Perception), Toughness, Weapon Focus (longsword)

Skills Acrobatics +14, Climb +12, Diplomacy +13, Intimidate +13, Knowledge (local) +12, Knowledge (religion) +10, Perception +17 (+18 to locate traps), Sense Motive +14, Stealth +21

Language Common, Infernal, Giant

Combat Gear arrows (20), *potions of inflict moderate wounds* (3); **Gear** *+1 longsword*, mwk compsite short bow, *elixir of hiding* (2), enamelled bronze bracelet (worth 50 gp), pouch with 53 gp worth of mixed coins

Design Notes A cairn wight is an advanced wight which fights with a weapon that channels its energy drain attack through it (see *Pathfinder Roleplaying Game Bestiary*). This particular stat block doesn't need any special adjustments to ensure it meets the CR.

Elf Zombie Lord (CR 9; XP 6,400)

Enhanced elf zombie lord wizard 8

NE Medium undead

Init +8; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +21

Defense

AC 17, touch 15, flat-footed 12

(+4 Dex, +1 dodge, +2 natural)

hp 99 (2d8+8d6+60; 112 with *false life*)

Fort +8, **Ref** +7, **Will** +11; +2 vs enchantment spells and effects

DR 10/magic and slashing; **Defensive Abilities** channel resistance +4; **Immune** undead traits

Offense

Speed 30 ft.

Melee mwk rapier +7 (1d6+1/18-20), or slam +6 (1d6+1)

Ranged mwk composite longbow +10 (1d8+1/x3)

Special Attacks acid dart (6/day), dimensional steps (240 ft./day)

Spell-Like Abilities (CL 9th; concentration +14 (+18 defensive)

At will—*command undead* (W-DC 17), *deeper darkness*, *inflict light wounds* (W-DC 16)

Wizard Spells Prepared (CL 8th; concentration +12 (+16 defensive)

4th—*black tentacles*, *fear* (W-DC 18), *greater invisibility*

3rd—*dispel magic* (2), *fly*, *nondetection* (W-DC 17), *stinking cloud* (F-DC 19)

2nd—*false life* (2), *fox's cunning*, *glitterdust* (W-DC 18), *web* (R-DC 18)

1st—*disguise self*, *mage armor* (2), *protection from good*, *shield*, *ventriloquism* (Wd-DC 15)

0th (at will)—*acid splash*, *detect magic*, *message*, *read magic*

School Conjuration; **Opposition** enchantment, evocation

Statistics

Str 12, **Dex** 18, **Con** —, **Int** 18, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Combat Casting, Greater Spell Focus (conjuration), Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (conjuration), Toughness, Widen Spell

Skills Fly +17, Knowledge (arcana, history, religion) +17, Perception +21, Sense Motive +14, Spellcraft +17 (+19 identifying magic item properties), Stealth +17

Languages Celestial, Common, Draconic, Elven, Sylvan

SQ arcane bond (ring), arcane school (conjuration), enhanced undead qualities (improved master of the

undead, master of darkness, master of the undead), summoner's charm, weapon familiarity (elven)

Combat Gear *wand of enervation* (8 charges), *wand of fireball* (CL 8th, 6 charges); **Gear** *cloak of resistance +2*, *eyes of the eagle*, ring (worth 10 gp; arcane focus), spell component pouch, pouch with 193 gp worth of mixed coins

Spellbook As above (enchantment, evocation) plus GM determined

Design Notes This is an enhanced version of one of the CR 8 zombie lords from *100% Crunch: Zombie Lords*, but with some changes. To ensure that it fits within the CR parameters, +2 Int and +4 Cha have been added. Note that the wizard can bring its AC up to a more appropriate level for its CR through spell casting.

Lamia Juju Zombie (CR 12; XP 19,200)

Enhanced lamia juju zombie inquisitor 6
CE Large undead
Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +22

Defense

AC 27, touch 18, flat-footed 21
(+2 deflection, +5 Dex, +1 dodge, +10 natural, -1 size)
hp 146 (15d8+75); **regeneration** 7 (acid, silver)
Fort +12, **Ref** +13, **Will** +15
DR 10/good and magic and slashing; **Defensive Abilities** channel resistance +4; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

Offense

Speed 60 ft.
Melee slam +20 (1d6+8), 2 claws +20 (1d4+8), touch +18 (1d4 Wis drain), and tongue +18 touch (paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bane (6 rounds/day), caging strike (10/day), cursed wound (DC 23), paralysis (1d4 minutes, F-DC 21), judgement 2/day, rend (2 claws, 1d4+12), solo tactics, teamwork feats (Duck and Cover, Outflank), wisdom drain
Inquisitor Spell-Like Abilities (CL 6th; concentration +10)

At will—*detect alignment*
6 rounds/day—*discern lies*
Lamia Spell-Like Abilities (CL 9th; concentration +13)

At will—*disguise self*, *ventriloquism* (Wd-DC 15)
3/day—*charm monster* (W-DC 18), *major image* (Wd-DC 17), *mirror image*, *suggestion* (W-DC 17)
1/day—*deep slumber* (W-DC 17)
Inquisitor Spells Known (CL 6th; concentration +10)

2nd (4/day)—*corruption resistance*, *invisibility*, *see invisibility*, *undetectable alignment*
1st (5/day)—*alarm*, *comprehend languages*, *expeditious retreat*, *litany of sloth*
0th (at will)—*acid splash*, *detect magic*, *message*, *read magic*

Statistics

Str 26, **Dex** 20, **Con** —, **Int** 13, **Wis** 19, **Cha** 18
Base Atk +13; **CMB** +22; **CMD** 38 (42 vs. trip)
Feats Ability Focus (cursed wound), Combat Reflexes, Dodge, Improved Initiative, Lightning Stance, Mobility, Multiattack, Spring Attack, Toughness, Wind Stance
Skills Acrobatics +5 (+22 jumping), Bluff +21, Climb +19, Diplomacy +16, Disguise +18, Intimidate +22, Knowledge (religion) +7, Perception +22, Sense Motive +10, Stealth +23, Survival +19 (+22 when following tracks)
Languages Abyssal, Common
SQ domain (imprisonment inquisition), enhanced undead qualities (cursed wound, regeneration, rend, tongue), monster lore +4, stern gaze (+3), track (+3), undersized weapons
Combat Gear *necklace with pearls of wisdom* (level 1 (6), level 2 (1)); **Gear** *ring of jumping*, *ring of protection +2*, ten necklaces (worth 395 gp altogether), enamelled gold unholy symbol (worth 100 gp), spell component pouch

Design Notes This particular stat block doesn't need any special adjustments to ensure it meets the CR.

Mummy (CR 15; XP 51,200)

Enhanced mummy cleric 13
LE Medium undead
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +25
Aura aura of despair 30 ft., aura of protection 30 ft.

Defense

AC 30, touch 12, flat-footed 28
(+8 armour, +1 Dex, +1 Dodge, +10 natural)
hp 182 (21d8+84; 197 with *false life*)
Fort +16, **Ref** +12, **Will** +24
DR 10/—; **Defensive Abilities** rejuvenation; **Immune** undead traits; **SR** 30
Vulnerable fire

Offense

Speed 20 ft.
Melee slam +24 (2d6+12 plus mummy rot [F-DC 23; onset 1 minute; frequency 1 day; effect 1d6 Con and 1d6 Cha; cure —])
Special Attacks breath weapon (30 ft. cone, 8d6+33

negative energy, R-DC 23), channel negative energy 6/day (F-DC 19, 7d6), death gaze (30 ft., 1d4 negative levels, F-DC 23), killing blow 2/day (6 bleed), smite good 5/day (+3 attack, +15 damage, +3 AC)

Cleric Spells Prepared (CL 13th; concentration +20 (+24 defensive)

7th—*ethereal jaunt*, *repulsion*^D (W-DC 24), *waves of ecstasy* (W-DC 24)

6th—*antimagic field*^D, *harm* (2; W-DC 23), *word of recall*

5th—*dispel good*, *spell resistance*^D, *true seeing*, *wall of stone* (2)

4th—*air walk* (2), *dimensional anchor*, *freedom of movement*, *spell immunity*^D (2)

3rd—*dispel magic* (2), *invisibility purge*, *magic circle against good*, *protection from energy*^D (2), *wind wall*

2nd—*calm emotions* (2; W-DC 19), *death knell*^D (2; W-DC 19), *silence* (2; W-DC 19), *undetectable alignment* (W-DC 19)

1st—*death watch*, *forbid action* (2; W-DC 18), *obscuring mist* (2), *sanctuary*^D (2; W-DC 18)

0th (at-will)—*bleed* (W-DC 17), *detect magic*, *message*, *read magic*

Domains Death (Murder), Protection

Domain Spell-Like Abilities (CL 13th; concentration +16 (+20 defensive))

10/day—*bleeding touch* (+23 melee touch, 1d6 bleed, 6 rounds), *resistant touch* (Grant ally +3 resistance bonus to saves for 1 minute)

Spell-Like Abilities (CL 15th; concentration +18 (+22 defensive))

3/day—*false life*, *haste*, *quickened displacement*

Statistics

Str 26, **Dex** 12, **Con** —, **Int** 10, **Wis** 25, **Cha** 16

Base Atk +15; **CMB** +23; **CMD** 34

Feats Combat Casting, Dodge, Fleet (2), Greater Spell Penetration, Improved Initiative, Quicken Spell-Like Ability (displacement), Skill Focus (Perception), Spell Penetration, Toughness, Weapon Focus (slam)

Skills Knowledge (arcana, nobility, planes, religion) +11, Perception +25, Sense Motive +10, Stealth +20

Languages Common

SQ enhanced undead qualities (breath weapon [negative energy], death gaze, rejuvenation [location], smite good, spell-like abilities)

Combat Gear *oil of magic fang* (2), *pearls of power* (levels 1, 2, and 3; 1 of each level), *scrolls of greater spell immunity* (2); **Gear** *+2 mithril breastplate*, *headband of inspired wisdom +4*, enamelled gold unholy symbol (worth 100 gp), spell component pouch, eye ointment (worth 250

gp; for *true seeing*), pouch with 299 gp worth of mixed coins and gems

Design Notes This particular stat block doesn't need any special adjustments to ensure it meets the CR.

Skeletal Champion (CR 18; XP 153,600)

Enhanced skeletal champion fighter (brawler) 16
NE Medium undead
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +23
Aura sacrilegious aura (30 ft.; DC 25)

Defense

AC 33, touch 13, flat-footed 30
(+11 armour, +3 Dex, +3 natural, +6 shield)
hp 263 (2d8+16d10+162)
Fort +21, **Ref** +14, **Will** +14
DR 20/—; **Defensive Abilities** channel resistance +4, resist holy energy; **Immune** cold, undead traits, 50% chance to ignore extra critical hit or sneak attack damage; **SR** 33
Vulnerable acid

Offense

Speed 30 ft., 20 ft. in armour
Melee *+4 heavy mithril shield* +32/+27/+22/+17 (1d8+17/19-20) and *+2 adamantine scimitar* +28/+23 (1d6+9/15-20)
Special Attacks breath weapon [poison], close combatant, menacing stance -3/-6, no escape, stand still +8

Statistics

Str 20, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 22
Base Atk +17; **CMB** +22 (+26 bull rush, drag and reposition); **CMD** 36 (40 vs. bull rush, drag and reposition)
Feats Blind-Fight, Blinding Critical, Critical Focus, Combat Reflexes, Double Slice, Disruptive, Exhausting Critical, Greater Weapon Focus (scimitar), Improved Critical (heavy shield, scimitar), Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Shield Master, Shield Slam, Spellbreaker, Stand Still, Tiring Critical, Toughness, Two-Weapon Fighting, Weapon Focus (scimitar)
Skills Climb +10, Diplomacy +24, Knowledge (nobility) +9, Perception +23, Sense Motive +17, Stealth +14, Swim +10
Languages Common, Infernal
SQ bravery +5, enhanced undead qualities (breath weapon [poison], greater DR, improved DR, improved SR, resist holy energy, sacrilegious aura, spell resistance), flaw (vulnerable to acid), special armour
Combat Gear *potion of haste* (CL 18; 2); **Gear** *+2*

moderate fortification mithril full plate, +4 heavy mithril shield, +2 adamantine scimitar, amulet of natural armour +1, cloak of protection +3, headband of inspired wisdom +4, pouch with 64 gp worth of mixed coins

Special Abilities

Breath Weapon (Su) Every 1d4 rounds the skeletal champion can breathe a 30 ft. cone of poison gas.

Breath—contact; *save* Fort DC 23 negates; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The skeletal champion can use the breath weapon while grappling.

Design Notes To ensure that it fits within the CR parameters, +8 Cha has been added.

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