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100% CRUNCH: SKELETAL CHAMPIONS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Julian Neale

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks of an iconic monster at a wide range of CRs.

This instalment of 100% Crunch presents dozens of skeletal champions (CRs 2-11) for the time-crunched GM to immediately utilise in game.



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Interior Art: Paul Daly and William McAusland. Some artwork copyright Paul Daly, used with permission. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *100% Crunch: Skeletal Champions*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *100% Crunch: Skeletal Champions* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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FOREWORD

ON CRs

Establishing challenge ratings is more of an art than a science. This is especially the case for skeletal champions (and similar creatures such as zombie lords), which use special rules. The skeletal champion template appears on following pages, but some additional guidelines are necessary to ensure the creatures' CR fits with the values given on Table 1-1 in Appendix 1 of the *Bestiary*.

The base creature CR generally stays the same, because their damage output will usually stay the same, therefore using the table for the (standard) skeleton template would result in a damage output that is far too high, and may also result in special abilities that are too high for the CR.

Therefore when determining the final CR of a skeletal champion consider these three guidelines:


- Fey creatures with three or more adjusted hit dice need a CR increase because the change to undead hit dice gives them more hit points and a better base attack bonus.
- Creatures (other than fey with three or more HD) which have a Charisma score equal to or higher than their Constitution need a CR increase because with the additional two hit dice, they have more hit points than before.
- Creatures with a final Charisma of 7 or lower have far fewer hit points than before. Some creatures may even be inappropriate to use as skeletal champions.

In this instalment of 100% Crunch, Julian (not unsurprisingly) provides dozens of ready to go skeletal champions for your ease of use.

The design of this supplement entailed a fair amount of back and forth between Julian and myself in regards to the final CRs of the creatures herein. It turns out that simply applying the skeletal champion template without any regard to the end result can create some pretty unbalanced creatures! For example, a human fighter 8 has a CR of 7 while a human skeletal champion fighter 8 has a CR of 6 accordingly to the rules as written! That's clearly not right as the creature gets all the abilities of an 8th-level fighter and all the advantages of being undead and so Julian put a lot of extra thought into the correct CR of the creatures herein.

To further explain his thinking, he's included the sidebar opposite so you can get a better sense of his thinking on this matter. Hopefully, it explains any questions you might have about CRs that initially look wrong.

In any event, I hope you find this instalment of *100% Crunch* useful and that it enhances your campaign. It would be great to hear how you've used it in your game – or what you'd like to see featured in subsequent entries in this line; drop me a line at creighton@ragingswan.com.



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SKELETAL CHAMPIONS

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels. These skeletons are known as skeletal champions.

CREATING A SKELETAL CHAMPION

“Skeletal Champion” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature) and a minimum Intelligence of 3.

Challenge Rating: Determining challenge rating for a skeletal champion is somewhat complicated. Initially, it depends on the creature’s new total number of racial Hit Dice, as follows:

HD	CR	XP
2–3	1	400
4–5	2	600
6–7	3	800
8–9	4	1,200
10–11	5	1,600
12–14	6	2,400
15–17	7	3,200
18–20	8	4,800

Then raise CR +1, and further increase CR if the creature has class levels and/or additional templates or skeletal variant abilities. For example, a human skeletal champion is CR 1 and an ogre skeletal champion CR 3, before adding class levels to either.

Alignment: Any evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armour Class: Natural armour is based on the skeletal champion’s size. This replaces an existing racial bonus, if any:

SKELETON SIZE	NATURAL ARMOUR BONUS
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Hit Dice: Change all of the creature’s racial HD to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2). HD from class levels are unchanged. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the *animate dead* spell. Skeletal champions use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses for racial HD are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A skeletal champion gains DR 5/bludgeoning, channel resistance +4, and immunity to cold. It also gains all of the standard undead traits.

Speed: A winged skeletal champion can’t use its wings to fly. If the base creature flew magically, so can the skeleton. All other movement types are retained.

Attacks: A skeletal champion retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can’t work without flesh. A creature with hands gains one claw attack per hand; the skeletal champion can strike with each of its claw attacks at its full attack bonus. A claw attack deals damage depending on the skeleton’s size. If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it’s better.

SKELETON SIZE	CLAW DAMAGE
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeletal champion retains all of the base creature’s special attacks.

Abilities: Str +2, Dex +2. As undead, it has no Constitution score.

BAB: A skeleton’s base attack bonus for racial HD is equal to 3/4 of its Hit Dice.

Skills: Gains skill ranks per racial Hit Die equal to 4 + its Int modifier. Class skills for racial HD are Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth. Skills gained from class levels remain unchanged.

Feats: A skeletal champion gains Improved Initiative as a bonus feat.

Special Qualities: A skeletal champion retains all of its special qualities.

SIMPLE VARIANT SKELETONS

Although skeletal champions are deadlier than normal skeletons they still share many characteristics with their lesser brethren. The walking dead are a diverse lot, and many more varieties might stalk moonlit graveyards and haunted crypts, each possessing its own strange and unique abilities. Likewise, except as noted, the following variations can be stacked — it's possible to have an exploding acid skeletal champion, for example.

ACID SKELETON (CR +1)

The bones of an acid skeleton constantly ooze caustic acid. An acid skeleton's melee attacks deal an additional 1d6 points of acid damage, and anyone striking an acid skeleton with an unarmed strike or natural attack takes 1d6 points of acid damage. Acid skeletons lose their immunity to cold but gain immunity to acid. An acid skeleton's Charisma is 12. Other energy types, such as electric skeletons or frost skeletons, can be created in a similar fashion.

ARCHER SKELETON (CR +0)

While not as intelligent or skilled as skeletal champions, skeletal archers are nevertheless a welcome addition to any undead army. Skeletal archers gain Point Blank Shot and Precise Shot as bonus feats.

ARMoured SKELETON (CR +0)

Armoured skeletons are normal skeletons given heavier varieties of armour and weapons to serve as elite troops in undead armies. Assume the base creature was proficient in the armour and weapons. Armoured skeletons must still abide by the wealth per encounter or NPC wealth guidelines, as appropriate.

CURSED SKELETON (CR +1)

Created as the result of a powerful curse rather than through necromantic spells, cursed skeletons can bestow a curse upon their victims. A cursed skeleton gains the curse special attack, delivered with its claw attack.

Skeleton curse (Su) claw; save Will DC = 10 + 1/2 the skeleton's Hit Dice + the skeleton's Cha modifier; frequency —; effect as *bestow curse* (-6 to one randomly determined ability score); cure —. This ability only triggers once per round, regardless of how many attacks the skeleton makes.

EXPLODING SKELETON (CR +0)

Also called "bone bombs," an exploding skeleton detonates in a burst of razor-sharp bone fragments when it is reduced to 0 hit points. Anyone within 10 feet of the skeleton when it is destroyed suffers 1d6 damage per hit die of the skeleton

(minimum 1d6). A Reflex save (DC 10 + 1/2 the skeleton's HD + the skeleton's Cha modifier) halves this damage.

Note: Bloody, burning and multiplying skeletons cannot be exploding skeletons.

MAGUS SKELETON (CR +0)

Skeletal champions with spellcaster levels spells require the magus variant. Magus skeletons gain Silent Spell as a bonus feat (in addition to Improved Initiative), and are the same CR as a skeletal champion.

MUDRA SKELETON (CR +1 OR +2)

Also known as "whirlwind skeletons," mudra skeletons are created with four arms, each capable of wielding a weapon. A mudra skeleton's Dexterity increases by +4 (instead of +2) and it gains Multiweapon Fighting and Weapon Finesse as bonus feats.

Six-Armed Mudra Skeletons: For a CR modifier of +2, the skeleton possesses an additional pair of arms (i.e. six arms for a normal humanoid) which can all wield a weapon.

MULTIPLYING SKELETON (CR +1)

This fearsome skeleton variant grows into more skeletons if destroyed. When a multiplying skeleton is destroyed, its bones reform 1d4 rounds later into two smaller multiplying skeletons with half the Hit Dice of the original. Each resulting multiplying skeleton continues to reform into smaller and smaller sizes. A Colossal multiplying skeleton splits into two Huge skeletons, a Gargantuan skeleton becomes two Large skeletons, a Huge skeleton reforms as two Medium skeletons, and so on, until the skeleton's Hit Dice can no longer be halved or the resulting skeletons would be Diminutive or smaller, at which point the skeletons are finally destroyed.

Note: Bloody, burning and exploding skeletons cannot be multiplying skeletons.

UNDER-EQUIPPED SKELETON (CR -1)

Under-equipped skeletons are normal skeletons with armour and weapons that have the broken quality. This means that the skeletons have significant penalties in battle, and as such are weaker than standard skeletons. Note that broken equipment value is 75% that of unbroken equipment.

Broken Weapons: Attacks made with a broken weapon suffers a -2 penalty on attack and damage rolls. Broken weapons only score a critical hit on a natural 20 and only deal double damage on a confirmed critical hit.

Broken Armour and Shields: Broken armour and shields only grant half their normal bonus to AC (rounded down) and doubles its armour check penalty.

COMPLEX VARIANT SKELETONS

Numerous variant skeletons exist, such as those whose bones burn with an unending fire and those who drip with gore and reassemble themselves over time. Both of these variant skeletons can be created using *animate dead*, but they count as twice their normal number of Hit Dice per casting. Once controlled, they count normally against the controller's limit.

Both of the following templates modifies the base skeleton in a few key ways. Except as noted, these variations can be stacked with one another—it's possible to have a bloody burning skeleton, for example.

BLOODY SKELETON

A bloody skeleton is coated in a slick layer of blood and gore infused with negative energy. This gore allows the skeleton to reform and heal itself. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Fast Healing: A bloody skeleton has fast healing equal to 1 per 2 Hit Dice it possesses (minimum 1).

Saves: A bloody skeleton gains channel resistance +4.

Abilities: A bloody skeleton's Charisma is 14.

Special Qualities: A bloody skeleton gains the deathless special quality.

Deathless (Su): A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

BURNING SKELETON

A burning skeleton is surrounded by an aura of flames that deals fire damage to those it strikes. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Aura: Burning skeletons possess a fiery aura.

Fiery Aura (Ex): Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Defensive Abilities: Burning skeletons lose their immunity to cold but gain immunity to fire. A burning skeleton gains vulnerability to cold damage.

Melee Attacks: A burning skeleton's melee attacks (including both those made with a natural weapon and those made with a manufactured weapon) deal an additional 1d6 points of fire damage.

Abilities: A burning skeleton's Charisma is 12.

Special Qualities: A burning skeleton gains fiery death.

Fiery Death (Su): A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A Reflex save (DC = 10 + 1/2 the skeleton's Hit Dice + the skeleton's Cha bonus) halves this damage.

UNLIVING BARD

An unliving bard is an undead bard. They are like standard bards, but their enhancing abilities benefit undead creatures only and their spell list is tailored to the fact that they are undead.

Creature Type An unliving bard must be undead, but may be corporeal or incorporeal.

Spell List Remove 0 (at will)—*dancing lights, flare, light*; 1st—*cure light wounds*; 2nd—*animal messenger, animal trance, cure moderate wounds*; 3rd—*cure serious wounds, daylight*; 4th—*cure critical wounds, neutralize poison, speak with plants*; 5th—*mass cure light wounds*; 6th—*heroes' feast, mass cure moderate wounds*.

Spell List Add 0 (at will)—*bleed, disrupt undead, touch of fatigue*; 1st—*inflict light wounds*; 2nd—*command undead, desecrate, inflict moderate wounds*; 3rd—*deeper darkness, inflict serious wounds*; 4th—*animate dead, enervation, inflict critical wounds*; 5th—*mass inflict light wounds*; 6th—*mass inflict moderate wounds, unhallow*.

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage, inspire competence, inspire greatness*, and *inspire heroics*. Creatures of other types cannot be affected by an unliving bard's inspiring performances.

Thanatonic Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses (i.e. "buff spells") do not work on living creatures when cast by an unliving bard.

CR 2 SKELETAL CHAMPIONS

DWARF SKELETAL CHAMPION CR 2 (XP 600)

This skeletal dwarf wears a breastplate and carries axe and shield.

Skeletal champion dwarf warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +7 (+9 vs. unusual stonework; stonecunning), Sense Motive +7

Speed 20 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)

AC 22, touch 12, flat-footed 20; **CMD** 15 (19 vs. bull rush or trip); +4 vs. giant-type creatures (+6 armour [mwk breastplate], +1 Dex, +1 dodge [Dodge], +2 natural, +2 shield [heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +2, **Ref** +1, **Will** +3 (+7 vs. channelling); +2 vs. spells and spell-like abilities

hp 14 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk battleaxe +6 (1d8+2/x3) or

Melee claw +4 (1d4+2)

Atk Options +1 attack vs. orc- and goblin-type foes

Abilities Str 15, Dex 12, Con —, Int 9, Wis 13, Cha 10

SQ weapon familiarity (dwarven)

Feats Improved Initiative^B, Dodge, Weapon Focus (battleaxe)

Skills as above plus Appraise -1 (+1 to value nonmagical metal and gemstones), Handle Animal +4

Language Common, Dwarven

Gear as above plus pouch with 99 gp worth of mixed coins and gems

ELF SKELETAL CHAMPION CR 2 (XP 600)

This skeletal elf wears a breastplate and wields an elven curve blade.

Skeletal champion elf warrior 1

NE Medium undead

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7, Sense Motive +5

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +0 (-4 jumping), Climb +5, Stealth +4

AC 21, touch 13, flat-footed 18; **CMD** 17

(+6 armour [mwk breastplate], +3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +1, **Ref** +3, **Will** +2 (+6 vs. channelling)

hp 14 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk elven curve blade +6 (1d10+3/18-20) or

Melee 2 claws +4 (1d4+2)

Abilities Str 15, Dex 16, Con —, Int 10, Wis 11, Cha 9

Feats Improved Initiative^B, Toughness, Weapon Focus (elven curve blade)

Skills as above plus Profession (soldier) +4

Language Common, Elven

Gear as above plus pouch with 49 gp worth of mixed coins

GOBLIN ARCHER SKELETAL CHAMPION

CR 2 (XP 600)

This skeletal goblin carries a shortbow and wears studded leather armour.

Skeletal champion archer goblin warrior 1

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3

Speed 30 ft.; **ACP** 0; Ride +12, Stealth +17

AC 19, touch 15, flat-footed 15; **CMD** 16

(+3 armour [mwk studded leather], +4 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +1, **Ref** +4, **Will** +2 (+6 vs. channelling)

hp 11 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +2

Ranged mwk shortbow (range 60 ft.; Deadly Aim [-1/+2], Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d4/x3)

Melee short sword +4 (1d4+1/19-20) or

Melee 2 claws +4 (1d3+1)

Combat Gear alchemist's fire (5), arrows (40), tanglefoot bags (2)

Abilities Str 13, Dex 18, Con —, Int 9, Wis 11, Cha 8

Feats Deadly Aim, Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Rapid Shot

Skills as above plus Handle Animal +3

Language Goblin

Gear as above plus pouch with 63 gp worth of mixed coin

GOBLIN SKELETAL CHAMPION CR 2 (XP 600)

This skeletal goblin wears studded leather armour and wields a glaive.

Skeletal champion goblin warrior 1

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3

Speed 30 ft.; **ACP** 0; Ride +12, Stealth +17

AC 19, touch 15, flat-footed 15; **CMD** 16

(+3 armour [mwk studded leather], +4 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +1, **Ref** +4, **Will** +2 (+6 vs. channelling)

hp 11 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +2
Melee mwk glaive (Power Attack [-1/+3]; reach 10 ft.) +6 (1d8+1/x3) or
Melee 2 claws (Power Attack [-1/+2]) +4 (1d3+1)
Ranged shortbow (range 60 ft.) +7 (1d4/x3)
Combat Gear alchemist's fire (5), arrows (20), tanglefoot bag
Abilities Str 13, Dex 18, Con —, Int 9, Wis 11, Cha 8
Feats Improved Initiative^B, Power Attack, Weapon Focus (glaive)
Skills as above plus Handle Animal +3
Language Goblin
Gear as above plus pouch with 113 gp worth of mixed coins and gems

HUMAN ARCHER SKELETAL CHAMPION

CR 2 (XP 600)

This skeletal human wears a breastplate and wields a curved longbow.

Skeletal champion archer human warrior 1
NE Medium undead
Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +5
Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping), Stealth +4
AC 21, touch 13, flat-footed 18; **CMD** 16 (+6 armour [breastplate], +3 Dex, +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold
Fort +3, **Ref** +3, **Will** +2 (+6 vs. channelling)
hp 17 (3 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +2; **CMB** +3
Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +7 (1d8+1/x3)
Melee longsword +4 (1d8+1/19-20) or
Melee 2 claws +3 (1d4+1)
Combat Gear arrows (20)
Abilities Str 13, Dex 17, Con —, Int 9, Wis 10, Cha 12
Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Weapon Focus (longbow, longsword)
Skills as above plus Intimidate 8
Language Common
Gear as above plus pouch with 63 gp worth of mixed coins and gems

HUMAN SKELETAL CHAMPION

CR 2 (XP 600)

This skeletal human warrior wears a breastplate and wields a longsword.

Skeletal champion human warrior 1
NE Medium undead
Init +5; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3
Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping), Stealth +0
AC 21, touch 12, flat-footed 19; **CMD** 16 (+6 armour [mwk breastplate], +1 Dex, +2 natural, +2 shield)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +1, **Will** +2 (+6 vs. channelling)

hp 17 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee mwk longsword (Power Attack [-1/+2]) +7 (1d8+3/19-20) or

Melee claw (Power Attack [-1/+2]) +5 (1d4+3)

Atk Options Cleave

Abilities Str 17, Dex 13, Con —, Int 9, Wis 10, Cha 12

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills as above plus Intimidate +7

Language Common

Gear as above plus pouch with 94 gp worth of mixed coins and gems

KOBOLD BONE BOMB

CR 2 (XP 600)

This small skeletal humanoid wears studded leather armour and thrusts a spear menacingly toward you.

Exploding skeletal champion kobold warrior 2

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +5

Speed 30 ft.; **ACP** 0; Stealth +13

AC 18, touch 14, flat-footed 14; **CMD** 16

(+3 armour [mwk studded leather], +3 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +3, **Will** +2 (+6 vs. channelling)

hp 24 (4 HD); explosion; **DR** bludgeoning/5

Explosion (Su) An exploding skeleton detonates in a burst of razor-sharp bone fragments when reduced to 0 hit points. Anyone within 10 feet of the skeleton takes 4d6 damage (DC 13 Reflex save halves).

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk spear +7 (1d6+1/x3) or

Melee 2 claws +5 (1d3+1)

Ranged Touch thrown item +7 (by item)

Atk Options Combat Reflexes

Combat Gear tanglefoot bags (2)

Abilities Str 12, Dex 16, Con —, Int 9, Wis 10, Cha 12

Feats Combat Reflexes, Improved Initiative^B, Weapon Focus (spear)

Skills as above plus Craft (trapmaking) +5, Profession (miner) +6

Language Draconic

Gear as above plus pouch with 203 gp worth of mixed coins and gems

CR 3 SKELETAL CHAMPIONS

ELF SKELETAL CHAMPION

CR 3 (XP 800)

This skeletal elf wears a breastplate and carries a curved elven bow.

Skeletal champion archer elf fighter 1

NE Medium undead

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +8, Sense Motive +6

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +1 (-3 jumping), Climb +6, Stealth +5

AC 21, touch 13, flat-footed 18; **CMD** 19

(+6 armour [mwk breastplate], +3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +4, **Will** +3 (+7 vs. channelling)

hp 26 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +5

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d8+3/x3)

Melee mwk elven curve blade (Power Attack [-1/+3]) +7 (1d10+4/18-20) or

Melee 2 claws +5 (1d4+3)

Combat Gear arrows (40)

Abilities Str 17, Dex 18, Con —, Int 10, Wis 13, Cha 12

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Toughness, Power Attack, Weapon Focus (elven curve blade)

Skills as above plus Profession (soldier) +5

Language Common, Elven

Gear as above plus necklace worth 150 gp, pouch with 67 gp worth of mixed coins

HUMAN ARCHER SKELETAL CHAMPION

CR 3 (XP 800)

This skeletal human wears a breastplate and wields a powerful, curved bow.

Skeletal champion archer human ranger 1

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +7 (+9 vs. humans), Sense Motive +6 (+8 vs. humans)

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics +0 (-4 jumping), Climb +5, Stealth +6

AC 21, touch 13, flat-footed 19; **CMD** 19

(+6 armour [mwk breastplate], +3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +5, **Will** +3 (+7 vs. channelling)

hp 23 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +6

Ranged mwk composite longbow (range 110 ft.; Deadly Aim [-1/+2], Point Blank Shot, Precise Shot, Rapid Shot) +7 (1d8+4/x3)

Melee mwk greatsword +7 (2d6+6/19-20) or

Melee 2 claws +6 (1d4+4)

Atk Options favoured enemy (humans [+2])

Combat Gear arrows (40)

Abilities Str 18, Dex 17, Con —, Int 10, Wis 13, Cha 12

SQ track (+1), wild empathy (+2)

Feats Deadly Aim, Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Weapon Focus (longbow)

Skills as above plus Knowledge (religion) +5 (+7 vs. humans), Knowledge (geography) +5 (+7 vs. humans), Knowledge (nature) +5, Survival +6 (+7 tracking, +9 tracking humans)

Language Common

Gear as above plus pair of gem-encrusted steel bracers (worth 130 gp together), pouch with 16 gp worth of mixed coins

HOBGOBLIN SKELETAL CHAMPION CR 3 (XP 800)

This skeletal humanoid wears a breastplate and wields a longsword.

Skeletal champion hobgoblin fighter 1

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +6

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics +0 (-4 jumping), Climb +3, Stealth +10

AC 24, touch 14, flat-footed 20; **CMD** 19

(+6 armour [mwk breastplate], +3 Dex, +1 dodge [Dodge], +2 natural, +2 shield [mwk heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +4, **Will** +3 (+7 vs. channelling)

hp 26 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee mwk longsword +7 (1d8+3/19-20) or

Melee claw +5 (1d4+3)

Ranged mwk composite longbow (range 110 ft.) +7 (1d8+3/x3)

Combat Gear arrows (40), *oil of magic weapon* (2)

Abilities Str 17, Dex 18, Con —, Int 10, Wis 12, Cha 13

Feats Dodge, Improved Initiative^B, Toughness, Weapon Focus (longsword)

Skills as above plus Intimidate +4, Knowledge (engineering) +4, Survival +5

Language Common, Goblin

Gear as above plus pouch with 12 gp worth of mixed coins

ORC SKELETAL CHAMPION CR 3 (XP 800)

This skeletal humanoid wields a falchion and wears chainmail.

Skeletal champion orc barbarian 1

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +5

Speed 30 ft., base speed 40 ft.; **ACP** -4; Climb +5, Stealth +0

AC 19, touch 11, flat-footed 18; **CMD** 18

(+6 armour [mwk chainmail], +1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Weakness** light sensitivity

Fort +3, **Ref** +1, **Will** +3 (+7 vs. channelling)

hp 25 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +7

Melee mwk falchion (Power Attack [-1/+3]) +9 (2d4+7/18-20) or

Melee 2 claws (Power Attack [-1/+2]) +7 (1d4+5)

Ranged javelin (range 30 ft.) +3 (1d6+5)

Atk Options rage (5 rounds)

Combat Gear javelins (4), *oil of darkness* (3)

Abilities Str 21, Dex 12, Con —, Int 8, Wis 10, Cha 13

SQ fast movement

Feats Improved Initiative^B, Power Attack, Weapon Focus (falchion)

Skills as above plus Intimidate +7, Survival +6

Language Common, Orc

Gear as above plus pouch with 70 gp worth of mixed coins

Raging, the orc skeleton champion has the following statistics:

Climb +6

AC 17, touch 9, flat-footed 16; **CMD** 20

(+6 armour [mwk chainmail], -2 class, +1 Dex, +2 natural)

Fort +5, **Will** +5 (+9 vs. channelling)

hp 31 (3 HD); **DR** bludgeoning/5

CMB +9

Melee mwk falchion +11 (2d4+10/18-20)

Melee or 2 claws +9 (1d4+7)

Ranged javelin (range 30 ft.) +3 (1d6+7)

Abilities Str 25, Cha 17

Skills Intimidate +9

URDEFHAN SKELETAL CHAMPION CR 3 (XP 800)

This fanged humanoid skeleton wields a large, two-pronged sword and wears a fine chain shirt.

Skeletal champion archer urdefhan

NE Medium undead (native)

Init +6; **Senses** darkvision 120 ft.; Perception +8, Sense Motive +8

Speed 30 ft.; **ACP** -1; Ride +4

AC 18, touch 12, flat-footed 16; **CMD** 20

(+4 armour [mwk chain shirt], +2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10

Fort +5, **Ref** +3, **Will** +8 (+12 vs. channelling); **SR** 14

hp 32 (5 HD); daemonic pact **DR** bludgeoning and good/5 or bludgeoning and silver/5

Daemonic Pact (Su) Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half).

Space 5 ft.; **Base Atk** +3; **CMB** +8

Melee mwk rhoka sword +10 (1d8+7/18-20) and bite +3 (1d4+2 plus strength damage) or

Melee bite +8 (1d4+5 plus strength damage) and 2 claws +8 (1d4+5)

Ranged mwk composite longbow (Point Blank Shot, Precise Shot; range 110 ft.) +6 (1d8+5/x3)

Atk Options blood drain, strength damage

Blood Drain (Ex) The urdefhan drains the blood of its foe, if it is grappling its target at the end of its turn (1 Con damage).

Strength Damage (Su) An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage (DC 14 Fortitude save negates). The flesh remains transparent until the Strength damage is healed, but this does not have any other effects.

Spell-Like Abilities (CL 3rd; concentration +5)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 13)

Combat Gear arrows (40)

Abilities Str 21, Dex 14, Con —, Int 14, Wis 14, Cha 14

Feats Great Fortitude, Improved Initiative^B, Iron Will, Point Blank Shot^B, Precise Shot^B, Weapon Focus (rhoka sword)

Skills as above plus Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (planes) +5, Knowledge (religion) +8, Survival +5

Language Aklo, Undercommon

Gear as above plus belt decorated with gold ornaments (worth 150 gp), pouch with 22 gp worth of mixed coins

CR 4 SKELETAL CHAMPIONS

CENTAUR SKELETAL CHAMPION CR 4 (XP 1,200)

This skeletal centaur wears a breastplate and carries a longsword.

Skeletal champion centaur

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +5

Speed 35 ft., base speed 50 ft.; **ACP** -6

AC 22, touch 12, flat-footed 19; **CMD** 21 (25 vs. trip) (+6 armour [breastplate], +3 Dex, +2 natural, +2 shield [heavy steel], -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +5, **Ref** +5, **Will** +7 (+11 vs. channelling)

hp 33 (6 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +4; **CMB** +8

Melee mwk longsword +9 (1d8+3/19-20) and 2 hooves +5 (1d4+1) or

Melee claw +7 (1d6+3/19-20) and 2 hooves +5 (1d4+1)

Ranged spear (range 20 ft.) +7 (1d8+3/x3)

Combat Gear spears (3)

Abilities Str 17, Dex 16, Con —, Int 11, Wis 14, Cha 12

Feats Great Fortitude, Improved Initiative^B, Multiattack, Weapon Focus (longsword)

Skills as above plus Diplomacy +6, Intimidate +6, Knowledge (nature) +6, Survival +8

Language Common, Elven, Sylvan

Gear as above plus pouch with 8 gp worth of mixed coins

DROW SKELETAL CHAMPION CR 4 (XP 1,200)

This elven skeleton wears a fine chain shirt and wields a rapier.

Skeletal champion drow fighter 2

CE Medium undead

Init +8; **Senses** darkvision 120 ft.; Perception +7, Sense Motive +5

Speed 30 ft.; **ACP** -1; **Stealth** +9

AC 21, touch 14, flat-footed 16; **CMD** 20

(+4 armour [mwk chain shirt], +4 Dex, +2 natural, +1 shield [mwk light steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **SR** 9; **Weakness** light blindness

Fort +5, **Ref** +4, **Will** +3 (+7 vs. channelling)

hp 38 (4 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mwk rapier +8 (1d6+3/18-20) or

Melee claw +7 (1d4+3)

Ranged mwk hand crossbow (range 30 ft.) +8 (1d4/19-20 plus poison [DC 13 Fort {1 save}; 1 min./2 mins.; unconscious 1 min./2d4 hours])

Atk Options Blind-Fight, Cleave, poison use

Spell-Like Abilities (CL 4th; concentration +6)

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear bolts (20), drow poison (4)

Abilities Str 16, Dex 19, Con —, Int 8, Wis 10, Cha 14

Feats Blind-Fight^B, Cleave^B, Improved Initiative^B, Toughness, Weapon Finesse

Skills as above

Languages Elven, Undercommon

Gear as above plus pouch with 25 gp worth of mixed coins

ELF ARCHER SKELETAL CHAMPION

CR 4 (XP 1,200)

This skeletal elf wears a chain shirt and wields a curved elven bow.

Skeletal champion archer elf rogue 3

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +11 (+12 to locate traps), Sense Motive +9

Speed 30 ft.; **ACP** -1; **Climb** +8, **Stealth** +12

AC 22, touch 15, flat-footed 17; **CMD** 21; +1 vs. traps (+5 armour [+1 *chain shirt*], +5 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +4, **Ref** +8 (+9 vs. traps; evasion), **Will** +4 (+8 vs. channelling)

hp 34 (5 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +6

Ranged mwk composite longbow (range 110 ft.; Deadly Aim [-1/+2]; Point Blank Shot, Precise Shot, Rapid Shot) +10 (1d8+3/x3)

Melee mwk rapier +7 (1d6+3/18-20) or 2 claws +6 (1d4+3)

Atk Options sneak attack (+2d6)

Combat Gear arrows (40)

Abilities Str 16, Dex 20, Con —, Int 12, Wis 13, Cha 12

SQ rogue talent (weapon training), trapfinding (+1), trap sense (+1)

Feats Deadly Aim, Great Fortitude, Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Weapon Focus (longbow)

Skills as above plus Disable Device +12, Knowledge (arcana) +7, Knowledge (geography) +6, Knowledge (local) +7, Spellcraft +9

Language Common, Elven, Goblin

Gear as above plus pouch with 127 gp worth of mixed coins

GNOLL SKELETAL CHAMPION CR 4 (XP 1,200)

This skeletal humanoid wields a battleaxe and wears chainmail.

Skeletal champion gnoll warrior 2

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +4

Speed 30 ft.; **ACP** -2; Climb +7, Stealth +5

AC 20, touch 11, flat-footed 19; **CMD** 20

(+5 armour [+1 *chain shirt*], +1 Dex, +2 natural, +2 shield [mwk heavy wooden])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +4, **Will** +5 (+9 vs. channelling)

hp 35 (6 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk battleaxe (Power Attack [-2/+4]) +10 (1d8+4/x3) or

Melee claw (Power Attack [-2/+4]) +9 (1d4+4)

Ranged mwk composite longbow (range 110 ft.) +6 (1d8+2/x3)

Combat Gear arrows (40)

Abilities Str 19, Dex 12, Con —, Int 8, Wis 12, Cha 10

Feats Improved Initiative^B, Lightning Reflexes, Power Attack, Toughness

Skills as above

Gear as above plus pouch with 80 gp worth of mixed coins

GOBLIN MAGUS SKELETON CR 4 (XP 1,200)

This small skeleton wields a short sword and wears a silvery chain shirt.

Magus skeleton goblin bard (unliving) 3

NE Small undead

Init +9; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +4 (+10 singing)

Speed 30 ft.; Acrobatic Steps, Nimble Moves; **ACP** 0; Acrobatics +12, Stealth +21

AC 21, touch 16, flat-footed 16; **CMD** 18

(+4 armour [mithral chain shirt], +5 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +8, **Will** +6 (+10 vs. channelling); +4 vs. bardic performance, sonic, and language-dependant effects

hp 39 (5 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk short sword +10 (1d4+1/19-20) or

Melee 2 claws +9 (1d3+1)

Ranged composite shortbow (range 70 ft.) +9 (1d4+1/x3)

Special Attacks bardic performance (10 rounds, countersong, distraction, fascinate [DC 13], inspire courage [+1], inspire competence [+2])

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage*, *inspire competence*, *inspire greatness*, and *inspire heroics*. Creatures of other types cannot be affected by an unliving bard's inspiring performances.

Bard Spells Known (CL 3rd; concentration +5; Silent Spell, thanatoic spells)

1st (4/day)—*alarm*, *disguise self*, *expeditious retreat*, *grease* (DC 13)

0—*detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *read magic*, *resistance*

Thanatoic Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses do not work on living creatures when cast by an unliving bard.

Combat Gear alchemist's fire (5), arrows (20), scroll of *glitterdust* (DC 13), tanglefoot bag, *wand of inflict moderate wounds* (5 chgs.)

Abilities Str 12, Dex 20, Con —, Int 10, Wis 13, Cha 14

SQ bardic knowledge (+1), versatile performance (sing [Bluff, Sense Motive]), well-versed

Feats Acrobatic Steps, Improved Initiative^B, Silent Spell^B, Nimble Moves, Weapon Finesse

Skills as above plus Bluff +5 (+10 singing), Handle Animal +3, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nature) +4, Knowledge (nobility) +4, Knowledge (planes) +4, Knowledge (religion) +4, Perform (sing) +10, Ride +10, Spellcraft +8

Language Goblin

Gear as above plus spell component pouch, pouch with 33 gp worth of mixed coins

CR 5 SKELETAL CHAMPIONS

DROW MAGUS SKELETON CR 5 (XP 1,600)

This skeletal elf wears a breastplate and wields a rapier.

Female magus skeleton drow noble cleric 3

CE Medium undead

Init +7; **Senses** darkvision 120 ft.; Perception +11, Sense Motive +9

Speed 20 ft., base speed 30 ft.; **ACP** -4

AC 23, touch 13, flat-footed 20; **CMD** 17

(+6 armour [mwk breastplate], +3 Dex, +2 natural, +2 shield [mwk heavy steel])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **SR** 16; **Weakness** light blindness

Fort +6, **Ref** +4, **Will** +9 (+13 vs. channelling)

hp 48 (5 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee mwk rapier +7 (1d8+3/18-20) or

Melee claw +6 (1d4+3)

Ranged mwk hand crossbow (range 30 ft.) +7 (1d4/19-20 plus poison [DC 13 Fort {1 save}; 1 min./2 mins.; unconscious 1 min./2d4 hours])

Atk Options poison use

Special Attacks bleeding touch, channel negative energy (6/day, 2d6, DC 14 [Channel Smite]), touch of chaos

Bleeding Touch (Sp [standard; 6/day]) As a melee touch attack, the drow can cause a living creature to take 1d6 damage each round for 6 rounds, or until stopped by a DC 15 Heal check or any spell or effect that heals damage.

Touch of Chaos (sp [standard; 6/day]) With a melee touch attack you force the target next round to roll two d20s every time it rolls a d20; it must take the worst result.

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favour*, *dispel magic*, *suggestion* (DC 16)

Spells Prepared (CL 3rd; concentration +6; Chaos, Death; Silent Spell)

2nd—*death knell*^P (DC 15), *hold person* (DC 15), *silence* (DC 15)

1st—*bless*, *cause fear* (DC 14), *cure light wounds*, *protection from law*^P

0—*bleed* (DC 13), *detect poison*, *read magic*, *resistance*

Combat Gear bolts (20), drow poison (4), *scroll of dispel magic* and *greater magic weapon* (+2), *wand of inflict light wounds* (40 chgs.)

Abilities Str 14, Dex 16, Con —, Int 10, Wis 17, Cha 16

Feats Channel Smite, Improved Initiative^B, Silent Spell^B, Toughness, Weapon Finesse

Skills as above plus Knowledge (religion) +7, Spellcraft +7

Languages Elven, Undercommon

Gear as above plus silver unholy symbol, spell component pouch, pouch with 302 gp worth of mixed coins and gems

DWARF MAGUS SKELETON CR 5 (XP 1,600)

This dwarven skeleton wears a breastplate and wields a battleaxe.

Male magus skeleton bloody skeleton dwarf cleric 3

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6 (+8 vs. unusual stonework; stonecunning), Sense Motive +7

Speed 30 ft.; agile feet; **ACP** -4

Agile Feet (Su [free; 5/day]) For the next round, the dwarf ignores all difficult terrain and suffers no penalties for moving through it.

AC 25, touch 12, flat-footed 23; **CMD** 19 (23 vs. bull rush or trip); +4 vs. giant-type creatures

(+7 armour [+1 *breastplate*], +1 Dex, +1 dodge [Dodge], +2 natural, +4 shield [+1 *heavy steel*; Shield Focus])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +7, **Ref** +4, **Will** +8 (+16 vs. channelling); +2 vs. spells and spell-like abilities

hp 44 (5 HD); deathless; **DR** bludgeoning/5; fast healing 2

Deathless (Su): A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee mwk battleaxe +9 (1d8+4/x3) or

Melee claw +7 (1d4+4)

Atk Options +1 attack vs. orc- and goblin-type foes

Special Actions channel negative energy (6/day; 2d6; DC 14), resistant touch

Resistant Touch (Sp [standard; 5/day]) With a touch, the dwarf grants an ally a +1 resistance bonus on all saving throw for 1 minute. During this time, the dwarf suffers a like penalty.

Cleric Spells Prepared (CL 3rd; concentration +5; Protection, Travel; Silent Spell, spontaneous casting [*inflict* spells])

2nd—*eagle's splendour*, *locate object*^P, *spiritual weapon*

1st—*divine favour*, *longstrider*^P, *magic weapon*, *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *read magic*

Combat Gear *wand of bull's strength* (6 chgs.)

Abilities Str 18, Dex 14, Con —, Int 10, Wis 15, Cha 16

SQ aura of evil (moderate), weapon familiarity (dwarven)

Feats Improved Initiative^B, Dodge, Shield Focus, Silent Spell^B, Weapon Focus (battleaxe)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (religion) +9, Spellcraft +7

Languages Common, Dwarven

Gear as above plus silver unholy symbol, pouch with 54 gp worth of mixed coins and gems

ELF ARCHER MAGUS SKELETON CR 5 (XP 1,600)

This skeletal elf wears a silvery chain shirt and wields a curved elven bow.

Female archer magus skeleton elf wizard (transmuter) 4

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +9

Speed 30 ft.; **ACP** 0

AC 21, touch 15, flat-footed 16; **CMD** 21

(+4 armour [mithral shirt], +5 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +3, **Ref** +8, **Will** +6 (+10 vs. channelling)

hp 41 (50 with *false life*) (6 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +6

Ranged mwk composite longbow (range 110 ft.; Deadly Aim [-1/+2], Point Blank Shot, Precise Shot, Rapid Shot;) +10 (1d8+3/x3) or

Ranged Touch (range 30 ft.; 5/day) *telekinetic fist* (1d4+2, +8 ranged touch)

Melee longsword +6 (1d8+3/18-20) or

Melee 2 claws +6 (1d4+3)

Wizard Spells Prepared (CL 4th; concentration +6; +6 spell penetration; ranged touch +8; Silent Spell, arcane bond [ring]; ASF 10%)

2nd—*bull's strength*, *cat's grace*, *eagle's splendour*, *false life*

1st—*expeditious retreat* (2), *magic weapon* (2), *shield*

0—*detect magic*, *disrupt undead*, *message*, *read magic*

Combat Gear arrows (20), *oil of greater magic weapon* (+2), *scroll of see invisibility*, *wand of haste* (CL 6; 3 chgs.)

Abilities Str 16, Dex 20, Con —, Int 14, Wis 10, Cha 14

Feats Deadly Aim, Improved Initiative^B, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Silent Spell^B, Scribe Scroll^B, Weapon Focus (longbow)

Skills as above plus Knowledge (arcana) +11, Knowledge (geography) +7, Knowledge (nature) +9, Spellcraft +11 (+13 to identify magic item properties)

Languages Common, Elven, Orc, Sylvan

Gear as above plus ring (worth 50 gp), spell component pouch, spellbook, pouch with 19 gp worth of mixed coin

Spellbook (conjuration, evocation) as above plus GM determined

HUMAN MAGUS SKELETON CR 5 (XP 1,600)

This skeletal human grasps a quarterstaff.

Male magus skeleton human sorcerer (dragon [red]) 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +10

Speed 30 ft.; **ACP** 0

AC 16, touch 13, flat-footed 13; **CMD** 17

(+3 Dex, +3 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** fire 5

Fort +6, **Ref** +7, **Will** +8 (+12 vs. channelling)

hp 64 (6 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee quarterstaff +4 (1d6+1) or

Melee 2 claws +4 (1d4+1)

Atk Options Arcane Strike

Sorcerer Spells Known (CL 4th; concentration +8 [+12 casting defensively or grappling]; ranged touch +6; Silent Spell)

2nd (4/day)—*command undead*

1st (7/day)—*burning hands* (DC 15), *colour spray* (DC 15), *mage armour*, *shield*

0—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline Arcana Whenever the sorcerer casts a fire spell, that spell deals +1 point of damage per die rolled)

Combat Gear *scroll of mirror image*, *scroll of web*, *wand of fireball* (CL 6; 5 chgs.), *wand of grease* (10 chgs.), *wand of scorching ray* (7 chgs.)

Abilities Str 12, Dex 16, Con —, Int 13, Wis 10, Cha 18

Feats Arcane Strike, Combat Casting, Eschew Materials^B, Improved Initiative^B, Lightning Reflexes, Silent Spell^B, Toughness

Skills as above plus Disguise +11, Knowledge (arcana) +10, Knowledge (religion) +6, Spellcraft +10

Languages Common, Draconic

Gear as above plus *cloak of resistance* +1, spell component pouch, pouch with 95 gp worth of mixed coins

CR 6 SKELETAL CHAMPIONS

ANNIS HAG SKELETAL CHAMPION

CR 6 (XP 2,400)

This tall skeletal humanoid has a hunched back.

Female skeletal champion annis hag

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +5

Speed 50 ft.; **ACP** 0; Stealth +10

AC 17, touch 13, flat-footed 15; **CMD** 28

(+4 armour [mithral shirt], +2 Dex, +2 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +5, **Ref** +5, **Will** +8 (+12 vs. channelling); **SR** 17

hp 40 (9 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +6; **CMB** +15 (+19 grapple)

Melee bite (reach 10 ft.) +13 (1d6+8) and

2 claws (reach 10 ft.) +13 (1d6+8 plus grab)

Atk Options Blind-Fight, Combat Reflexes, rend

Grab (Ex [free]) If it hits a Medium or smaller target with its claw, the hag can try to grapple without provoking attacks of opportunity.

Rend (Ex) When a hag grapples an opponent it gains two additional claw attacks (2d6+12) against the grappled foe. It must begin its turn already grappling to use rend.

Spell-Like Abilities (CL 7th; concentration +7)

3/day—*alter self*, *fog cloud*

Combat Gear brooch of shielding (34 chgs.)

Abilities Str 27, Dex 14, Con —, Int 13, Wis 14, Cha 10

Feats Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative^B, Intimidating Prowess

Skills as above plus Bluff +9, Diplomacy +9, Intimidate +20

Language Common, Giant

Gear as above plus necklace (worth 200 gp), pouch with 100 gp worth of mixed coins

JANNI SKELETAL CHAMPION CR 6 (XP 2,400)

The eyes of this tall skeletal humanoid glow with strange light.

Male archer skeletal champion janni rogue 2

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +16 (+17 to locate traps), Sense Motive +16

Speed 30 ft., fly 20 ft. (perfect); **ACP** 0; Fly +21, Ride +8, Stealth +17

AC 22, touch 15, flat-footed 17; **CMD** 28; Mobility

(+5 armour [+1 mithral shirt], +4 Dex, +1 dodge [Dodge], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** fire 10

Fort +4, **Ref** +9 (evasion), **Will** +9 (+13 vs. channelling)

hp 70 (10 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +7; **CMB** +13

Melee mwk falchion +14/+9 (2d4+9/18-20) or

Melee 2 claws +13 (1d4+6)

Ranged mwk composite longbow (range 110 ft.; Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +13/+8 (1d8+6/x3)

Atk Options Combat Reflexes, sneak attack (+1d6)

Special Attacks change size

Change Size (Sp [2/day]) A janni can magically change a creature's size just like *enlarge person* or *reduce person* (the janni chooses when using the ability), except that the ability can work on the janni. A DC 14 Fortitude save negates the effect.

Spell-Like Abilities (CL 8th; concentration +10)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (1 hour)

Combat Gear arrows (40, 21 of which are +1)

Abilities Str 22, Dex 18, Con —, Int 18, Wis 17, Cha 15

SQ elemental endurance, rogue talents (combat trick), trapfinding (+1)

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 damage per additional hour spent on the elemental plane until it dies or returns to the Material Plane.

Feats Combat Reflexes, Dodge, Improved Initiative^B, Manyshot, Mobility, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Weapon Focus (longbow)^B

Skills as above plus Appraise +15, Craft (weaponsmith) +13, Disable Device +16, Knowledge (local) +15, Knowledge (planes) +14, Spellcraft +15

Language Auran, Celestial, Common; telepathy 100 ft.

Gear as above plus pouch with 56 gp worth of mixed coins

ORC SKELETON CHAMPION

CR 6 (XP 2,400)

This skeletal humanoid wears a breastplate and wields a large falchion.

Male skeletal champion orc barbarian 4

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +8

Speed 30 ft., base speed 40 ft.; **ACP** -3; Climb +7, Stealth +1

AC 20, touch 11, flat-footed 19; **CMD** 22; +1 vs. traps, uncanny dodge

(+7 armour [+1 breastplate], +1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Weakness** light sensitivity

Fort +5, **Ref** +2, **Will** +4 (+8 vs. channelling)

hp 50 (6 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +5; **CMB** +11

Melee +1 *falchion* (Power Attack [-2/+6]) +13 (2d4+10/18-20) or

Melee 2 claws (Power Attack [-2/+4]) +11 (1d4+6)

Ranged javelin (range 30 ft.) +6 (1d6+6)

Atk Options rage (11 rounds)

Combat Gear javelins (4), *oil of keen edge*

Abilities Str 22, Dex 12, Con —, Int 8, Wis 10, Cha 12

SQ fast movement, rage powers (animal fury, intimidating glare)

Feats Improved Initiative^B, Power Attack, Skill Focus (Intimidate), Weapon Focus (*falchion*)

Skills as above plus Intimidate +13, Survival +6

Language Common, Orc

Gear as above plus pouch with 170 gp worth of mixed coins and gems

Raging, the orc skeleton champion has the following statistics:

Climb +9

AC 18, touch 9, flat-footed 17; **CMD** 24; +1 vs. traps, uncanny dodge

(+7 armour [+1 *breastplate*], -2 class, +1 Dex, +2 natural)

Fort +7, **Will** +6 (+10 vs. channelling)

hp 62 (6 HD); **DR** bludgeoning/5

CMB +13

Melee +1 *falchion* (Power Attack [-2/+6]) +15 (2d4+13/18-20) and

bite (Power Attack [-2/+2]) +8 (1d4+4) or

Melee 2 claws (Power Attack [-2/+4]) +13 (1d4+8) and

bite (Power Attack [-2/+4]) +13 (1d4+8)

Ranged javelin (range 30 ft.) +6 (1d6+8)

Atk Options rage (11 rounds)

Abilities Str 26, Cha 17

SQ fast movement, rage powers (animal fury, intimidating glare)

Skills as above plus Intimidate +15

URDEFHAN MAGUS SKELETON CR 6 (XP 2,400)
This fanged humanoid skeleton wields a large, two-pronged sword.

Male magus skeleton archer urdefhan wizard (necromancer) 6
NE Medium undead (native)

Init +8; **Senses** darkvision 120 ft.; Perception +15, Sense Motive +15

Speed 30 ft.; **ACP** 0; Fly +17, Ride +9

AC 16, touch 14, flat-footed 12; **CMD** 27
(+4 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10

Fort +7, **Ref** +7, **Will** +14 (+18 vs. channelling); **SR** 18

hp 68 (79 with *false life*) (11 HD); daemonic pact; **DR** bludgeoning and good/5 or bludgeoning and silver/5

Daemonic Pact (Su [immediate]) Urdefhans are infused with daemonic energy; an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 damage (DC 15 Reflex halves).

Space 5 ft.; **Base Atk** +6; **CMB** +13

Melee +1 *rhoka sword* +15/+10 (1d8+11/18-20) and bite +8 (1d4+3 plus 2 Str) or

Melee bite +13 (1d4+7 plus 2 Str) and 2 claws +13 (1d4+7) or

Melee Touch (7/day) +13 (shaken [3 rounds])

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot) +11/+6 (1d8+6/x3)

Atk Options blood drain, strength damage

Blood Drain (Ex) The urdefhan drains the blood of its foe, if it is grappling its target at the end of its turn (1 Con damage).

Strength Damage (Su) An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage (DC 14 Fortitude resists). The flesh remains transparent until the Strength damage is healed, but this does not have any other effects.

Special Actions power over undead (Command Undead; 7/day, DC 15)

Wizard Spells Prepared (CL 8th; concentration +12; ranged touch +10; Silent Spell, arcane bond [ring])

3rd—*fly*, *haste*, *ray of exhaustion*^N (DC 19), *stinking cloud*^C (DC 18)

2nd—*cat's grace*, *eagle's splendour*, *false life*^N, *glitterdust*^C (DC 17), *protection from arrows*

1st—*alarm*, *cause fear*^N (DC 17), *mage armour*, *protection from good*, *shield*

0 (at will)—*acid splash*, *bleed*^N (DC 16), *detect magic*, *read magic*
Spell-Like Abilities (CL 3rd; concentration +6)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 15), *ray of enfeeblement* (DC 14)

Combat Gear arrows (40), *wand of bull's strength* (7 chgs.), *wand of magic weapon* (36 chgs.)

Abilities Str 24, Dex 18, Con —, Int 18, Wis 16, Cha 14

Feats Command Undead^B, Craft Wand^B, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative^B, Iron Will, Point Blank Shot^B, Precise Shot^B, Scribe Scroll^B, Silent Spell^B, Spell Focus (conjuration), Spell Focus (necromancy), Weapon Focus (*rhoka sword*)

Skills as above plus Knowledge (arcana) +18, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Knowledge (religion) +12, Spellcraft +18

Languages Aklo, Common, Infernal, Undercommon

Gear as above plus ring (arcane bond), belt decorated with gold ornaments (worth 150 gp), pouch with 2 gp worth of mixed coins

Spellbook (enchantment, evocation) as above plus GM determined

CR 7 SKELETAL CHAMPIONS

HUMAN MUDRA SKELETAL CHAMPION (4 ARMS) CR 7 (XP 3,200)

This humanoid skeleton has four arms and wields a short sword in each. It wears a breastplate.

Male burning mudra (4 arms) skeletal champion human rogue 4/ranger 1

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +13 (+15 vs. traps), Sense Motive +13

Speed 20 ft., base speed 30 ft.; **ACP** -3; Climb +11, Stealth +11

AC 24, touch 15, flat-footed 20; **CMD** 21; +1 vs. traps, Mobility, uncanny dodge

(+7 armour [+1 breastplate], +1 deflection [ring of protection +1], +3 Dex, +1 dodge [Dodge], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), fire

Fort +9, **Ref** +10 (+11 vs. traps; evasion), **Will** +9 (+13 vs. channelling)

hp 78 (7 HD); fiery death; **DR** bludgeoning/5

Fiery Death (Su) The skeleton explodes into a burst of flame when it dies. Anyone adjacent to it when it is destroyed takes 3d6 fire damage (DC 16 Reflex halves).

Space 5 ft.; elemental aura; **Base Atk** +5; **CMB** +8

Elemental Aura (Ex) Creatures adjacent to the skeleton take 1d6 fire damage at the start of their turn. The skeleton's melee attacks deal an additional 1d6 points of fire damage, and anyone striking it with an unarmed strike or natural attack takes 1d6 fire damage.

Melee mwk short sword +10 (1d6+3/19-20 plus 1d6 fire) and 3 mwk short swords +10 (1d6+1/19-20 plus 1d6 fire) or

Melee 4 claws +11 (1d4+3 plus 1d6 fire)

Atk Options favoured enemy (humans [+2]), sneak attack (+2d6)

Combat Gear oil of magic fang (4), oil of magic weapon (4)

Abilities Str 17, Dex 20, Con —, Int 10, Wis 14, Cha 16

SQ rogue talents (combat trick, weapon training), track (+1), trapfinding (+2), trap sense (+1), wild empathy (+4)

Feats Dodge, Great Fortitude, Improved Initiative^B, Iron Will, Mobility, Multiweapon Fighting^B, Toughness, Weapon Finesse^B, Weapon Focus (claws, short sword)

Skills as above plus Knowledge (local) +11, Survival +12 (+13 tracking)

Language Common

Gear as above plus cloak of resistance +1, pouch with 9 gp worth of mixed coins

REDCAP SKELETAL CHAMPION CR 7 (XP 3,200)

This small humanoid skeleton wears a blood-red cap and carries a large scythe.

Male skeletal champion redcap

NE Small undead

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +12, Sense Motive +12

Speed 60 ft.; Acrobatic Steps, Nimble Moves; **ACP** 0; Acrobatics +13 (+25 jumping), Climb +14, Escape Artist +13, Stealth +20

AC 21, touch 16, flat-footed 16; **CMD** 26

(+4 armour [+1 studded leather], +5 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +6, **Ref** +9, **Will** +9 (+13 vs. channelling)

hp 65 (10 HD); **DR** bludgeoning/5 and cold iron/10; **fast healing** 3

Space 5 ft.; Nimble Moves; **Base Atk** +7; **CMB** +11

Melee +1 scythe (Power Attack [-2/+6]) +15/+10 (2d4+11/x4) and

kick (Power Attack [-2/+2]) +8 (1d4+6) or

Melee 2 claws (Power Attack [-2/+4]) +13 (1d4+9) and

kick (Power Attack [-2/+2]) +8 (1d4+6)

Atk Options Cleave, boot stomp

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Combat Gear oil of darkness (4)

Abilities Str 20, Dex 21, Con —, Int 16, Wis 13, Cha 15

SQ heavy weapons, red cap

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Feats Acrobatic Steps, Cleave, Improved Initiative^B, Nimble Moves, Power Attack, Weapon Focus (scythe)

Skills as above plus Bluff +10, Intimidate +13, Knowledge (nature) +11

Language Aklo, Common, Giant, Sylvan

Gear as above plus pouch with 306 gp worth of mixed coins and gems

URDEFHAN SKELETAL CHAMPION CR 7 (XP 3,200)

This fanged humanoid skeleton wields a large, two-pronged sword and wears a fine breastplate.

Female skeletal champion archer urdefhan fighter 4

NE Medium undead (native)

Init +8; **Senses** darkvision 120 ft.; Perception +13, Sense Motive +13

Speed 30 ft.; **ACP** -2; Ride +13

AC 23, touch 14, flat-footed 21; **CMD** 29

(+7 armour [+1 breastplate], +4 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10

Fort +10, **Ref** +8, **Will** +10 (+14 vs. channelling); **SR** 18

hp 87 (9 HD); daemonic pact; **DR** bludgeoning and good/5 or bludgeoning and silver/5

Daemonic Pact (Su [immediate]) Urdefhans are infused with daemonic energy; an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 damage (DC 15 Reflex halves).

Space 5 ft.; **Base Atk** +7; **CMB** +15

Melee +1 *rhoka sword* +17/+12 (1d8+15/18-20) and bite +10 (1d4+4 plus 2 Str) or

Melee bite +15 (1d4+8 plus 2 Str) and 2 claws +15 (1d4+8)

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +13/+8 (1d8+10/x3)

Atk Options blood drain, strength damage

Blood Drain (Ex) The urdefhan drains the blood of its foe, if it is grappling its target at the end of its turn (1 Con damage).

Strength Damage (Su) An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage (DC 15 Fortitude resists). The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 15), *ray of enfeeblement* (DC 14)

Combat Gear arrows (40, of which 20 are +1)

Abilities Str 26, Dex 18, Con —, Int 14, Wis 16, Cha 16

SQ armour training (1), bravery (+1),

Feats Great Fortitude, Improved Initiative^B, Iron Will, Lightning Reflexes, Point Blank Shot^B, Precise Shot^B, Rapid Shot^B, Weapon Focus (longbow, *rhoka sword*)^B, Weapon Specialisation (longbow, *rhoka sword*)^B

Skills as above plus Handle Animal +10, Intimidate +9, Knowledge (dungeoneering) +8, Knowledge (planes) +5, Knowledge (religion) +8, Survival +9

Gear as above plus belt decorated with gold ornaments (worth 150 gp), pouch with 52 gp worth of mixed coins

VERY YOUNG BLUE DRAGON SKELETAL CHAMPION CR 7 (XP 3,200)

This skeletal dragon moves with serpentine grace.

Female skeletal champion very young blue dragon

LE Medium undead (earth)

Init +6; **Senses** dragon senses; Perception +14, Sense Motive +4

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Speed 40 ft., burrow 20 ft.; **ACP** 0; Fly +10, Stealth +15

AC 19, touch 13, flat-footed 16; **CMD** 23 (27 vs. trip)

(+4 armour [+1 studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +7, **Ref** +7, **Will** +8 (+12 vs. channelling)

hp 75 (10 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +7; **CMB** +11

Melee bite (reach 10 ft.) +11 (1d8+6), 2 claws +12 (1d6+4) and 2 wings +6 (1d4+2)

Special Actions breath weapon (60 ft. line, DC 17, 4d8 electricity), desert thirst (DC 17)

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL 10). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save or be destroyed.

Combat Gear *necklace of fireballs type II* (6d6 [1], 4d6 [1], 2d6 [1])

Abilities Str 19, Dex 14, Con —, Int 12, Wis 13, Cha 14

SQ sound imitation

Sound Imitation (Ex) The dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Feats Dodge, Great Fortitude, Improved Initiative^B, Lightning Reflexes, Toughness, Weapon Focus (claws)

Skills as above plus Bluff +7, Intimidate +15, Knowledge (local) +6, Survival +6

Language Common, Draconic

Gear as above plus *headband of alluring charisma* +2, silver necklace (worth 200 gp), pouch with 599 gp worth of mixed coins and gems

CR 8 SKELETAL CHAMPIONS

ENERGISED DOPPELGANGER SKELETAL CHAMPION CR 8 (XP 4,800)

The air surrounding this humanoid skeleton roils with elemental energy: acid, fire, and electricity all crackle about it.

Male acid burning electric skeletal champion doppelganger ranger 1

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +12 (+14 vs. humans), Sense Motive +12 (+14 vs. humans)

Speed 30 ft.; **ACP** 0; Climb +16, Stealth +12

AC 21, touch 14, flat-footed 17; **CMD** 25

(+5 armour [+1 mithral shirt], +3 Dex, +1 dodge [Dodge], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid, fire, electricity

Fort +13, **Ref** +10, **Will** +9 (+13 vs. channelling)

hp 94 (7 HD); **DR** bludgeoning/5

Fiery Death (Su) An energy-infused skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 3d6 fire damage (DC 21 Reflex halves).

Space 5 ft.; elemental aura; **Base Atk** +5; **CMB** +12

Elemental Aura (Ex) Creatures adjacent to an energy-infused skeleton take 1d6 acid, 1d6 fire and 1d6 electricity damage at the start of their turn. An energy-infused skeleton's melee attacks deal an additional 1d6 acid, 1d6 fire and 1d6 electricity damage, and anyone striking the skeleton with an unarmed strike or natural attack takes 1d6 acid, 1d6 fire and 1d6 electricity damage.

Melee 2 claws +13 (1d8+7 plus 1d6 acid, 1d6 fire and 1d6 electricity)

Atk Options Combat Reflexes, favoured enemy (humans [+2])

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 20)

Combat Gear brooch of shielding (42 chgs.)

Abilities Str 24, Dex 17, Con —, Int 13, Wis 16, Cha 26

SQ change shape (*alter self*), elemental aura, favoured enemy, fiery death, mimicry, perfect copy, track +1, wild empathy +9

Feats Combat Reflexes, Dodge, Improved Initiative^B, Lightning Reflexes, Weapon Focus (claws)

Skills as above plus Bluff +12 (+14 vs. humans, +16 while using change shape ability), Disguise +15 (+35 while using change shape ability), Intimidate +17, Knowledge (local) +1 (+3 vs. humans), Survival +13 (+14 tracking, +16 tracking humans)

Language Common

Gear as above plus *cloak of resistance* +1, *headband of alluring charisma* +2, gold necklace (worth 85 gp)

GREEN HAG SKELETAL CHAMPION

CR 8 (XP 4,800)

Clumps of grey hair yet cling to this humanoid skeleton's skull.

Female archer skeletal champion green hag rogue 4

NE Medium undead

Init +8; **Senses** darkvision 90 ft.; Perception +24 (+26 vs. traps), Sense Motive +24

Speed 30 ft., swim 30 ft.; **ACP** -1; Stealth +21, Swim +17

AC 21, touch 14, flat-footed 17; **CMD** 32; +1 vs. traps, uncanny dodge

(+5 armour [+1 chain shirt], +4 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +8, **Ref** +11 (+12 vs. traps; evasion), **Will** +10 (+14 vs. channelling); **SR** 19

hp 105 (15 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +11; **CMB** +18

Melee 2 claws (Power Attack [-3/+6]) +19 (1d4+7 plus weakness) or

Melee rapier (Power Attack -3, +6) +19/+14/+9 (1d6+8/18-20)

Ranged mwk composite shortbow (range 70 ft.; Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +17/+12/+7 (1d6+8/x3)

Atk Options Blind-Fight, sneak attack (+2d6 plus slow reactions)

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 Strength damage (DC 17 Fortitude resists). Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack (standard action; 2d4 Strength damage [DC 17 Fortitude resists]).

Spell-Like Abilities (CL 9th; concentration +11 [+15 casting defensively or grappling])

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *pyrotechnics* (DC 14), *tree shape*, *whispering wind*

Combat Gear arrows (40, of which 16 are +1 *human-bane*)

Abilities Str 24, Dex 18, Con —, Int 19, Wis 15, Cha 14

SQ mimicry, rogue talents (slow reactions, weapon training), trapfinding (+2), trap sense (+1)

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Initiative^B, Manyshot, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot, Weapon Focus (claws, longbow)^B

Skills as above plus Bluff +17, Disguise +20, Knowledge (arcana, local, religion) +22, Spellcraft +20

Language Aklo, Common, Giant

Gear as above plus three rings (worth 80 gp each), pouch with 56 gp worth of mixed coins

URDEFHAN MAGUS SKELETON CR 8 (XP 4,800)

This fanged humanoid skeleton wields a large, two-pronged sword and wears a fine breastplate.

Female archer magus skeleton urdefhan cleric 8

NE Medium undead (native)

Init +7; **Senses** darkvision 120 ft.; Perception +17, Sense Motive +12

Speed 20 ft., base speed 30 ft.; **ACP** -3; Ride +7

AC 22, touch 13, flat-footed 19; **CMD** 30

(+7 armour [+1 *breastplate*], +3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10

Fort +10, **Ref** +8, **Will** +14 (+18 vs. channelling); **SR** 19

hp 97 (13 HD); daemonic pact; **DR** bludgeoning and good/5 or bludgeoning and silver/5

Daemonic Pact (Su) Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 15 Reflex halves).

Space 5 ft.; aura of madness (30 ft.) **Base Atk** +9; **CMB** +15

Aura of Madness (Sp [standard]) For 8 rounds per day (that need not be consecutive) enemies with the aura are affected as by a confusion spell (DC 18 resists). The effect ends when the creature leaves the area. Creatures that make their saving throw are immune to this aura for 24 hours.

Melee +1 *rhoka sword* (Power Attack [-3/+9]) +19/+14 (1d8+13/15-20) and

bite (Power Attack [-3/+6]) +12 (1d4+4 plus 2 Str) or

Melee bite (Power Attack [-3/+6]) +17 (1d4+8 plus 2 Str) and 2 claws (Power Attack [-3/+6]) +17 (1d4+8)

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot) +13/+8 (1d8+8/x3)

Atk Options Dazzling Display, blood drain, scythe of evil (1/day, 4 rounds), strength damage

Blood Drain (Ex) The urdefhan drains the blood of its foe, if it is grappling its target at the end of its turn (1 Con damage).

Scythe of Evil [Su [standard; 1/day]] The cleric gives his weapon the *unholy* special weapon quality for 4 rounds.

Strength Damage (Su) An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage (DC 15 Fortitude

resists). The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

Special Actions channel negative energy (6/day; 4d6; DC 17), visions of madness

Touch of Evil (Sp [standard; 7/day]) With a melee touch attack (+8), the cleric causes a creature to be sickened for four rounds.

Vision of Madness (Sp [standard; 7/day]) With a melee touch attack, the cleric chooses one of the following: attack rolls, saving throws or skill checks. The affected creature receives a +4 bonus to the chosen roll and a -4 bonus to the others.

Cleric Spells Prepared (CL 8th; concentration +5; Evil, Madness; spontaneous casting [*inflict spells*])

4th—*confusion*^D (DC 18), *freedom of movement*, *greater magic weapon* (2)

3rd—*dispel magic*, *magic circle against good*^D, *magic vestment*, *Silent darkness* (2)

2nd—*bull's strength*, *eagle's splendour*, *desecrate*, *spiritual weapon*, *touch of idiocy*^D

1st—*bless*, *detect good*, *divine favour*, *protection from good*^D, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*, *read magic*

Spell-Like Abilities (CL 3rd; concentration +5)

At will—*feather fall*

3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 13)

Combat Gear arrows (40)

Abilities Str 27, Dex 16, Con —, Int 14, Wis 18, Cha 16

SQ aura of evil (strong)

Feats Improved Critical (rhoka sword), Improved Initiative^B, Intimidating Prowess, Lightning Reflexes, Point Blank Shot^B, Power Attack, Precise Shot^B, Silent Spell^B, Shatter Defences, Skill Focus (intimidate), Weapon Focus (rhoka sword)

Skills as above plus Intimidate +33, Knowledge (dungeoneering) +6, Knowledge (planes) +10, Knowledge (religion) +14, Spellcraft +17

Languages Aklo, Undercommon

Gear as above plus *eyes of the eagle*, silver unholy symbol, spell component pouch, components for three castings of *desecrate*, belt decorated with gold ornaments (worth 150 gp), pouch with 172 gp worth of mixed coins and gems

CR 9 SKELETAL CHAMPIONS

CENTAUR MAGUS SKELETON CR 9 (XP 6,400)

This skeletal centaur wears hide armour and wields a longsword.

Male magus skeleton centaur druid (blight) 8

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +5

Speed 35 ft., base speed 50 ft.; woodland stride; **ACP** -3

Woodland Stride (Ex) The druid can move through normal foliage at full speed without taking damage or suffering impediment. Foliage affected by magic, affects him normally.

AC 24, touch 14, flat-footed 19; **CMD** 31 (35 vs. trip) (+5 armour [+1 *hide armour*], +4 Dex, +1 dodge [Dodge], +2 natural, +3 shield [+1 *heavy wooden*], -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +10, **Ref** +10, **Will** +14 (+18 vs. channelling)

hp 116 (14 HD); **DR** bludgeoning/5

Space 10 ft.; destructive aura (30 ft.) miasma; **Base Atk** +10; **CMB** +17

Destructive Aura (Su [standard]) For 8 rounds a day. The cleric emits an aura of destruction. All attacks against targets in the area gain a +4 damage bonus and all critical hits are automatically confirmed. These rounds do not need to be consecutive.

Miasma (Ex) If a blight druid is adjacent to a creature at the beginning of its turn, the creature must make a DC 18 Fortitude save or become sickened for 1 round. A creature of the animal, fey or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease.

Melee +1 *longsword* (Power Attack [-3/+6]) +16/+11 (1d8+7/19-20) and

2 hooves (Power Attack [-3/+3]) +13 (1d6+3) or

Melee claw (Power Attack [-3/+6]) +15 (1d4+6/19-20) and

2 hooves (Power Attack [-3/+6]) +13 (1d6+3)

Ranged spear (range 20 ft.) +9 (1d8+6/x3)

Attack Options Combat Reflexes, destructive smite (7/day, +4 damage)

Special Actions wild shape (3/day; Natural Spell)

Druid Spells Prepared (CL 8th; concentration +12 [+16 casting defensively or grappling]; Destruction; Silent Spell, spontaneous casting [*summon nature's ally* spells])

4th—*dispel magic*, *freedom of movement*, *inflict critical wounds*^D (DC 18), *spike stones* (DC 18)

3rd—*call lightning* (DC 17), *protection from energy* (2), *rage*^D, *sleet storm*

2nd—*barkskin*, *bull's strength*, *fog cloud*, *owl's wisdom*, *shatter*^D (DC 16)

1st—*entangle* (2) (DC 15), *faerie fire*, *longstrider*, *pass without trace*, *true strike*^D

0 (at will)—*detect magic*, *light*, *read magic*, *resistance*

Combat Gear *scroll of air walk*, *scroll of wind wall*

Abilities Str 22, Dex 18, Con —, Int 12, Wis 18, Cha 14

SQ nature bond (domain), nature sense, undersized weapons, vermin empathy (+10)

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Multiattack, Natural Spell, Power Attack, Silent Spell^B, Toughness

Skills as above plus Diplomacy +12, Intimidate +15, Knowledge (nature) +16, Spellcraft +10, Survival +13

Languages Common, Elven, Orc, Sylvan

Gear as above plus *cloak of protection* +2, spell component pouch, six gold rings (worth 50 gp each), pouch with 22 gp worth of mixed coins

HUMAN MAGUS SKELETON CR 9 (XP 6,400)

This skeletal human wears a chain shirt and wields a rapier.

Male magus skeleton human bard (unliving) 8

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +17 (as Perform [sing])

Speed 30 ft.; **ACP** 0; Fly +8, Stealth +8

AC 22, touch 14, flat-footed 19; **CMD** 21 (+5 armour [+1 *chain shirt*], +1 deflection [*ring of protection* +1], +3 Dex, +3 natural [*amulet of natural armour* +1])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** fire 5

Fort +7, **Ref** +10, **Will** +10 (+14 vs. channelling); +4 vs. bardic performance, sonic, and language-dependant effects

hp 106 (10 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +7; **CMB** +8

Melee +1 *rapier* (Power Attack [-2/+4]) +12/+7 (1d6+2/18-20) or

Melee 2 claws (Power Attack [-2/+4]) +10 (1d4+1)

Attack Options Arcane Strike (+2)

Special Attacks bardic performance (20 rounds; countersong, distraction, fascinate (DC 18), inspire courage +2, inspire competence +3, *suggestion* (DC 18), dirge of doom)

Bard Spells Known (CL 8th; concentration +12 [+16 casting defensively or grappling]); ranged touch +10; Silent Spell)

3rd (3/day)—*inflict serious wounds*, *good hope*, *haste*

2nd (5/day)—*command undead* (DC 16), *desecrate*, *eagle's splendour*, *invisibility*

1st (5/day)—*expeditious retreat*, *identify*, *sleep* (DC 15), *undetectable alignment*, *unseen servant*

0—*detect magic*, *ghost sound* (DC 14), *lullaby* (DC 14), *mage hand*, *message*, *read magic*

Combat Gear *wands of inflict light wounds* (50 chgs., 36 chgs.)

Abilities Str 12, Dex 16, Con —, Int 14, Wis 12, Cha 18

SQ bardic knowledge (+4), lore master (1/day), versatile performance (sing [Bluff, Sense Motive], wind [Diplomacy, Handle Animal]), well-versed

Feats Arcane Strike, Combat Casting, Improved Initiative^B, Power Attack, Silent Spell^B, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills as above plus Disguise +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (nobility) +17, Knowledge (religion) +17, Perform (sing) +17, Perform (wind) +17, Spellcraft +15

Languages Common, Giant, Orc

Gear as above plus *cloak of resistance* +1, spell component pouch, components for four castings of *desecrate* (worth 100 gp), pouch with 89 gp worth of mixed coin

OGRE MAGE SKELETAL CHAMPION

CR 9 (XP 6,400)

This large skeletal humanoid wears a silvery chain shirt and wields a greatsword.

Male archer skeletal champion ogre mage fighter 1

CE Large undead (shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +18, Sense Motive +18

Speed 40 ft., fly 60 ft. (good); **ACP** 0; Fly +21

AC 22, touch 14, flat-footed 17; **CMD** 32

(+5 armour [+1 *mithral shirt*], +5 Dex, +3 natural [*amulet of natural armour* +1], -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +9, **Ref** +8, **Will** +11 (+15 vs. channelling); **SR** 20

hp 100 (11 HD); **DR** bludgeoning/5; regeneration 5 (fire or acid)

Space 5 ft.; **Base Atk** +8; **CMB** +17

Melee +1 *greatsword* (reach 10 ft.; Power Attack [-3/+9]) +16/+11 (3d6+13/19-20) or

Melee 2 claws (reach 10 ft.; Power Attack [-3/+6]) +15 (1d6+8)

Ranged +1 *composite longbow* (range 110 ft.; Deadly Aim [-3/+6]; Point Blank Shot, Precise Shot, Rapid Shot) +14/+9 (2d6+9/x3)

Atk Options Combat Expertise (-3/+3), Combat Reflexes, Stand Still

Special Actions change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*)

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 18), *cone of cold* (DC 19), *deep slumber* (DC 17), *gaseous form*

Combat Gear arrows (40)

Abilities Str 26, Dex 21, Con —, Int 18, Wis 18, Cha 19

SQ bravery (+1)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Improved Initiative^B, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot, Stand Still^B, Weapon Focus (longbow)

Skills as above plus Bluff +15, Disguise +13, Intimidate +18, Knowledge (arcana) +13, Spellcraft +18, Use Magic Device +15

Languages Common, Giant

Gear as above plus pouch with 147 gp worth of mixed coin

REDCAP SKELETAL CHAMPION CR 9 (XP 6,400)

This small humanoid skeleton wears a blood-red cap and carries a large scythe.

Male skeletal champion redcap ranger 2

NE Small undead

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +14 (+16 vs. humans), Sense Motive +14 (+16 vs. humans)

Speed 60 ft.; Acrobatic Steps, Nimble Moves; **ACP** 0; Acrobatics +17 (+29 jump), Climb +16, Escape Artist +15, Stealth +24

AC 24, touch 18, flat-footed 18; **CMD** 32

(+5 armour [+1 *mithral shirt*], +1 deflection [*ring of protection* +1], +6 Dex, +1 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +10, **Ref** +14, **Will** +11 (+15 vs. channelling)

hp 98 (12 HD); **DR** bludgeoning/5 and cold iron/10; fast healing 3

Space 5 ft.; **Base Atk** +9; **CMB** +15

Melee +1 *scythe* (Power Attack [-3/+9]) +19/+14 (2d4+15/x4) and

kick (Power Attack [-3/+3]) +12 (1d4+7) or

Melee 2 claws (Power Attack [-3/+6]) +17 (1d4+13) and

kick (Power Attack [-3/+3]) +12 (1d4+7)

Atk Options Cleave, Lunge, boot stomp, favoured enemy (humans [+2])

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Combat Gear *dust of appearance*, *silversheen* (2)

Abilities Str 24, Dex 25, Con —, Int 16, Wis 16, Cha 17

SQ combat style (two-handed weapon), heavy weapons, red cap, track (+1), wild empathy (+5)

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Red Cap (Su) A redcap wears a tiny, shapeless woollen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Feats Acrobatic Steps, Cleave^B, Improved Initiative^B, Improved Sunder, Lunge, Nimble Moves, Power Attack, Weapon Focus (scythe)

Skills as above plus Bluff +11 (+13 vs. humans), Intimidate +14, Knowledge (local) +3 (+5 vs. humans), Knowledge (nature) +14, Survival +16 (+17 tracking, +19 tracking humans)

Language Aklo, Common, Giant, Sylvan

Gear as above plus *cloak of resistance* +1, gem-encrusted bracelet (worth 250 gp), pouch with 81 gp worth of mixed coins

CR 10 SKELETAL CHAMPIONS

DOPPELGANGER SKELETAL CHAMPION

CR 10 (XP 9,600)

This humanoid skeleton wears a silvery chain shirt and carries a curved longbow.

Male skeletal champion archer doppelganger rogue 2/warrior 6
NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +15 (+19 to locate traps), Sense Motive +15

Speed 30 ft.; **ACP** 0; Climb +18, Stealth +16

AC 24, touch 16, flat-footed 19; **CMD** 32

(+5 armour [+1 mithral shirt], +1 deflection [ring of protection +1], +4 Dex, +1 dodge [Dodge], +3 natural [amulet of natural armour +1])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +11, **Ref** +10 (evasion), **Will** +10 (+14 vs. channelling)

hp 130 (14 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +11; **CMB** +18

Ranged +1 composite longbow (range 110 ft.; Deadly Aim [-3/+6]; Improved Precise Shot, Manyshot, Point Blank Shot, Rapid Shot) +20/+15/+10 (1d8+8/x3)

Melee 2 claws (Power Attack [-3/+6]) +19 (1d8+7) or

Melee mwk glaive (reach 10 ft.; Power Attack [-3/+9]) +19/+14/+9 (1d10+10/x3)

Atk Options sneak attack (+1d6)

Special Actions change shape (*alter self*)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 17)

Combat Gear arrows (40), *scroll of bull's strength* (2), *scroll of cat's grace* (2), *scroll of greater invisibility* (2), *wands of inflict light wounds* (45 charges, 21 charges)

Abilities Str 24, Dex 18, Con —, Int 14, Wis 16, Cha 18

SQ mimicry, perfect copy, rogue talent (trap spotter), trapfinding (+1)

Feats Deadly Aim, Dodge, Improved Initiative^B, Improved Precise Shot, Deadly Aim, Manyshot, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot, Weapon Focus (claws, longbow)

Skills as above plus Bluff +17 (+21 using change shape), Disable Device +17, Disguise +13 (+33 using change shape), Diplomacy +16, Intimidate +11, Knowledge (local) +14, Survival +13

Gear as above plus climber's kit, disguise kit, mwk thieves' tools, pouch with 69 gp worth of mixed coins and gems

DWARF MAGUS SKELETON

CR 10 (XP 9,600)

This dwarven skeleton wears full plate armour and carries a battleaxe.

Male bloody magus skeleton dwarf cleric 8
NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +8 (+10 vs. unusual stonework; stonecunning), Sense Motive +7

Speed 30 ft.; agile feet, dimensional hop; **ACP** -6

Agile Feet (Su [free; 6/day]) For the next round, the dwarf ignores all difficult terrain and suffers no penalties for moving through it.

Dimensional Hop (Su [move]) The dwarf can teleport up to 80 ft. a day. This movement must be used in 5 ft. increments and does not provoke attacks of opportunity. The dwarf must have line of sight to the destination and can bring along willing companions by expanding a like amount of movement for each additional creature.

AC 28, touch 12, flat-footed 26; **CMD** 23 (27 vs. bull rush or trip); +4 vs. giant-type creatures (+11 armour [+2 full plate], +1 Dex, +1 dodge [Dodge], +2 natural, +3 shield [mwk heavy steel; Shield Focus])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +11, **Ref** +7, **Will** +13 (+21 vs. channelling); +2 vs. spells and spell-like abilities

hp 86 (10 HD); deathless; **DR** bludgeoning/5; fast healing 5

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bleed* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Space 5 ft.; aura of protection (30 ft.) **Base Atk** +7; **CMB** +11

Aura of Protection (Sp [standard]) For 8 rounds a day the cleric emits an aura of protection. The cleric and his allies gain a +1 deflection bonus and resistance 5 against acid, cold, electricity, fire and sonic. The rounds of protection need not be consecutive.

Melee mwk battleaxe +13/+8 (1d8+4/x3) or

Melee claw +11 (1d4+4)

Atk Options +1 attack vs. orc- and goblin-type foes

Special Actions channel negative energy (6/day; 4d6; DC 17), resistant touch

Resistant Touch (Sp [standard; 6/day]) With a touch, the dwarf grants an ally a +2 resistance bonus on all saving throw for 1 minute. During this time, the dwarf suffers a like penalty.

Cleric Spells Prepared (CL 8th; concentration +5; Protection, Travel; spontaneous casting [*inflict* spells])

4th—*divine power*, *spell immunity*^D, *unholy blight* (DC 17)

3rd—*deeper darkness*, *invisibility purge*, *magic circle against good*, *protection from energy*^D (2)

2nd—*align weapon*, *eagle's splendour*, *desecrate*, *locate object*^D, *silence*

1st—*comprehend languages*, *divine favour*, *longstrider*^D, *magic weapon*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*

Combat Gear *scroll of magic vestment* (+2), *scroll of greater magic weapon* (+2), *wand of bull's strength* (10 chgs.)

Abilities Str 18, Dex 14, Con —, Int 10, Wis 16, Cha 16

SQ aura of evil (strong), weapon familiarity (dwarven)
Feats Heavy Armour Proficiency, Improved Initiative^B, Dodge, Scribe Scroll, Shield Focus, Silent Spell^B, Weapon Focus (battleaxe)
Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (religion) +13, Spellcraft +12
Languages Common, Dwarven
Gear as above plus *belt of incredible dexterity* +2, silver unholy symbol, spell component pouch, components for three castings of *desecrate*, pouch with 214 gp worth of mixed coins and gems

ERINYES SKELETAL CHAMPION CR 10 (XP 9,600)

This skeletal humanoid wields a flaming longbow.

Female archer skeletal champion erinyes fighter 1
LE Medium undead (extraplanar)
Init +13; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +21, Sense Motive +21
Speed 30 ft.; Shot on the Run **ACP** 0; Acrobatics +18, Escape Artist +15, Fly +18, Stealth +22

AC 23, touch 17, flat-footed 16; **CMD** 36; Mobility (+4 armour [mithral shirt], +6 Dex, +1 dodge [Dodge], +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, fire;
Resist acid 10
Fort +12, **Ref** +13, **Will** +14 (+18 vs. channelling); **SR** 21
hp 120 (12 HD); **DR** bludgeoning and good/5

Space 5 ft.; **Base Atk** +9; **CMB** +16
Ranged +1 *flaming composite longbow* (range 110 ft.; Deadly Aim [-3/+6]; Manyshot, Precise Shot, Point Blank Shot, Rapid Shot) +19/+14 (1d8+8/x3 plus 1d6 fire)
Melee +1 *longsword* (Power Attack [-3/+9]) +18/+13 (1d8+11/19-20) or
Melee 2 claws (Power Attack [-3/+6]) +16 (1d4+7)
Atk Options Combat Reflexes
Spell-Like Abilities (CL 12th; concentration +17)
Constant—*true seeing*
At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)
1/day—summon (level 3, 2 bearded devils, 50%)
Combat Gear arrows (40)

Abilities Str 24, Dex 28, Con —, Int 18, Wis 22, Cha 21
Feats Combat Reflexes, Deadly Aim, Dodge^B, Improved Initiative^B, Manyshot^B, Mobility^B, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot, Shot on the Run, Weapon Focus (longsword)

Skills as above plus Bluff +11, Diplomacy +14, Intimidate +17, Knowledge (planes, religion) +13

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear as above plus pouch with 232 gp worth of mixed coins and gems

RAKSHASA MAGUS SKELETON CR 10 (XP 9,600)

This humanoid skeleton has a great cat's skull.

Female magus skeleton rakshasa
LE Medium undead (shapechanger)
Init +11; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +14
Speed 40 ft.; **ACP** 0; Stealth +14

AC 20, touch 18, flat-footed 13; **CMD** 30 (+7 Dex, +1 dodge [Dodge], +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold
Fort +8, **Ref** +11, **Will** +9 (+13 vs. channelling); **SR** 25
hp 90 (12 HD); **DR** bludgeoning/5 and good and piercing/15

Space 5 ft.; **Base Atk** +9; **CMB** +13
Melee +1 *falchion* (Power Attack [-3/+9]) +15/+10 (2d4+7/15-20) and
bite (Power Attack [-3/+3]) +11 (1d6+2) or
Melee 2 claws (Power Attack [-3/+6]) +16 (1d4+4) and
bite (Power Attack [-3/+6]) +16 (1d6+4)
Special Actions change shape (any humanoid, *alter self*), detect thoughts (DC 20)
Sorcerer Spells Known (CL 7th; concentration +11; ranged touch +16; Silent Spell)
3rd (5/day)—*displacement*, *haste*
2nd (7/day)—*bull's strength*, *eagle's splendour*, *invisibility*
1st (7/day)—*charm person* (DC 17), *mage armour*, *magic missile*, *shield*, *silent image*
0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *mending*, *message*, *prestidigitation*

Abilities Str 18, Dex 24, Con —, Int 13, Wis 13, Cha 19
SQ infernal resistances
Feats Greater Spell Focus (enchantment), Improved Critical (falchion), Improved Initiative^B, Power Attack, Silent Spell^B, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (falchion)
Skills as above plus Bluff +17, Diplomacy +13, Disguise +24, Spellcraft +12
Languages Common, Infernal, Undercommon
Gear as above plus *belt of incredible dexterity* +2, *dust of tracelessness* (2), *headband of alluring charisma* +2, pouch with 24 gp worth of mixed coins

CR 11 SKELETAL CHAMPIONS

ENERGISED DOPPELGANGER MAGUS SKELETON

CR 11 (XP 12,800)

The air surrounding this humanoid skeleton roils with elemental fire and lightning.

Male burning electric magus skeleton doppelganger ranger 5
NE Medium undead

Init +9 (+11 urban); **Senses** darkvision 60 ft.; Perception +17 (+19 urban or vs. elves, +21 vs. humans), Sense Motive +17 (+19 vs. elves, +21 vs. humans)

Speed 30 ft.; **ACP** 0; Climb +16, Stealth +19 (+21 urban)

AC 23, touch 16, flat-footed 17; **CMD** 31

(+5 armour [+1 mithral shirt], +5 Dex, +1 dodge [Dodge], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), fire, electricity

Fort +14, **Ref** +12, **Will** +10 (+14 vs. channelling)

hp 141 (11 HD); fiery death; **DR** bludgeoning/5

Fiery Death (Su) An energy-infused skeleton explodes when it dies. Anyone adjacent to the skeleton when it is destroyed takes 5d6 fire damage (DC 22 Reflex halves).

Space 5 ft.; elemental aura; **Base Atk** +9; **CMB** +16

Elemental Aura (Ex) Creatures adjacent to an energy-infused skeleton take 1d6 fire and 1d6 electricity damage at the start of their turn. An energy-infused skeleton's melee attacks deal an additional 1d6 fire and 1d6 electricity damage, and anyone striking the skeleton with an unarmed strike or natural attack takes 1d6 fire and 1d6 electricity damage.

Melee 2 claws (Power Attack [-3/+6]) +18 (2d6+8 plus 1d6 fire and 1d6 electricity)

Atk Options Combat Reflexes, favoured enemy (humans [+4], elves [+2])

Special Actions Dazzling Display, change shape (*alter self*), hunter's bond (companions)

Hunter's Bond (Ex [move]) The ranger can grant half his favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.

Ranger Spells Prepared (CL 2nd; concentration +5; Silent Spell)

1st—*longstrider*, *resist energy*

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 19)

Abilities Str 24, Dex 20, Con —, Int 13, Wis 16, Cha 24

SQ combat style (natural weapon), favoured terrain (urban +2), mimicry, perfect copy, track (+2), wild empathy (+10)

Feats Combat Reflexes, Dazzling Display, Dodge, Endurance^B, Improved Initiative^B, Improved Natural Attack (claws), Power Attack, Silent Spell^B, Skill Focus (intimidate), Weapon Focus (claws)

Skills as above plus Bluff +15 (+17 vs. elves, +19 while using change shape ability or vs. humans), Disguise +14 (+34 while using change shape ability), Intimidate +27, Knowledge (geography) +4 (+6 urban), Knowledge (local) +1 (+3 vs. elves, +5 vs. humans), Survival +17 (+19 tracking or urban,

+21 urban tracking, +19 tracking elves, +21 tracking humans; +4 bonus tracking in urban environment)

Language Common, Infernal

Gear as above plus *amulet of mighty fists* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of alluring charisma* +2, five gold chains (worth 50 gp each)

GREEN HAG MAGUS SKELETON

CR 11 (XP 12,800)

Knots of mouldering hair yet cling to this humanoid skeleton's skull.

Female magus skeleton green hag sorcerer (arcane) 10

NE Medium undead

Init +8; **Senses** darkvision 90 ft.; Perception +25, Sense Motive +25

Speed 30 ft., swim 30 ft.; **ACP** 0; Fly +18, Stealth +21, Swim +18

AC 17, touch 15, flat-footed 13; **CMD** 38

(+1 deflection [*ring of protection* +1; arcane bond], +4 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +10, **Ref** +10, **Will** +16 (+20 vs. channelling); **SR** 22

hp 139 (21 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +14; **CMB** +25

Melee 2 claws (Power Attack [-3/+6]) +24 (1d4+12 plus weakness)

Atk Options abyssal claws (8 rounds/day, 1d6 plus 1d6 fire; strike as magic weapons)

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 Strength damage (DC 20 Fortitude resists). Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack (standard action; 2d4 Strength damage [DC 20 Fortitude resists]).

Special Actions

Sorcerer Spells Known (CL 10th; concentration +12 [+16 casting defensively or grappling]; added summoning; arcane bond [ring], metamagic adept [2/day]; ranged touch +18)

5th (4/day)—*summon monster V*

4th (6/day)—*dimension door*, *greater invisibility*, *stoneskin*, *summon monster IV*

3rd (7/day)—*dispel magic*, *fireball*, *fly*, *haste*

2nd (7/day)—*bull's strength*, *eagle's splendour*, *glitterdust*^C (DC 15), *invisibility*, *mirror image*

1st (8/day)—*alarm*, *grease*^C (DC 14), *identify*, *mage armour*, *mount*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 12), *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *pyrotechnics* (DC 14), *tree shape*, *whispering wind*

Combat Gear *scroll of cloudkill* (DC 16), *scroll of summon monster VII* (2)

Abilities Str 32, Dex 18, Con —, Int 18, Wis 15, Cha 15

SQ bloodline arcana, mimicry, new arcana (*stoneskin*), strength of the abyss

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Feats Alertness, Augment Summoning, Blind-Fight, Combat Casting, Eldritch Heritage (abyssal), Eschew Materials^B, Greater Eldritch Heritage (abyssal), Great Fortitude, Improved Eldritch Heritage (abyssal), Improved Initiative^B, Power Attack, Silent Spell^B, Skill Focus (Knowledge [the planes]), Spell Focus (conjunction)^B, Weapon Focus (claws)

Skills as above plus Bluff +12, Disguise +5, Knowledge (arcana) +23, Knowledge (geography) +18, Knowledge (nature) +18, Knowledge (nobility) +18, Knowledge (planes) +23, Knowledge (religion) +18, Spellcraft +23

Languages Aklo, Common, Giant

Gear as above plus *amulet of mighty fists* +1, *cloak of elvenkind*, components for four castings of *stoneskin*, pouch with 174 gp worth of mixed coins and gems

ORC SKELETON CHAMPION CR 11 (XP 12,800)

This skeletal humanoid wears a fine breastplate and carries a large falchion.

Female skeletal champion orc barbarian 9

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +13

Speed 30 ft., base speed 40 ft.; **ACP** -3; Climb +8, Stealth +1

AC 21, touch 12, flat-footed 20; **CMD** 28; +3 vs. traps, improved uncanny dodge, uncanny dodge (+7 armour [+1 *breastplate*], +1 deflection [*ring of protection* +1], +1 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Weakness** light sensitivity

Fort +8, **Ref** +4, **Will** +8 (+12 vs. channelling)

hp 104 (11 HD); **DR** bludgeoning/5 and —/1

Space 5 ft.; **Base Atk** +10; **CMB** +16

Melee +1 *human bane falchion* (Power Attack [-3/+9]) +19/+14 (2d4+11/15-20) or

Melee 2 claws (Power Attack [-3/+6]) +17 (1d4+7)

Ranged javelin (range 30 ft.) +11/+6 (1d6+5)

Atk Options Combat Reflexes, rage (21 rounds)

Combat Gear javelins (4)

Abilities Str 24, Dex 12, Con —, Int 8, Wis 10, Cha 14

SQ fast movement, rage powers (animal fury, intimidating glare, strength surge, terrifying howl)

Feats Combat Reflexes, Improved Critical (falchion), Improved Initiative^B, Iron Will, Power Attack, Skill Focus (Intimidate), Weapon Focus (falchion)

Skills as above plus Intimidate +22, Survival +6

Language Common, Orc

Gear as above plus *belt of giant strength* +2, pouch with 620 gp worth of mixed coins, gems, and jewellery

Raging, the orc skeleton champion has the following statistics:

Climb +8

AC 19, touch 10, flat-footed 18; **CMD** 30; +3 vs. traps, improved uncanny dodge, uncanny dodge (+7 armour [+1 *breastplate*], -2 class, +1 deflection, +1 Dex, +2 natural)

Fort +10, **Will** +10 (+14 vs. channelling)

hp 126 (11 HD); **DR** bludgeoning/5

CMB +19

Melee +1 *human-bane falchion* (Power Attack [-3/+9]) +21/+16 (2d4+14/15-20) and

bite (Power Attack [-3/+3]) +14 (1d4+4) or

Melee 2 claws (Power Attack [-3/+6]) +19 (1d4+9) and

bite (Power Attack [-3/+6]) +19 (1d4+9)

Ranged javelin (range 30 ft.) +11/+6 (1d6+9)

Atk Options intimidating glare, strength surge (+9, 1/rage), rage (21 rounds)

Special Attacks terrifying howl (DC 23)

Abilities Str 28, Cha 18

SQ fast movement, rage powers (animal fury, intimidating glare, strength surge, terrifying howl)

Skills Intimidate +24



READING STAT BLOCKS

100% Crunch: Skeletal Champions includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not

included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

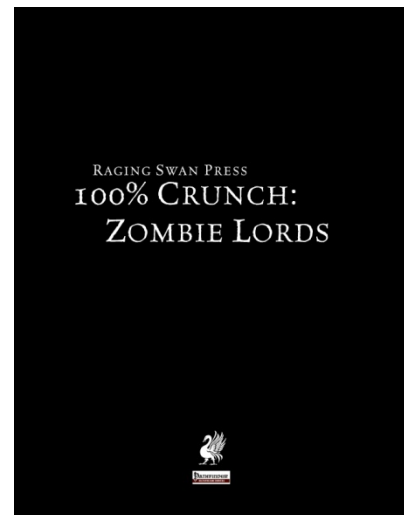
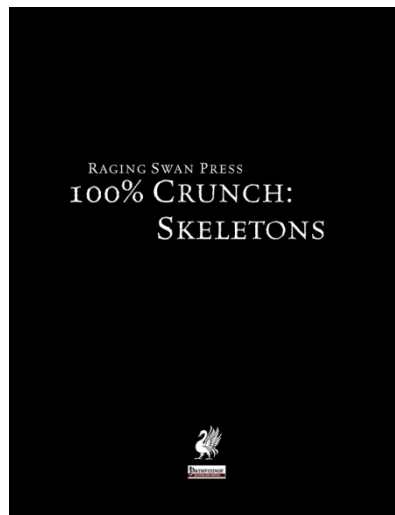
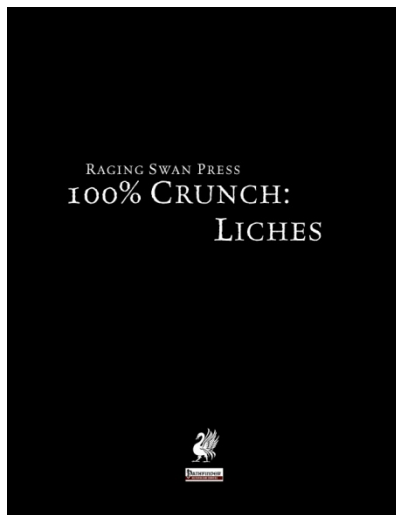
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

OTHER 100% CRUNCH INCLUDE



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