

RAGING SWAN PRESS
100% CRUNCH:
SKELETONS



RAGING SWAN PRESS

GM'S RESOURCES

GM'S RESOURCES augment game play by reducing GM prep time.

ragingswan.com
gatekeeper@ragingswan.com

<i>100% Crunch: Skeletons</i>	\$5.99	<input type="checkbox"/>
<i>Antipaladins</i>	\$3.99	<input type="checkbox"/>
<i>Bandits of the Rampant Horror</i>	\$3.99	<input type="checkbox"/>
<i>Barroom Brawl</i>	\$1.99	<input type="checkbox"/>
<i>Caves & Caverns</i>	\$10.99	<input type="checkbox"/>
<i>Cultists of Havra Zhou</i>	\$4.99	<input type="checkbox"/>
<i>Dark Oak</i>	\$4.99	<input type="checkbox"/>
<i>Dark Waters Rising</i>	\$5.99	<input type="checkbox"/>
<i>Dungeon Dressing: Altar</i>	\$1.99	<input type="checkbox"/>
<i>Dungeon Dressing: Pits</i>	\$1.99	<input type="checkbox"/>
<i>Dungeon Dressing: Pools</i>	\$1.99	<input type="checkbox"/>
<i>Dungeon Dressing: Stairs</i>	\$1.99	<input type="checkbox"/>
<i>Dungeon Dressing: Statues</i>	\$1.99	<input type="checkbox"/>
<i>Fellowship of the Blackened Oak</i>	\$3.99	<input type="checkbox"/>
<i>Frost Giant Pirates of the Icy Heart</i>	\$3.99	<input type="checkbox"/>
<i>Gibbous Moon</i>	\$2.99	<input type="checkbox"/>
<i>Portentous Dreams</i>	\$1.99	<input type="checkbox"/>
<i>Random Hill Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Marsh Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters II</i>	\$3.99	<input type="checkbox"/>
<i>Random Urban Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Scions of Evil</i>	\$13.99; print \$19.99	<input type="checkbox"/>
<i>Shadowed Keep on the Borderlands</i>	\$9.99; print \$13.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? II</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? III</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? IV</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? V</i>	\$3.99	<input type="checkbox"/>
<i>So What's It Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's That Shiny Thing, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Armour Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Demi-Human Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Hoard Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Hoard Like, Anyway? II</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Hoard Like, Anyway? III</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Spellbook Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Tavern Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Weapon Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway? II</i>	\$1.99	<input type="checkbox"/>
<i>So What's The NPC Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Pirate Ship Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>Thanegar's Horde</i>	\$3.99	<input type="checkbox"/>
<i>Village: Roake</i>	\$1.99	<input type="checkbox"/>
<i>Village: Thornhill</i>	\$1.99	<input type="checkbox"/>
<i>Villainous Pirates</i>	\$5.99	<input type="checkbox"/>
<i>Villains</i>	\$3.99	<input type="checkbox"/>
<i>Villains II</i>	\$3.99	<input type="checkbox"/>
<i>Villains III</i>	\$3.99	<input type="checkbox"/>

Free PDFs: With Raging Swan's Free PDF promotion with every purchase of a print product, you can claim free PDFs to value of the purchased item.

ragingswan.com/freepdfs.com

Dual Format PDFs: Dual Format PDF products contain two versions of the same file: one designed for printing and use on a normal computer; the other optimised for use on mobile devices such as iPads.

ragingswan.com/screenpdfs.com



100% CRUNCH: SKELETONS

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 97 skeletons (CRs 1/3-8) for the time-crunched GM to immediately utilise in game.



CREDITS

Design: Julian Neale

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: Jeff Freels, Bradley K. McDevitt, Kimagu and William McAusland. Some artwork copyright William McAusland, used with permission. Artwork ©2008 Jeff Freels, used with permission

Thank you for purchasing *100% Crunch: Skeletons*; 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: Skeletons* 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.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *100% Crunch: Skeletons* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Julian Neale to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2012.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, September 2012

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	2
Foreword	3
Reading Stat Blocks.....	16

ORIGINAL SOURCES

Most of the variant skeleton templates presented herein come from *Classic Horrors Revisited*, by Paizo Publishing. For the GM's convenience, they have been gathered here.

100% CRUNCH SKELETONS

Skeletons by CR.....	4
Creating Skeletons	5
Simple Variant Skeletons	6
Complex Variant Skeletons	7
Suitable Base Creatures	8
CR 1/3 Skeletons	12
CR 1/2 Skeletons	16
CR 1 Skeletons.....	18
CR 2 Skeletons.....	20
CR 3 Skeletons.....	22
CR 4 Skeletons.....	24
CR 5 Skeletons.....	26
CR 6 Skeletons.....	28
CR 7 Skeletons.....	30
CR 8 Skeletons.....	32

FOREWORD

This is the first in a new line for Raging Swan Press. Radically different to “normal” Raging Swan releases 100% Crunch supplements contain no flavour text (or “fluff”) instead simply providing loads of handy, ready to go to

stat blocks for the harried, time pressured GM. It's my opinion that stat blocks represent the single biggest threat to a GM's preparation; after all, often the monster only survives for a couple of minutes, but could take much longer than that to prepare.

Divided by CR, this instalment presents 97 skeleton stat blocks – that should be enough to keep any GM going for quite some time, no matter how obsessed with the undead he or she is! And, of course, if you want to change the flavour text of a skeleton so that it appears to be of some other creature simply choose the stat block herein which is the closest fit to what you want it to be able to achieve in combat. In most instances, the players will never know and you – the GM – can spend more of your precious preparation time working on creating engaging and exciting encounters and adventures. After all, at the end of the day the players are more likely to thank you for running a great game rather than for the work you put into their enemies' stat blocks!

I hope you find this instalment of *100% Crunch* useful. It would be great to hear your suggestions for future instalments in the line; drop me a line at creighton@ragingswan.com.



SKELETONS BY CR

CR	PAGE
1/3 Dire Rat Skeleton	12
Dog Skeleton	12
Drow Skeleton	12
Dwarf Skeleton	12
Dwarf Crossbowman Skeleton	12
Elf Skeleton	13
Elf Archer Skeleton	13
Gnome Skeleton	13
Goblin Skeleton	13
Half-Orc Skeleton	13
Halfling Skeleton	14
Hobgoblin Skeleton	14
Human Skeleton	14
Human Archer Skeleton	14
Kobold Skeleton	14
Merfolk Crossbowman Skeleton	15
Merfolk Skeleton	15
Orc Javelin Thrower Skeleton	15
Orc Skeleton	15
1/2 Advanced Human Skeleton	16
Advanced Hobgoblin Skeleton	16
Bloody Goblin Skeleton	16
Burning Orc Skeleton	16
Grave Chill Skeleton	17
Human Mudra (4 Arms) Skeleton	17
Under-Equipped Bugbear Skeleton	17
1 Armoured Gnoll Skeleton	18
Boggard Skeleton	18
Bugbear Skeleton	18
Crocodile Skeleton	18
Dolphin Skeleton	18
Hippogriff Skeleton	19
Sahuagin Skeleton	19
Troglodyte Skeleton	19
Warhorse Skeleton	19
Wolf Skeleton	19
2 Advanced Troglodyte Skeleton	20
Bunyip Skeleton	20
Dire Ape Skeleton	20
Dire Wolf Skeleton	20
Grizzly Bear Skeleton	21
Lion Skeleton	21
Ogre Skeleton	21
Sea Hag Skeleton	21
Shark Skeleton	21
3 Annis Hag Skeleton	22
Bearded Devil Skeleton	22
Exploding Mudra (4 Arms) Ogre Skeleton	22
Giant Frilled Lizard Skeleton	22
Girallon Skeleton	23
Saltwater Merrow Skeleton	23

Troll Skeleton	23
Vodyanoi Skeleton	23
4 Acid Girallon Skeleton	24
Burning Armoured Troll Skeleton	24
Cave Giant Skeleton	24
Chimera Skeleton	24
Dire Lion Skeleton	25
Green Hag Skeleton	25
Medusa Skeleton	25
Ogre Mage Skeleton	25
Water Naga Skeleton	25
5 Bloody Ogre Mage Skeleton	26
Criosphinx Skeleton	26
Dire Bear Skeleton	26
Elasmosaurus Skeleton	26
Elephant Skeleton	26
Ettn Skeleton	27
Giant Snapping Turtle Skeleton	27
Grave Chill Dire Lion Skeleton	27
Hill Giant Skeleton	27
6 Androsphinx Skeleton	28
Bloody Cursed Green Hag Skeleton	28
Dire Crocodile Skeleton	28
Dire Tiger Skeleton	28
Dragon Turtle Skeleton	29
Frost Giant Skeleton	29
Ghaele Skeleton	29
Siyokoy Skeleton	29
Young Adult Bronze Dragon Skeleton	29
7 Cetaceal Skeleton	30
Cloud Giant Skeleton	30
Fire Giant Skeleton	30
Fjord Linnorm Skeleton	30
Great Cyclops Skeleton	31
Horned Devil Skeleton	31
Marilith Skeleton	31
Planetar Skeleton	31
Sea Serpent Skeleton	31
8 Great White Whale Skeleton	32
Ice Linnorm Skeleton	32
Mature Adult Red Dragon Skeleton	32
Old Bronze Dragon Skeleton	32
Pit Fiend Skeleton	33
Storm Giant Skeleton	33
Tyrannosaurus Skeleton	33
Very Old Black Dragon Skeleton	33

CREATING SKELETONS

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force — a cunning that allows them to wield weapons and wear armour.

CREATING A SKELETON

“Skeleton” 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).

Challenge Rating: Depends on Hit Dice, as follows:

HD	CR	XP
1	1/3	135
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

Alignment: Always neutral 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 bonus changes as follows:

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

Hit Dice: A skeleton drops any HD gained from class levels and changes racial HD to d8s. Creatures without racial HD are treated as if they have 1 racial HD. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the *animate dead* spell. A skeleton uses its Cha modifier (instead of its Con modifier) to determine bonus hit points.

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

Defensive Abilities: A skeleton loses the base creature’s defensive abilities and gains DR 5/bludgeoning and immunity to cold. It also gains all of the standard immunities and traits possessed by undead creatures.

Speed: A winged skeleton 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 skeleton 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 skeleton 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 skeleton retains none of the base creature’s special attacks.

Abilities: A skeleton’s Dexterity increases by +2. It has no Constitution or Intelligence score, and its Wisdom and Charisma scores change to 10.

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

Skills: A skeleton loses all skill ranks possessed by the base creature and gains none of its own.

Feats: A skeleton loses all feats possessed by the base creature and gains Improved Initiative as a bonus feat.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Environment: Any, usually the same as base creature.

Organization: Any.

Treasure: Generally none, although sometimes a skeleton’s creator arms it with magical armour or weapons.

SIMPLE VARIANT SKELETONS

The simple, tottering skeleton is a stereotypical image of the walking dead, but these undead horrors can come in many forms. Bloody skeletons, burning skeletons and deadly intelligent skeletal champions are the best-known variants, but 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 skeleton, 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.

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.



SUITABLE BASE CREATURES

Skeletons are normally created with *animate dead*. Of course, wizards and priests both have access to the *animate dead* spell, and depending on their power may animate any kind of creature (assuming they have its skeleton). Devourers (*Bestiary 1*), night hag covens (*Bestiary 1*), sepids (div) (*Bestiary 3*) and thanadaemons (*Bestiary 2*) are extraplanar creatures with *animate dead* as a spell-like ability. Such creatures could easily scour the sites of battles on the fiendish planes, and animate the dead bodies of celestials and fiends. Material Plane creatures with the *animate dead* spell-like ability include hag covens (*Bestiary 1*), pukwudgies (*Bestiary 3*), tzitzimil (*Bestiary 3*) and zувembies (*Bestiary 3*).

Many of the creatures on these lists are rare, and this rarity increases as the challenge rating of the creatures increases. Acquiring a particular corpse of a monster may, therefore, be difficult — especially for those hailing from other planes. While the skeletons are not necessarily restricted to their normal environments, it should be borne in mind that there may be practical difficulties in moving a creature from its home environment to where a villain might want it. Of course, it's always possible that some merchants specialise in transporting monster corpses; the spells *decompose corpse* and *restore corpse* (*Ultimate Magic*) would prove immeasurably useful in such endeavours.

**Creatures noted thus may or may not have a skeleton depending on the GM's interpretation of their anatomy.

A: These creatures are aquatic.

W: These creatures have the water subtype.

CR 1/3 (0 RACIAL HD)

Core Rulebook: dwarf, elf, gnome, half-elf, half-orc, halfling, human

Bestiary: aasimar, drow, duergar, goblin, hobgoblin, kobold, merfolk (A), orc, svirfneblin, tengu, tiefling

Bestiary 2: dhampir, fetchling, gripli, ifrit, oread, sylph, undine

Bestiary 3: catfolk, ratfolk, sul, vanara, vishkanya

CR 1/3 (1 RACIAL HD)

Bestiary: bat, cat, dire rat, dog, eagle, goblin dog, fire beetle, giant centipede, giant cockroach, hawk, lizard, mite, monkey, owl, poison frog, rat, raven, stirge, toad, viper, weasel

Bestiary 2: baboon [primate], badger, brownie, compsognathus [dinosaur], giant maggot**, grig, jinkin [gremlin], pugwampi [gremlin], snapping turtle (A), vexgit [gremlin]

Bestiary 3: antelope [herd animal], flying squirrel, fox, fuath [gremlin] (A), goat, great horned owl, kangaroo [marsupial], otter (A), pig, porcupine, raccoon, sagari, skunk, sprite, thylacine [marsupial], vulture

CR 1 (2 RACIAL HD)

Bestiary: boar, darkmantle**, dolphin (A), dretch [demon], electric eel (A), giant ant, giant frog, gnoll, horse, hyena, lemure** [devil], lizardfolk, pony [horse], pseudodragon, riding dog, sahuagin (A), skum (A), troglodyte, venomous snake, wolf

Bestiary 2: akata, azer, camel [herd animal], gar (A), giant fly, giant solifugid, giant tick, gryph, hippocampus (A), krenshar, locathah (A), mongrelman, ram [herd animal], reefclaw (A), silvanshee [agathion], slurk, stingray (A)

Bestiary 3: atomie, carbuncle, dire corby, elk [herd animal], ghost scorpion, giant crab spider, giant gecko [lizard], goblin snake, nixie (A), zoog

CR 1 (3 RACIAL HD)

Bestiary: ankheg, aurochs [herd animal], boggard, bugbear, cave fisher, cheetah [cat], constrictor snake, crocodile (A), derro, giant crab (A), giant leech**, giant spider, gorilla [ape], imp [devil], leopard [cat], mephitis, ooze (W), water (W), monitor lizard, morlock, quasit [demon], shocker lizard, wolverine

Bestiary 2: blindheim, blink dog, cacodaemon, cave scorpion, dire badger, giant bee, giant toad, hippogriff, lyriaken [azata], manta ray (A), nuglub [gremlin], sinspawn, skulk, triton (W), urdefhan, voidwyrms [protean]

Bestiary 3: axebeak, doru [div], faerie dragon, faun, giant porcupine, jackalwere, kappa (A), sasquatch, tatzlwyrms, tripurasura [asura]

Dragons: wyrmling black (W), crystal, or white

CR 2 (4 RACIAL HD)

Bestiary: centaur, deinonychus [dinosaur], dire ape, dire bat, dire hyena, doppelganger, ettercap, giant eagle, giant mantis, giant wasp, hell hound, ogre, pegasus, pixie, sea hag (A), shark (A), unicorn, worg, yeth hound

Bestiary 2: accuser devil, chupacabra, d'ziriak, forlarren, freshwater merrow (A), fungal crawler, giant whiptail centipede, leprechaun, megaloceros [megafauna], mobat, quickling, spriggan

Bestiary 3: adaro (A), adherer, ceratiodi, dimetrodon [dinosaur], disenchanter, giant chameleon [lizard], giant rot grub [parasite]**, kech, moss troll, river drake (W), trollhound

Dragons: wyrmling brass, brine (W), or underworld

CR 2 (5 RACIAL HD)

Bestiary: bison [herd animal], cockatrice, dire boar, dire wolf, dire wolverine, gargoyles**, giant scorpion, griffon, grizzly bear, hydra (5-HD), lion, owlbear, pteranodon [dinosaur], rhinoceros, rust monster

Bestiary 2: aranea, bunyip (A), dust digger, faceless stalker, forest drake, giant black widow [spider], giant dragonfly nymph** (A), gloomwing, grick**, howler, peryton, serpentfolk

Bestiary 3: agash [div], giant skunk, giant vulture, kamadan, kuwa [oni], pachycephalosaurus [dinosaur], schir [demon], spider eater, tanuki, thraie soldier, voonith (A)

Dragons: very young black (W), crystal, or white; wyrmling copper, green, magma, or sea (W)

CR 3 (6 RACIAL HD)

Bestiary: barghest, bearded devil, cloaker, dryad**, hound archon, hydra (6-HD), janni [genie], manticores, minotaur, nightmare, phase spider, tiger, troll, winter wolf, yeti

Bestiary 2: albino cave solifugid, amphisbaena, emperor cobra [snake], flame drake, ice troll, korred, leucrotta, mercane, parasaurolophus [dinosaur], pech, slicer beetle

Bestiary 3: dandasuka [rakshasa], giant owl, shadow mastiff, tojanida (W), vodyanoi (A), vulnudaemon

Dragons: very young brass, brine (W), or underworld; wyrmling blue, bronze (W), cloud, or sky

CR 3 (7 RACIAL HD)

Bestiary: babau [demon], basilisk, bralani [azata], djinni [genie], giant frilled lizard, giant moray [eel] (A), giant stag beetle, girallon, harpy, hydra (7-HD), lillend [azata], wyvern, xorn

Bestiary 2: achaierai, giant queen bee, giant dragonfly, giant gar (A), glacier toad, hippopotamus, kelpie, megatherium [megafauna], rock troll, saltwater merrow (A), sea drake (A), vulpinal [agathion]

Bestiary 3: annis hag, archelon [megafauna] (A), derhii, ogre spider, sabosan

Dragons: very young copper, green, magma, or sea (W); wyrmling forest, red, silver or umbral; young black (W), crystal, or white

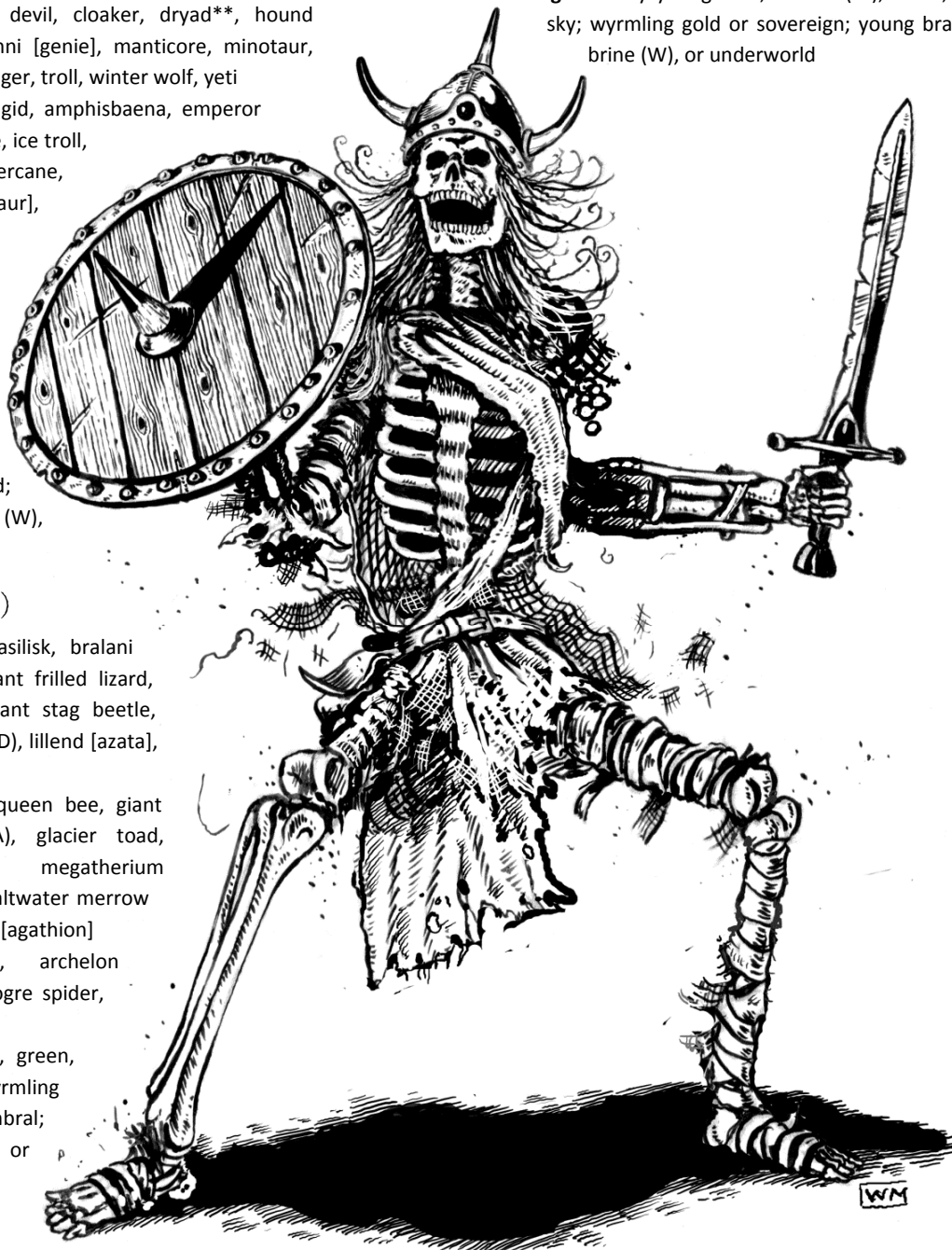
CR 4 (8 RACIAL HD)

Bestiary: bulette, dire lion, gorgon, hydra (8-HD), kyton, medusa, night hag, nymph, ogre mage [oni], succubus [demon], salamander, satyr, woolly rhinoceros

Bestiary 2: ceustodaemon, death worm**, frost drake, giant mosquito, gray render, lurker in light, redcap, siren, witchwyrd

Bestiary 3: ahuitzotl (A), cerberi, giant ant lion, hieracosphinx, hodag, incubus [demon], legion archon, lunar naga, maftet, shark-eating crab, water naga (A)

Dragons: very young blue, bronze (W), cloud, or sky; wyrmling gold or sovereign; young brass, brine (W), or underworld



CR 4 (9 RACIAL HD)

Bestiary: chimera, drider, erinyes (devil), greater barghest, green hag, hydra (9-HD), lamia, nabassu [demon], orca [dolphin] (A), remorhaz, shaitan [genie], vrock [demon], xill

Bestiary 2: arsinotherium [megafauna], avoral [agathion], charda (A), gylptodon [megafauna], hellcat, mothman, naunet [protean], shield archon, wood giant

Bestiary 3: adhukait [asura], caulborn, cave giant, desert drake, dragonne, iguanadon [dinosaur], kirin, lammasu, marai [rakshasa], pairaka [div], pukwudgie, stymphalidies

Dragons: juvenile black (W), crystal, or white; very young forest, red, silver or umbral; young copper, green, magma, or sea (W)

CR 5 (10 RACIAL HD)

Bestiary: ankylosaurus [dinosaur], behir, bone devil, chuul, cyclops, dark naga, dire bear, efreeti [genie], elasmosaurus [dinosaur] (A), ettin, hezrou [demon], hill giant, hydra (10-HD), rakshasa, spirit naga

Bestiary 2: axiomite, denizen of Leng, dragon horse, giant tarantula [spider], hound of tindalos, hydrodaemon (A), kalavakus [demon], leukodaemon, neh-thalgg, tenebrous worm, titan centipede, tylosaurus [dinosaur] (A)

Bestiary 3: baku, criosphinx, deadfall scorpion, giant adult ant lion, girtablilu, megalania [megafauna]

Dragons: juvenile brass, brine (W), or underworld; very young gold or sovereign; young blue, bronze (W), cloud, or sky

CR 5 (11 RACIAL HD)

Bestiary: elephant, hydra (11-HD)

Bestiary 2: allosaurus [dinosaur], giant snapping turtle (A), goliath stag beetle, jyoti, piscodaemon, shantak

Bestiary 3: garuda, nephilim, nuckelavee (A), rift drake, shedu

Dragons: juvenile copper, green, magma, or sea (W); young forest, red, silver or umbral; young adult black (W), crystal, or white

CR 6 (12 RACIAL HD)

Bestiary: barbed devil, bebilith, couatl, dire crocodile, dragon turtle (A), glabrezu [demon], guardian naga, gynosphinx, hydra (12-HD), marid [genie] (W), Nessian hell hound, stegosaurus [dinosaur], stone giant

Bestiary 2: aurumvorax, destrachan, giant anaconda [snake], lamia matriarch, marsh giant, movanic deva [angel], nereid (W), yrthak

Bestiary 3: baluchitherium [megafauna], iku-turso (A), nue, shira [div], upasunda [asura]

Dragons: juvenile blue, bronze (W), cloud, or sky; young gold or sovereign; young adult brass, brine (W), or underworld

CR 6 (13 RACIAL HD)

Bestiary: ghaele [azata]

Bestiary 2: imentesh [protean], water orm (A)

Bestiary 3: androsphinx, cold rider, contract devil, desert giant, mobogo (A), siyokoy (A), zuishin [kami]

Dragons: adult black (W), crystal, or white; juvenile forest, red, silver or umbral; young adult copper, green, magma, or sea (W)

CR 6 (14 RACIAL HD)

Bestiary : cauchemar [nightmare], dire tiger, frost giant, ice devil, mastodon, nalfeshnee [demon], triceratops [dinosaur], trumpet archon

Bestiary 2: athach, augnagar [qlippoth], behemoth, hippopotamus, catoblepas, derghodaemon, leonal [agathion], meladaemon, monadic deva [angel], thunderbird

Bestiary 3: aghasura [asura], ash giant, ghawwas [div] (A), jorogumo, lukwata (A), royal naga, shipwrecker crab, sleipnir, thraie seer

Dragons: adult brass, brine (W), or underworld; juvenile gold or sovereign; young adult blue, bronze (W), cloud, or sky

CR 7 (15 RACIAL HD)

Bestiary: astral deva [angel], crag linnorm, dire shark (A), fire giant, horned devil, sea serpent (A)

Bestiary 2: gug, Leng spider, taiga giant, thanadaemon**, whale (A)

Bestiary 3: adlet, jungle giant, sepid [div]

Dragons: adult copper, green, magma, or sea (W); mature adult black (W), crystal, or white; young adult forest, red, silver or umbral

CR 7 (16 RACIAL HD)

Bestiary: cloud giant, marilith [demon], purple worm**, roc

Bestiary 2: charybdis, frost worm**, shining child

Bestiary 3: azruverda, baregara, coloxus [demon], fjord linnorm (A), ice yai [oni], jotund troll, valkyrie

Dragons: adult blue, bronze (W), cloud, or sky; mature adult brass, brine (W), or underworld; young adult gold or sovereign

CR 7 (17 RACIAL HD)

Bestiary: planetar [angel]

Bestiary 2: astradaemon, cetaceal [agathion](A), shemhazian [demon]

Bestiary 3: basilosaurus [megafauna], bogeyman, crucidaemon**, fire yai [oni], gorynych, great cyclops

Dragons: adult forest, red, silver or umbral; mature adult copper, green, magma, or sea (W); old black (W), crystal, or white

CR 8 (18 RACIAL HD)

Bestiary: brachiosaurus [dinosaur], ice linnorm, tyrannosaurus [dinosaur]

Bestiary 2: immolation devil, great white whale (A), thrasfyr

Bestiary 3: akhlut (A), kongamato, popobala, tarry demodand, tatarka [rakshasa]

Dragons: adult gold or sovereign; mature adult blue, bronze (W), cloud, or sky; old brass, brine (W), or underworld

CR 8 (19 RACIAL HD)

Bestiary: storm giant

Bestiary 2: brigidine** [azata], purrodaemon, star archon, vrolikai [demon]

Bestiary 3: peri

Dragons: mature adult forest, red, silver, or umbral; old copper, green, magma, or sea (W); very old black (W), crystal, or white

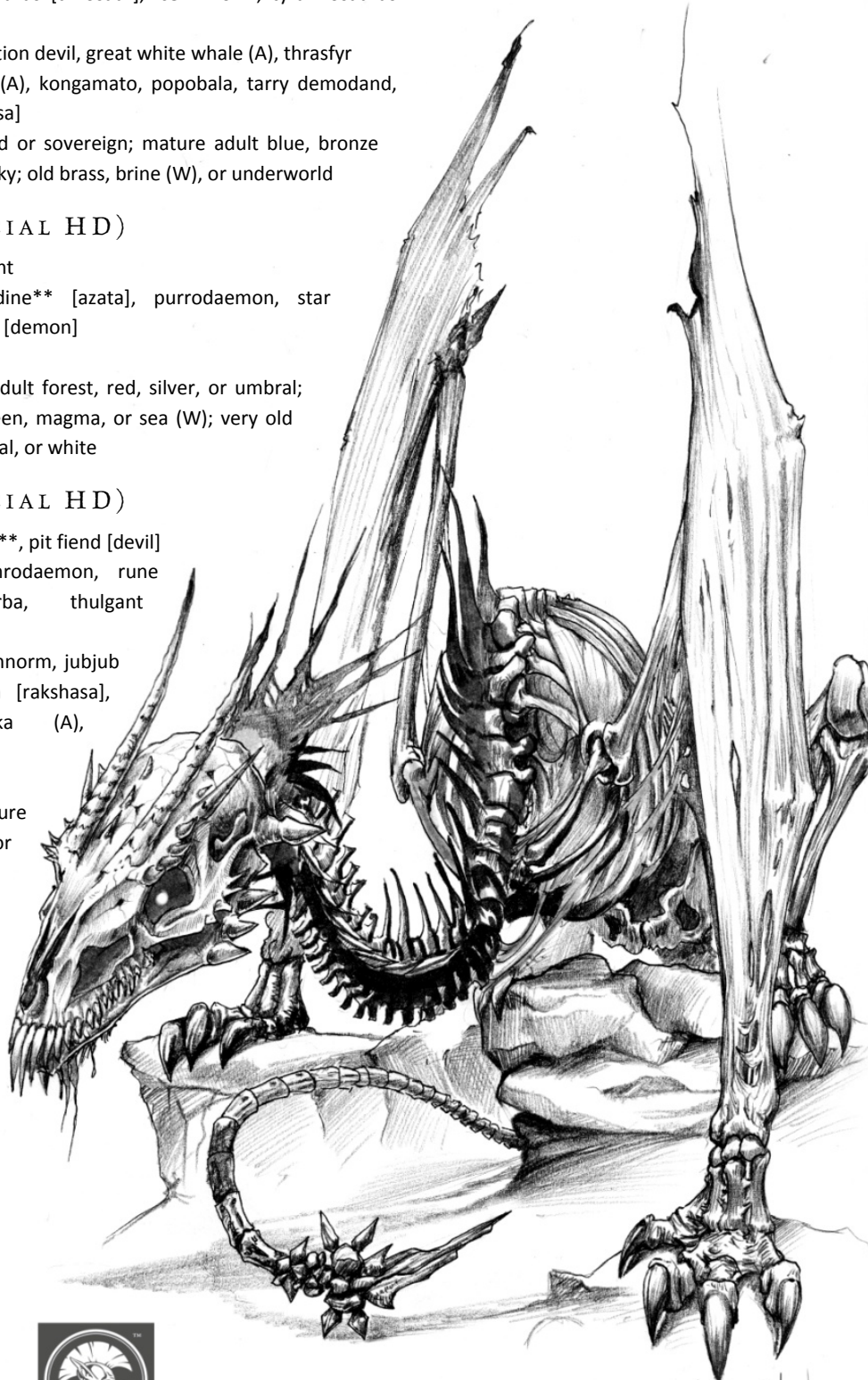
CR 8 (20 RACIAL HD)

Bestiary: neothelid**, pit fiend [devil]

Bestiary 2: olethrodaemon, rune giant, xacarba, thulgant [qliphoth]

Bestiary 3: cairn linnorm, jubjub bird, maharaja [rakshasa], norn, rusalka (A), spinosaurus [dinosaur]

Dragons: mature adult gold or sovereign; old blue, bronze (W), cloud, or sky; very old brass, brine (W), or underworld



CR 1/3 SKELETONS

DIRE RAT SKELETON

CR 1/3 (XP 135)

This small skeleton has sharp teeth and a long, delicate skeletal tail.

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Climb +12, Swim +8

AC 16, touch 15, flat-footed 12; **CMD** 13 (17 vs. trip)

(+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 +0, **Ref** +4, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4)

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

Feats Improved Initiative^B

DOG SKELETON

CR 1/3 (XP 135)

This skeletal dog moves quickly toward you.

NE Small undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0

AC 14, touch 13, flat-footed 12; **CMD** 12 (16 vs. trip)

(+2 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 +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee bite +2 (1d4+1)

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

Feats Improved Initiative^B

DROW SKELETON

CR 1/3 (XP 135)

This slender – almost graceful skeleton carries a rapier and wears studded leather armour.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -2

AC 19, touch 13, flat-footed 16; **CMD** 14

(+3 armour [studded leather], +3 Dex, +2 natural, +1 shield [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

Fort +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

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

Melee claw +1 (1d4+1)

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

Feats Improved Initiative^B

DWARF SKELETON

CR 1/3 (XP 135)

Clad in scale mail, this stocky skeleton wields a battleaxe.

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** -6; **Acrobatics** -5 (-9 jumping)

AC 20, touch 11, flat-footed 19; **CMD** 12

(+5 armour [scale mail], +1 Dex, +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 +0, **Ref** +1, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee battleaxe +1 (1d8+1/x3) or

Melee claw +1 (1d4+1)

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

Feats Improved Initiative^B

DWARF CROSSBOWMAN SKELETON

CR 1/3 (XP 135)

Clad in studded leather, this sticky skeleton aims a heavy crossbow at you.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** -1; **Acrobatics** +1 (-3 jumping)

AC 17, touch 12, flat-footed 15; **CMD** 13

(+3 armour [studded leather], +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

Fort +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Ranged heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot) +2 (1d10/19-20)

Melee 2 claws +1 (1d4+1)

Combat Gear bolts (10)

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

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B

ELF SKELETON CR 1/3 (XP 135)
Clad in studded leather, this graceful skeleton wields a rapier and advances rapidly toward you.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 19, touch 13, flat-footed 16; **CMD** 14
(+3 armour [studded leather], +3 Dex, +2 natural, +1 shield [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

Fort +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

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

Melee claw +1 (1d4+1)

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

Feats Improved Initiative^B

ELF ARCHER SKELETON CR 1/3 (XP 135)
Clad in rotting leather armour this skeleton aims a longbow at you.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 17, touch 13, flat-footed 14; **CMD** 14
(+2 armour [leather armour], +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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Ranged longbow (range 100 ft.; Point Blank Shot, Precise Shot) +3 (1d8/x3)

Melee 2 claws (reach 5 ft.) +1 (1d4+1)

Combat Gear arrows (20)

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

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B

GNOME SKELETON CR 1/3 (XP 135)
This short humanoid skeleton carries a warhammer and wears studded leather armour.

NE Small undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft.; **ACP** -2; **Acrobatics** +2 (-2 jumping)

AC 18, touch 13, flat-footed 16; **CMD** 11
(+3 armour [studded leather], +2 Dex, +1 natural, +1 shield [light 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 +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee warhammer +1 (1d6/x3) or

Melee claw +1 (1d3)

Abilities Str 11, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GOBLIN SKELETON CR 1/3 (XP 135)
This small skeleton has a comically over-sized head. It carries a short sword and wears studded leather armour.

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -2

AC 20, touch 15, flat-footed 16; **CMD** 13
(+3 armour [studded leather], +4 Dex, +1 natural, +1 shield [light 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 +0, **Ref** +4, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -1

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

Melee claw +1 (1d3)

Abilities Str 11, Dex 18, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

HALF-ORC SKELETON CR 1/3 (XP 135)
Wielding a falchion, this thick-boned skeleton wears leather armour.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

AC 16, touch 12, flat-footed 14; **CMD** 14
(+2 armour [leather armour], +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

Fort +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee falchion +2 (2d4+3/18-20) or

Melee 2 claws +2 (1d4+2)

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

Feats Improved Initiative^B

HALFLING SKELETON CR 1/3 (XP 135)
This small, child-like skeleton thrusts a glaive in front of it as it advances.

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft.; **ACP** -1; Acrobatics +3 (-1 jumping)

AC 18, touch 14, flat-footed 15; **CMD** 12
(+3 armour [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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee glaive (reach 10 ft.) +1 (1d8/x3) or

Melee 2 claws +1 (1d3)

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

Feats Improved Initiative^B

HOBGOBLIN SKELETON CR 1/3 (XP 135)
This skeleton wields a longsword and wears studded leather armour. Dried blood covers the longsword.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 19, touch 13, flat-footed 16; **CMD** 14
(+3 armour [studded leather], +3 Dex, +2 natural, +1 shield [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

Fort +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

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

Melee claw +1 (1d4+1)

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

Feats Improved Initiative^B

HUMAN SKELETON CR 1/3 (XP 135)
Wielding a great sword, this skeleton wears studded leather armour.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -1

AC 17, touch 12, flat-footed 15; **CMD** 14
(+3 armour [studded leather], +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

Fort +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee greatsword +2 (2d6+3/19-20) or

Melee 2 claws +2 (1d4+2)

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

Feats Improved Initiative^B

HUMAN ARCHER SKELETON CR 1/3 (XP 135)
Carrying a longbow, this skeleton regards you mercilessly.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 16, touch 12, flat-footed 14; **CMD** 14
(+2 armour [leather armour], +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

Fort +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Ranged longbow (range 100 ft.; Point Blank Shot, Precise Shot)
+2 (1d8/x3)

Melee 2 claws +2 (1d4+2)

Combat Gear arrows (20)

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

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B

KOBOLD SKELETON CR 1/3 (XP 135)
Small and delicate-looking, this skeleton jabs a spear menacingly at you.

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

AC 17, touch 14, flat-footed 13; **CMD** 11
(+1 size, +2 armour [leather armour], +3 Dex, +1 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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** -2

Melee spear +0 (1d6-1) or

Melee 2 claws +0 (1d3-1)

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

Feats Improved Initiative^B

MERFOLK CROSSBOWMAN SKELETON

CR 1/3 (XP 135)

This skeleton has the lower torso of a fish. In places, scales yet cling to its bones. It carries a crossbow.

NE Medium undead (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 5 ft., swim 50 ft.; **ACP** 0; Acrobatics +3 (-5 jumping), Swim +9

AC 17, touch 13, flat-footed 14; **CMD** 14

(+2 armour [leather armour], +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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Ranged light underwater crossbow (range 20 ft. underwater, 80 ft. above water; Point Blank Shot, Precise Shot) +3 (1d8/19-20)

Melee 2 claws +1 (1d4+1)

Combat Gear bolts (20)

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

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B

MERFOLK SKELETON

CR 1/3 (XP 135)

This skeleton has the lower torso of a fish. In places, scales yet cling to its bones.

NE Medium undead (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 5 ft., swim 50 ft.; **ACP** 0; Acrobatics +3 (-5 jumping), Swim +9

AC 17, touch 13, flat-footed 14; **CMD** 14

(+2 armour [leather armour], +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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee trident +1 (1d8+1) or

Melee 2 claws +1 (1d4+1)

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

Feats Improved Initiative^B

ORC JAVELIN THROWER SKELETON

CR 1/3 (XP 135)

Wearing leather armour this big-boned skeleton carries a half-dozen javelins.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

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

(+3 armour [studded leather], +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

Fort +0, **Ref** +2, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +3

Ranged javelin (range 30 ft.; Point Blank Shot, Precise Shot) +2 (1d6+3)

Melee 2 claws +3 (1d4+3)

Combat Gear javelins (8)

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

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot^B

ORC SKELETON

CR 1/3 (XP 135)

Wearing leather armour, this large-boned skeleton carries a falchion.

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 15, touch 11, flat-footed 14; **CMD** 14

(+2 armour [leather armour], +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

Fort +0, **Ref** +1, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +3

Melee falchion +3 (2d4+4/18-20) or

Melee 2 claws +3 (1d4+3)

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

Feats Improved Initiative^B

CR 1/2 SKELETONS

ADVANCED HUMAN SKELETON

CR 1/2 (XP 200)

This animated skeleton wears a rusted chain shirt but its longsword is yet sharp and deadly.

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2
Speed 30 ft.; **ACP** -2

AC 20, touch 14, flat-footed 16; **CMD** 18

(+2 armour [rusted chain shirt], +4 Dex, +4 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 +2, **Ref** +4, **Will** +4

hp 7 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +4

Melee longsword +4 (1d8+4/19-20) and
claw -1 (1d4+2) or

Melee 2 claws +4 (1d4+2)

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

Feats Improved Initiative

ADVANCED HOBGOBLIN SKELETON

CR 1/2 (XP 200)

This skeleton wields a longsword and wears studded leather armour. Dried blood covers the longsword.

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2
Speed 30 ft.; **ACP** -2

AC 23, touch 15, flat-footed 18; **CMD** 18

(+3 armour [studded leather], +5 Dex, +4 natural, +1 shield [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

Fort +2, **Ref** +5, **Will** +4

hp 6 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +3

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

Melee claw +3 (1d4+3)

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

Feats Improved Initiative^B

BLOODY GOBLIN SKELETON

CR 1/2 (XP 200)

Covered in blood and gore this goblin skeleton yet wears its noisome, blood-drenched leather armour and clutches a short sword in its bony grip.

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -1; Ride +10, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 12

(+1 size, +3 Dex, +2 armour [leather], +1 natural)

Immune cold, undead immunities

Fort +2, **Ref** +3, **Will** +2; +4 channel resistance

hp 6 (1 HD); fast healing 1; **DR** bludgeoning/5; deathless

Deathless (Su) The bloody goblin skeleton is destroyed when reduced to 0 hit points, but returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. A bloody goblin skeleton is permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit point 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** +0; **CMB** -1

Melee short sword +1 (1d4/19-20) and
claw -4 (1d3) or

Melee 2 claws +1 (1d3)

Abilities Str 11, Dex 17, Con —, Int —, Wis 10, Cha 14

Feats Improved Initiative

BURNING ORC SKELETON

CR 1/2 (XP 200)

Flames wreath this heavysset humanoid skeleton.

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 15, touch 11, flat-footed 14; **CMD** 14; fiery aura

(+2 armour [leather armour], +1 Dex, +2 natural)

Fiery Aura (Su) Anyone striking a burning orc skeleton with an unarmed strike or natural attack suffers 1d6 fire damage.

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** fire vulnerability

Fire Vulnerability (Su) A burning orc skeleton suffers an extra 50% damage from cold-based attacks.

Fort +0, **Ref** +1, **Will** +2

hp 5 (1 HD); fiery death; **DR** bludgeoning/5

Fiery Death (Su) A burning orc skeleton explodes in a burst of flame when destroyed. Adjacent creatures suffer 1d6 fire damage (DC 12 Reflex halves).

Space 5 ft. (fiery aura 5 ft.); **Base Atk** +0; **CMB** +3

Fiery Aura (Su) Creatures adjacent to a burning orc skeleton take 1d6 fire damage at the start of their turn.

Melee falchion +3 (2d4+4/18-20 plus 1d6 fire) or

Melee 2 claws +3 (1d4+3 plus 1d6 fire)

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

Feats Improved Initiative^B

GRAVE CHILL SKELETON

CR 1/2 (XP 200)

Ice and frost wreath this animated skeleton. It wears a rusted and frozen chain shirt and wields a longsword.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 16, touch 12, flat-footed 14; **CMD** 14; chill aura
(+2 armour [rusted chain shirt], +2 Dex, +2 natural)

Chill Aura (Su) Anyone striking a grave chill skeleton with an unarmed strike or natural attack suffers 1d6 cold damage.

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** fire vulnerability

Fire Vulnerability (Su) A grave chill skeleton suffers an extra 50% damage from fire-based attacks.

Fort +1, **Ref** +2, **Will** +2

hp 5 (1 HD); frozen death; **DR** bludgeoning/5

Frozen Death (Su) A grave chill skeleton explodes in a burst of intense cold when destroyed. Adjacent creatures suffer 1d6 cold damage (DC 12 Reflex halves).

Space 5 ft. (chill aura 5 ft.); **Base Atk** +0; **CMB** +2

Chill Aura (Su) Creatures adjacent to a grave chill skeleton take 1d6 cold damage at the start of their turn.

Melee longsword +2 (1d8+2 plus 1d6 cold/19-20) and claw -3 (1d4+1 plus 1d6 cold) or

Melee 2 claws +2 (1d4+1 plus 1d6 cold)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 12

Feats Improved Initiative

HUMAN MUDRA (4 ARMS) SKELETON

CR 1/2 (XP 200)

This humanoid skeleton has four arms. It wears a breastplate and wields four short swords.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -4

AC 21, touch 13, flat-footed 18; **CMD** 15
(+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 +0, **Ref** +3, **Will** +2

hp 4 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee short sword +1 (1d6+2/19-20) and
3 short swords +1 (1d6+1/19-20) or

Melee 4 claws +3 (1d4+2)

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

Feats Improved Initiative^B, Multiweapon Fighting^B, Weapon Finesse^B

UNDER-EQUIPPED BUGBEAR SKELETON

CR 1/2 (XP 200)

This large humanoid skeleton wears slashed and torn leather armour and carries a rusting morningstar.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 16, touch 12, flat-footed 14; **CMD** 17
(+1 armour [broken leather], +2 Dex, +2 natural, +1 shield [light 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 +1, **Ref** +3, **Will** +3

hp 13 (3 HD); **DR** bludgeoning/5

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

Melee broken morningstar +3 (1d8+1) or

Melee claw +5 (1d4+3)

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

Feats Improved Initiative^B

GRAVE CHILL SKELETONS

Grave chill skeletons are a skeleton variant based on the burning skeleton template (page 7 and *Pathfinder Roleplaying Game Bestiary*). They are identical to burning skeletons in all regards, except an aura of cold instead of flames surrounds them and they are vulnerable to fire attacks. Grave chill skeletons first appeared in *Shadowed Keep on the Borderlands*.

Other versions of this template are, of course, possible. Some skeletons could be wreathed in electricity, acid or even negative energy. To use such creatures, simply change the kind of extra damage the skeleton's attacks inflict, the damage of its aura and its frozen death ability. Depending on the type of damage the skeleton inflicts via its aura and death abilities, it might also be vulnerable to a different kind of energy.

CR 1 SKELETONS

ARMoured GNOLL SKELETON CR 1 (XP 400)

This skeleton has a cat-like skull and wears banded armour.

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -6

AC 20, touch 11, flat-footed 19; **CMD** 14

(+7 armour [banded mail], +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

Fort +0, **Ref** +1, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee halberd (reach 10 ft.) +3 (1d10+3/x3)

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

Feats Improved Initiative^B

BOGGARD SKELETON CR 1 (XP 400)

This skeleton has a toad-like head.

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; **ACP** 0; Acrobatics +0 (-4 jumping)

AC 14, touch 10, flat-footed 14; **CMD** 14

(+2 armour [leather], +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** +1, **Will** +3

hp 13 (3 HD); **DR** bludgeoning/5

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

Melee morningstar (reach 5 ft.) +4 (1d8+3) or

Melee 2 claws (reach 5 ft.) +4 (1d4+2)

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

Feats Improved Initiative^B

BUGBEAR SKELETON CR 1 (XP 400)

Clad in dirty leather armour this skeleton is big and bulky.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 17, touch 12, flat-footed 15; **CMD** 17

(+2 armour [leather], +2 Dex, +2 natural, +1 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 +1, **Ref** +3, **Will** +3

hp 13 (3 HD); **DR** bludgeoning/5

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

Melee morningstar +5 (1d8+3) or

Melee claw +5 (1d4+3)

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

Feats Improved Initiative^B

CROCODILE SKELETON CR 1 (XP 400)

Scales yet cover portions of this long, powerful reptilian skeleton.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; **ACP** 0; Acrobatics +2 (-2 jumping), Swim +12

AC 13, touch 11, flat-footed 11; **CMD** 19 (23 vs. trip)

(-1 size, +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

Fort +1, **Ref** +3, **Will** +3

hp 13 (3 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +2; **CMB** +7 (+11 grapple)

Melee bite +5 (1d8+4) and
tail slap +0 (1d12+2)

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

Feats Improved Initiative^B

DOLPHIN SKELETON CR 1 (XP 400)

This streamlined fish skeleton glides effortlessly through the water.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed swim 80 ft.; **ACP** 0; Swim +9

AC 15, touch 13, flat-footed 12; **CMD** 15

(+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 +0, **Ref** +3, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d4+1)

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

Feats Improved Initiative^B

HIPPOGRIFF SKELETON CR 1 (XP 400)
This horse-like skeleton has the remains of wings growing from its torso. It has talons and a hooked beak.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 14, touch 12, flat-footed 11; **CMD** 18
(+3 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 +1, **Ref** +4, **Will** +3

hp 13 (3 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +2; **CMB** +5

Melee bite +3 (1d6+2) and
2 claws +3 (1d6+2)

Abilities Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

SAHUAGIN SKELETON CR 1 (XP 400)
This skeleton has the remains of a fishlike tail. Its arms and legs end in claws. It has a toothy maw.

NE Medium undead (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., swim 60 ft.; **ACP** 0; Swim +10

AC 14, touch 12, flat-footed 12; **CMD** 15
(+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

Fort +0, **Ref** +2, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee trident +3 (1d8+3) and
bite -2 (1d4+1) or

Melee 2 claws +3 (1d4+2) and
bite +3 (1d4+2)

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

Feats Improved Initiative^B

TROGLODYTE SKELETON CR 1 (XP 400)
A few gray scales yet cling to this skeleton's body. It has a long tail and a crest on its head and back.

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 12, touch 10, flat-footed 12; **CMD** 12
(+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 +0, **Ref** +0, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee club +2 (1d6+1),
claw -3 (1d4) and
bite -3 (1d4) or

Melee 2 claws +2 (1d4+1) and
bite +2 (1d4+1)

Abilities Str 12, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

WARHORSE SKELETON CR 1 (XP 400)
This skeletal horse wears muddy studded leather barding.

Heavy horse skeleton

NE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; **ACP** -1

AC 19, touch 14, flat-footed 14; **CMD** 22 (26 vs. trip)
(+3 armour [studded leather barding], +5 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 +0, **Ref** +5, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +1; **CMB** +7

Melee bite +5 (1d4+5) and
2 hooves +0 (1d6+2)

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

Feats Improved Initiative^B

WOLF SKELETON CR 1 (XP 400)
Scraps of black fur cling to this large dog-like skeleton.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; **ACP** 0; Acrobatics +3 (+11 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 15
(+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 +0, **Ref** +3, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1)

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

Feats Improved Initiative^B

CR 2 SKELETONS

ADVANCED TROGLODYTE SKELETON

CR 2 (XP 600)

A few gray scales yet cling to this skeleton's body. It has a long tail and a crest on its head and back.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2
Speed 30 ft.; **ACP** 0

AC 16, touch 12, flat-footed 14; **CMD** 16
(+2 Dex, +4 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 +2, **Ref** +2, **Will** +5

hp 13 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee club +4 (1d6+3),
claw -1 (1d4+2) and
bite -1 (1d4+2) or

Melee 2 claws +4 (1d4+3) and
bite +4 (1d4+3)

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

Feats Improved Initiative^B

BUNYIP SKELETON

CR 2 (XP 600)

Razor sharp teeth fill the mouth of this strange, skeletal fish.

NE Medium undead (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 10 ft., swim 50 ft.; **ACP** 0; Acrobatics +4 (-4 jumping),
Swim +9

AC 16, touch 14, flat-footed 12; **CMD** 18
(+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 +1, **Ref** +5, **Will** +4

hp 22 (5 HD); **DR** bludgeoning/5

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

Melee bite +4 (1d8+1 plus bleed [1d6])

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

Feats Improved Initiative^B

DEINONYCHUS SKELETON

CR 2 (XP 600)

This powerful four-legged skeleton is covered in thick bony plates. Its long skeletal tail ends in a bony club.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 60 ft.; **ACP** 0; Acrobatics +3 (+15 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 18
(+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** +4, **Will** +4

hp 18 (4 HD); **DR** bludgeoning/5

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

Melee 2 talons +5 (1d8+2),
bite +5 (1d6+2) and
foreclaws +0 (1d4+1)

Abilities Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

DIRE APE SKELETON

CR 2 (XP 600)

This humanoid skeleton has long arms ending in wickedly curved claws, a thick skull and a maw full of sharp teeth.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., climb 30 ft.; **ACP** 0

AC 14, touch 12, flat-footed 11; **CMD** 21
(+3 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 +1, **Ref** +4, **Will** +4

hp 18 (4 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +3; **CMB** +8

Melee bite (reach 10 ft.) +6 (1d6+4) and

Melee 2 claws (reach 10 ft.) +6 (1d4+4)

Abilities Str 19, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

DIRE WOLF SKELETON

CR 2 (XP 600)

Scraps of black fur cling to this large dog-like skeleton.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; **ACP** 0; Acrobatics +3 (+11 jumping)

AC 14, touch 12, flat-footed 11; **CMD** 21 (+25 vs. trip)
(+3 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 +1, **Ref** +4, **Will** +4

hp 22 (5 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +3; **CMB** +8

Melee bite +6 (1d8+6)

Abilities Str 19, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GRIZZLY BEAR SKELETON CR 2 (XP 600)*Shreds of brown fur cling to this gigantic skeletal bear.*

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)**AC** 13, touch 11, flat-footed 11; **CMD** 21 (+25 vs. trip)
(+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** +1, **Ref** +4, **Will** +4**hp** 22 (5 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)**Melee** 2 claws +7 (1d6+5) and
bite +7 (1d6+5)**Abilities** Str 21, Dex 15, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**LION SKELETON** CR 2 (XP 600)*Clumps of golden fur cling to this four-legged skeleton. Its legs all end in clawed talons and sharp teeth fill its mouth.*

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft.; **ACP** 0; Acrobatics +4 (+8 jumping)**AC** 15, touch 13, flat-footed 11; **CMD** 23 (+27 vs. trip)
(+4 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** +1, **Ref** +5, **Will** +4**hp** 22 (5 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)**Melee** bite +7 (1d8+5) and
2 claws +7 (1d6+5)**Abilities** Str 21, Dex 19, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**OGRE SKELETON** CR 2 (XP 600)*This hulking skeleton raises a club menacingly as it lumbers forward.*

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft., base speed 40 ft.; **ACP** -3**AC** 15, touch 9, flat-footed 15; **CMD** 19
(+4 armour [hide], +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 +1, **Ref** +1, **Will** +4**hp** 18 (4 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +3; **CMB** +9**Melee** greatclub (reach 10 ft.) +7 (2d8+7) or**Melee** 2 claws (reach 10 ft.) +7 (1d6+5)**Abilities** Str 21, Dex 10, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**SEA HAG SKELETON** CR 2 (XP 600)*Salt encrusted seaweed covers this humanoid skeleton.*

NE Medium undead (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft., swim 40 ft.; **ACP** 0; Swim +12**AC** 15, touch 13, flat-footed 12; **CMD** 21
(+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** +5, **Will** +4**hp** 18 (4 HD); **DR** bludgeoning/5**Space** 5 ft.; **Base Atk** +3; **CMB** +7**Melee** 2 claws +7 (1d6+4)**Abilities** Str 19, Dex 18, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**SHARK SKELETON** CR 2 (XP 600)*Rows of sharp teeth fill this skeletal fish's gaping maw.*

NE Large undead (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** swim 60 ft.; **ACP** 0; Swim +11**AC** 13, touch 11, flat-footed 11; **CMD** 19
(+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** +1, **Ref** +3, **Will** +4**hp** 18 (4 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +3; **CMB** +7**Melee** bite +5 (1d8+4)**Abilities** Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B

CR 3 SKELETONS

ANNIS HAG SKELETON

CR 3 (XP 800)

This hunchbacked skeleton is tall, but stooped. It hands end in powerful claws.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)

AC 13, touch 11, flat-footed 11; **CMD** 24
(+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 +2, **Ref** +4, **Will** +5

hp 31 (7 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +5; **CMB** +13 (+17 grapple)

Melee bite (reach 10 ft.) +11 (1d6+7) and
2 claws (reach 10 ft.) +11 (1d6+7)

Abilities Str 25, Dex 14, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative^B

BEARDED DEVIL SKELETON

CR 3 (XP 800)

Below this skeleton's toothy maw, wisps of beard yet cling to its chin.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 21
(+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 +2, **Ref** +5, **Will** +5

hp 27 (6 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee glaive (reach 10 ft.) +8 (1d10+6) or

Melee 2 claws +8 (1d6+4)

Abilities Str 19, Dex 17, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative^B

EXPLODING MUDRA (4-ARMS) OGRE SKELETON

CR 3 (XP 800)

This humanoid skeleton has four arms. It wears a breastplate and wields four short swords.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft. (base 40 ft.); **ACP** -3

AC 17, touch 11, flat-footed 15; **CMD** 21
(+2 Dex, +4 armour [hide], +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 +1, **Ref** +3, **Will** +4

hp 18 (4 HD); **DR** bludgeoning/5; detonation

Detonation (Ex) When an exploding skeleton is reduced to 0 hit points, it detonates in a burst of razor-sharp bone fragments. Anyone within 10 feet of the skeleton suffers 4d6 damage (DC 12 Reflex halves).

Space 10 ft.; **Base Atk** +3; **CMB** +9

Melee greatclub (reach 10 ft.) +5 (2d8+7) and
greatclub (reach 10 ft.) +5 (2d8+3) or

Melee 4 claws (reach 10 ft.) +7 (1d6+5)

Abilities Str 21, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B, Multiweapon Fighting^B, Weapon Finesse^B

GIANT FRILLED LIZARD SKELETON

CR 3 (XP 800)

This large quadruped skeleton has powerful jaws and a heavy, bony tail.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., climb 30 ft.; **ACP** 0; Climb +13

AC 13, touch 11, flat-footed 11; **CMD** 23 (+27 vs. trip)
(+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 +2, **Ref** +4, **Will** +5

hp 31 (7 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +5; **CMB** +11

Melee bite +9 (2d6+5) and
tail +4 (1d8+2)

Abilities Str 21, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GIRALLON SKELETON

CR 3 (XP 800)

This four-armed, heavy-set skeleton lumbers toward waving its arms menacingly.

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft., climb 40 ft.; **ACP** 0; Climb +12**AC** 15, touch 13, flat-footed 11; **CMD** 24

(+4 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** +2, **Ref** +6, **Will** +5**hp** 31 (7 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +5; **CMB** +10**Melee** bite (reach 10 ft.) +8 (1d6+4) and

4 claws (reach 10 ft.) +8 (1d4+4)

Abilities Str 19, Dex 19, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**SALTWATER MERROW SKELETON** CR 3 (XP 800)*Pale green scales covers parts of this large humanoid skeleton.*

NE Large undead (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft., swim 40 ft.; **ACP** 0; Swim +15**AC** 15, touch 13, flat-footed 11; **CMD** 27

(+4 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** +2, **Ref** +6, **Will** +5**hp** 31 (7 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +5; **CMB** +13 (+17 grapple)**Melee** 2 claws (reach 10 ft.) +11 (1d8+7)**Abilities** Str 25, Dex 18, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**TIGER SKELETON**

CR 3 (XP 800)

*Clumps of black and white fur cling to this four-legged skeleton.**Its legs all end in clawed talons and sharp teeth fill its mouth.*

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 40 ft.; **ACP** 0**AC** 14, touch 12, flat-footed 11; **CMD** 24 (+28 vs. trip)

(+3 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** +2, **Ref** +5, **Will** +5**hp** 27 (6 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +4; **CMB** +11 (+15 grapple)**Melee** 2 claws +9 (1d8+6) and

bite +9 (2d6+6)

Abilities Str 23, Dex 17, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**TROLL SKELETON**

CR 3 (XP 800)

This tall skeleton's hands end in terrible claws and it has a tusked underbite.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; **ACP** 0**AC** 15, touch 13, flat-footed 12; **CMD** 23

(+3 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** +2, **Ref** +5, **Will** +5**hp** 27 (6 HD); **DR** bludgeoning/5**Space** 10 ft.; **Base Atk** +4; **CMB** +10**Melee** bite (reach 10 ft.) +8 (1d8+5) and

2 claws (reach 10 ft.) +8 (1d6+5)

Abilities Str 21, Dex 16, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B**VODYANOI SKELETON**

CR 3 (XP 800)

This humanoid carries a shortspear in one hand. Sharp teeth fill its mouth and gray scales covers parts of its frame.

NE Medium undead (aquatic)

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft., swim 50 ft.; **ACP** 0; Swim +11**AC** 17, touch 15, flat-footed 12; **CMD** 22

(+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** +2, **Ref** +7, **Will** +5**hp** 27 (6 HD); **DR** bludgeoning/5**Space** 5 ft.; **Base Atk** +4; **CMB** +7**Melee** shortspear +7 (1d6+3) and

bite +2 (1d8+1) or

Melee 2 claws +7 (1d4+3) and

bite +7 (1d8+3)

Abilities Str 16, Dex 21, Con —, Int —, Wis 10, Cha 10**Feats** Improved Initiative^B

CR 4 SKELETONS

ACID GIRALLON SKELETON CR 4 (XP 1,200)

Thick green sludge drips from this four-armed skeleton.

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., climb 40 ft.; **ACP**0; Acrobatics +4 (+8 jumping), Climb +12

AC 15, touch 13, flat-footed 11; **CMD** 24; acid aura (+4 Dex, +2 natural, -1 size)

Acid Aura (Su) Anyone striking an acid girallon skeleton with an unarmed strike or natural attack suffers 1d6 acid damage.

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

Fort +3, **Ref** +6, **Will** +5

hp 38 (7 HD); **DR** bludgeoning/5

Space 10 ft. (acid aura 5 ft.); **Base Atk** +5; **CMB** +10

Acid Aura (Su) Creatures adjacent to an acid girallon skeleton take 1d6 fire damage at the start of their turn.

Melee bite (reach 10 ft.) +8 (1d6+4 plus 1d6 acid) and 4 claws (reach 10 ft.) +8 (1d4+4 plus 1d6 acid)

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

Feats Improved Initiative^B

BURNING ARMoured TROLL SKELETON

CR 4 (XP 1,200)

This tall skeleton's hands end in terrible claws and it has a tusked underbite.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., base speed 30 ft.; **ACP** -3

AC 20, touch 12, flat-footed 17; **CMD** 23; fiery aura (-1 size, +6 armour [mwk breastplate], +3 Dex, +2 natural)

Fiery Aura (Ex) Anyone striking the burning troll skeleton with an unarmed strike or natural attack takes 1d6 fire damage.

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 +3, **Ref** +5, **Will** +5

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

Fiery Death (Su) A burning armoured troll skeleton explodes into a burst of flame when it dies. Adjacent characters suffer 3d6 damage (DC 14 Reflex save halves).

Space 10 ft. fiery aura; **Base Atk** +4; **CMB** +10

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

Melee bite (reach 10 ft.) +8 (1d8+5 plus 1d6 fire) and 2 claws (reach 10 ft.) +8 (1d6+5 plus 1d6 fire)

Abilities Str 21, Dex 16, Con —, Int —, Wis 10, Cha 12

Feats Improved Initiative^B

CAVE GIANT SKELETON CR 4 (XP 1,200)

This large skeleton wields a battleaxe and wears crude hide armour.

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., base speed 40 ft.; **ACP** -3

AC 16, touch 10, flat-footed 15; **CMD** 24 (-1 size, +4 armour [hide], +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

Fort +3, **Ref** +4, **Will** +6

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

Space 10 ft.; **Base Atk** +6; **CMB** +13

Melee battleaxe (reach 10 ft.) +11/+6 (2d6+9/x3) or

Melee 2 slams (reach 10 ft.) +11 (1d8+6)

Abilities Str 23, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CHIMERA SKELETON CR 4 (XP 1,200)

This skeleton has three heads, one of which has long horns while another has a powerful jaw full of fangs.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 13, touch 11, flat-footed 11; **CMD** 23 (27 vs. trip) (+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 +3, **Ref** +5, **Will** +6

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

Space 10 ft.; **Base Atk** +6; **CMB** +11

Melee bite +9 (2d6+4),
bite +9 (1d8+4),
gore +9 (1d8+4) and
2 claws (reach 10 ft.) +9 (1d6+4)

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

Feats Improved Initiative^B

DIRE LION SKELETON CR 4 (XP 1,200)

Clumps of golden fur cling to this four-legged skeleton. Its legs all end in clawed talons and sharp teeth fill its mouth.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 14, touch 12, flat-footed 11; **CMD** 27 (+31 vs. trip)
(+3 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 +2, **Ref** +5, **Will** +6

hp 36 (8 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +6; **CMB** +14 (+18 grapple)

Melee bite (reach 10 ft.) +12 (1d8+7) and
2 claws (reach 10 ft.) +12 (1d6+7)

Abilities Str 25, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GREEN HAG SKELETON CR 4 (XP 1,200)

Clumps of dark, mouldering hair yet cling to the skull of this humanoid skeleton.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., swim 30 ft.; **ACP** 0; Swim +12

AC 14, touch 12, flat-footed 12; **CMD** 22
(+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

Fort +3, **Ref** +5, **Will** +6

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

Space 5 ft.; **Base Atk** +6; **CMB** +10

Melee 2 claws +10 (1d4+4)

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

Feats Improved Initiative^B

MEDUSA SKELETON CR 4 (XP 1,200)

A multitude of small skeletal snakes grow from the skull of this humanoid skeleton.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 15, touch 13, flat-footed 12; **CMD** 19
(+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 +2, **Ref** +5, **Will** +6

hp 36 (8 HD); **DR** bludgeoning/5

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

Melee quarterstaff +6/+1 (1d6) and
snake bite +1 (1d4) or
2 claws +6 (1d4) and
snake bite +1 (1d4)

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

Feats Improved Initiative^B

OGRE MAGE SKELETON CR 4 (XP 1,200)

This giant skeleton wears an ornate chain shirt and wields a greatsword.

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** -1; Acrobatics +4 (+8 jumping)

AC 19, touch 13, flat-footed 15; **CMD** 28
(+4 armour [mwk chain shirt], +4 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 +2, **Ref** +6, **Will** +6

hp 36 (8 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +6; **CMB** +14

Melee mwk greatsword (reach 10 ft.) +13/+8 (3d6+10/19-20) or
Melee 2 claws (reach 10 ft.) +12 (1d4+7)

Abilities Str 24, Dex 19, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

WATER NAGA SKELETON CR 4 (XP 1,200)

A humanoid skull tops this long, sinuous snake-like skeleton.

NE Large undead (aquatic)

Init +11; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., swim 50 ft.; **ACP** 0; Swim +13

AC 18, touch 16, flat-footed 11; **CMD** 29 (can't be tripped)
(-1 size, +7 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 +2, **Ref** +9, **Will** +6

hp 36 (8 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +6; **CMB** +12

Melee bite +10 (2d6+5) and
tail slap +5 (1d8+2)

Abilities Str 20, Dex 25, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CR 5 SKELETONS

BLOODY OGRE MAGE SKELETON

CR 5 (XP 1,600)

This giant skeleton wears an ornate chain shirt and wields a greatsword.

NE Large undead

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** -1; Acrobatics +4 (+8 jumping)

AC 19, touch 13, flat-footed 15; **CMD** 28

(+4 armour [mwk chain shirt], +4 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 +4, **Ref** +6, **Will** +6 (+10 vs. channelling)

hp 56 (8 HD); deathless; fast healing 4; **DR** bludgeoning/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, i 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 10 ft.; **Base Atk** +6; **CMB** +14

Melee mwk greatsword (reach 10 ft.) +13/+8 (3d6+10/19-20) or
Melee 2 claws (reach 10 ft.) +12 (1d4+7)

Abilities Str 24, Dex 19, Con —, Int —, Wis 10, Cha 14

Feats Improved Initiative^B

CRIOSPHINX SKELETON

CR 5 (XP 1,600)

*This quadruped skeleton has long horns growing from its skull.
Faded patches of fine golden fur cling to its body.*

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0

AC 12, touch 10, flat-footed 11; **CMD** 26 (30 vs. trip)
(+1 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 +3, **Ref** +4, **Will** +7

hp 49 (11 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +8; **CMB** +15

Melee 2 claws +13 (1d6+6) and
Melee gore +13 (2d4+6)

Abilities Str 23, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

DIRE BEAR SKELETON

CR 5 (XP 1,600)

Shreds of black fur cling to this gigantic skeletal bear.

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)

AC 13, touch 11, flat-footed 11; **CMD** 27 (31 vs. trip)
(-1 size, +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

Fort +3, **Ref** +5, **Will** +7

hp 45 (10 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +7; **CMB** +15 (+19 grapple)

Melee 2 claws (reach 10 ft.) +13 (1d6+7) and
bite (reach 10 ft.) +13 (1d8+7)

Abilities Str 25, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

ELASMOSAURUS SKELETON

CR 5 (XP 1,600)

This massive four-legged, long-necked skeleton has a long tail.

NE Huge undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., swim 50 ft.; **ACP** 0; Swim +16

AC 14, touch 11, flat-footed 11; **CMD** 30 (34 vs. trip)
(+3 Dex, +3 natural, -2 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** +6, **Will** +7

hp 45 (10 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +7; **CMB** +17

Melee bite (reach 20 ft.) +13 (2d8+12)

Abilities Str 26, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

ELEPHANT SKELETON

CR 5 (XP 1,600)

Long tusks protrude from this massive, four legged skeleton's head.

NE Huge undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 12, touch 9, flat-footed 11; **CMD** 31 (35 vs. trip)
(+1 Dex, +3 natural, -2 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** +4, **Will** +7

hp 49 (11 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +8; **CMB** +20

Melee gore (reach 10 ft.) +16 (2d8+10) and
slam (reach 10 ft.) +16 (2d6+10)

Abilities Str 30, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

ETTIN SKELETON

CR 5 (XP 1,600)

This large humanoid skeleton has two skulls growing from its shoulders. It wields two flails.

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0; Acrobatics +0 (+4 jumping)

AC 13, touch 9, flat-footed 13; **CMD** 24

(+2 armour [leather], +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 +3, **Ref** +3, **Will** +7

hp 45 (10 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +7; **CMB** +14

Melee 2 flails (reach 10 ft.) +12/+7 (2d6+6) or

Melee 2 claws (reach 10 ft.) +12 (1d6+6)

Abilities Str 23, Dex 10, Con —, Int —, Wis 10, Cha 10

SQ superior two-weapon fighting

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

Feats Improved Initiative^B

GIANT SNAPPING TURTLE SKELETON

CR 5 (XP 1,600)

A thick shell grows upon this gigantic skeleton's back. A skull complete with huge, powerful jaws emerges from the shell.

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., swim 20 ft.; **ACP** 0; Swim +19

AC 11, touch 5, flat-footed 12; **CMD** 32 (36 vs. trip)

(-4 size, -1 Dex, +6 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** +2, **Will** +7

hp 49 (11 HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +8; **CMB** +23 (+27 grapple)

Melee bite (reach 15 ft.) +15 (4d6+16)

Abilities Str 32, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GRAVE CHILL DIRE LION SKELETON

CR 5 (XP 1,600)

Frost covers clumps of golden fur clinging to this four-legged skeleton. Its legs all end in clawed talons and sharp teeth fill its mouth.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 14, touch 12, flat-footed 11; **CMD** 27 (+31 vs. trip); chill aura (+3 Dex, +2 natural, -1 size)

Chill Aura (Su) Anyone striking a grave chill skeleton with an unarmed strike or natural attack suffers 1d6 cold damage.

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** fire vulnerability

Fire Vulnerability (Su) A grave chill skeleton suffers an extra 50% damage from fire-based attacks.

Fort +3, **Ref** +5, **Will** +6

hp 44 (8 HD); frozen death; **DR** bludgeoning/5

Frozen Death (Su) A grave chill skeleton explodes in a burst of intense cold when destroyed. Adjacent creatures suffer 4d6 cold damage (DC 15 Reflex halves).

Space 10 ft. (chill aura 5 ft.); **Base Atk** +6; **CMB** +14 (+18 grapple)

Chill Aura (Su) Creatures adjacent to a grave chill skeleton take 1d6 cold damage at the start of their turn.

Melee bite (reach 10 ft.) +12 (1d8+7 plus 1d6 cold) and

2 claws (reach 10 ft.) +12 (1d6+7 plus 1d6 cold)

Abilities Str 25, Dex 17, Con —, Int —, Wis 10, Cha 12

Feats Improved Initiative^B

HILL GIANT SKELETON

CR 5 (XP 1,600)

Clad in hide armour, this large skeleton wields a massive greatclub.

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -3; Acrobatics -3 (+1 jumping)

AC 15, touch 9, flat-footed 15; **CMD** 25

(+4 armour [hide], +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 +3, **Ref** +3, **Will** +7

hp 45 (10 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +7; **CMB** +15

Melee greatclub (reach 10 ft.) +13/+8 (2d8+10) or

Melee 2 slams (reach 10 ft.) +13 (1d8+7)

Abilities Str 25, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CR 6 SKELETONS

ANDROSPHINX SKELETON CR 6 (XP 2,400)

The remnants of wings emerge from this four-legged skeleton's chest. Its skull is that of a human.

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 12, touch 10, flat-footed 11; **CMD** 29 (33 vs. trip)
(+1 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 +4, **Ref** +5, **Will** +8

hp 58 (13 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +9; **CMB** +18 (+22 grapple)

Melee 2 claws +16 (2d6+8)

Abilities Str 27, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

BLOODY CURSED GREEN HAG SKELETON

CR 6 (XP 2,400)

Clumps of dark, mouldering hair yet cling to the skull of this humanoid, ill-shapen, blood-covered skeleton.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., swim 30 ft.; **ACP** 0; Swim +12

AC 14, touch 12, flat-footed 12; **CMD** 22
(+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

Fort +5, **Ref** +5, **Will** +6; +4 channel resistance

hp 58 (9 HD); deathless; fast healing 4; **DR** bludgeoning/5; deathless

Deathless (Su) The bloody cursed green hag skeleton is destroyed when reduced to 0 hit points, but returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. A bloody cursed green hag skeleton is permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit point 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** +6; **CMB** +10

Melee 2 claws +10 (1d4+4 plus skeleton curse)

Skeleton Curse (Su) claw; save Will DC 16 negates; 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.

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

Feats Improved Initiative^B

DIRE CROCODILE SKELETON CR 6 (XP 2,400)

Scales yet cover portions of this immense, powerful reptilian skeleton.

NE Gargantuan undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 20 ft., swim 30 ft.; **ACP** 0; Swim +21

AC 13, touch 7, flat-footed 12; **CMD** 37 (41 vs. trip)
(+1 Dex, +6 natural, -4 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 +4, **Ref** +5, **Will** +8

hp 54 (12 HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +9; **CMB** +26 (+30 grapple)

Melee bite (reach 15 ft.) +18 (3d6+13) and

Melee tail slap (reach 15 ft.) +13 (4d8+6)

Abilities Str 37, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

DIRE TIGER SKELETON CR 6 (XP 2,400)

Clumps of black and white fur cling to this four-legged skeleton. Its legs all end in clawed talons and sharp teeth fill its mouth.

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 14, touch 12, flat-footed 11; **CMD** 32 (36 vs. trip)
(+3 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 +4, **Ref** +7, **Will** +9

hp 63 (14 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +10; **CMB** +19 (+23 grapple)

Melee 2 claws +17 (2d4+8) and
bite +17 (2d6+8)

Abilities Str 27, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

DRAGON TURTLE SKELETON CR 6 (XP 2,400)

This massive turtle-like skeleton has a thick shell on its back, a long tail and powerful jaws.

NE Huge undead (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., swim 30 ft.; **ACP** 0; Swim +16

AC 12, touch 9, flat-footed 11; **CMD** 30 (34 vs. trip)
(+1 Dex, +3 natural, -2 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 +4, **Ref** +5, **Will** +8

hp 54 (12 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +9; **CMB** +19

Melee bite (reach 10 ft.) +15 (3d6+8) and
2 claws (reach 10 ft.) +15 (2d6+8)

Abilities Str 27, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

FROST GIANT SKELETON CR 6 (XP 2,400)

Clad in a bleached white chain shirt, this giant skeleton wields a massive greataxe

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** -2; Acrobatics -2 (+2 jumping)

AC 15, touch 9, flat-footed 11; **CMD** 30
(+4 armour [chain shirt], +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 +4, **Ref** +4, **Will** +9

hp 63 (14 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +10; **CMB** +20

Melee greataxe (reach 10 ft.) +18/+13 (3d6+13) or

Melee 2 slams (reach 10 ft.) +18 (1d8+9)

Abilities Str 29, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GHAELE SKELETON CR 6 (XP 2,400)

This skeletal humanoid wields a greatsword.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)

AC 14, touch 12, flat-footed 12; **CMD** 28
(+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

Fort +4, **Ref** +6, **Will** +8

hp 58 (13 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +9; **CMB** +16

Melee +1 greatsword +17/+12 (2d6+10) or

Melee 2 claws +16 (1d4+7)

Abilities Str 25, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

SIYOKOY SKELETON CR 6 (XP 2,400)

This long, slender skeleton has a humanoid torso and a long, powerful tail.

NE Medium undead (aquatic)

Init +10; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., swim 60 ft.; **ACP** 0; Swim +17

AC 18, touch 16, flat-footed 12; **CMD** 34
(+6 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** +10, **Will** +8

hp 58 (13 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +9; **CMB** +18 (+24 grapple)

Melee bite +18 (1d6+9),
2 claws +18 (1d6+9) and
tail slap +13 (1d6+4)

Abilities Str 28, Dex 23, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

YOUNG ADULT BRONZE DRAGON SKELETON

CR 6 (XP 2,400)

Dull bronze and mottled blue scales cover this sleek draconic skeleton.

NE Huge undead (water)

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft., swim 60 ft.; **ACP** 0; Swim +15

AC 12, touch 9, flat-footed 11; **CMD** 30
(+1 Dex, +3 natural, -2 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 +4, **Ref** +5, **Will** +9

hp 63 (14 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +10; **CMB** +19

Melee bite (reach 15 ft.) +15 (2d8+10),
2 claws (reach 10 ft.) +15 (2d6+7),
2 wings (reach 10 ft.) +10 (1d8+3) and
tail slap (reach 10 ft.) +10 (2d6+10)

Abilities Str 25, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CR 7 SKELETONS

CETACEAL SKELETON

CR 7 (XP 3,200)

This skeleton has the head and torso of a humanoid and the sleek lower body of a powerful fish.

NE Medium undead (aquatic)

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 10 ft., swim 80 ft.; **ACP** 0; Acrobatics +5 (-3 jumping), Swim +17

AC 17, touch 15, flat-footed 12; **CMD** 36 (can't be tripped) (+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 +5, **Ref** +10, **Will** +10

hp 76 (17 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +12; **CMB** +21

Melee +1 shortspear +22/+17/+12 (1d6+10) and tail slap +16 (1d6+4)

Abilities Str 29, Dex 21, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CLOUD GIANT SKELETON

CR 7 (XP 3,200)

Wielding a morningstar, this gigantic skeleton wears a light chain shirt.

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 50 ft.; **ACP** -2; Acrobatics +0 (+8 jumping)

AC 17, touch 10, flat-footed 15; **CMD** 38 (-2 size, +4 armour [chain shirt], +2 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

Fort +5, **Ref** +7, **Will** +10

hp 72 (16 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +12; **CMB** +26

Melee morningstar (reach 15 ft.) +22/+17/+12 (4d6+18) or

Melee 2 slams (reach 15 ft.) +22 (2d6+12)

Ranged rock (range 140 ft.) +12 (2d6+18)

Abilities Str 35, Dex 15, Con —, Int —, Wis 10, Cha 10

SQ oversize weapon

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty.

Feats Improved Initiative^B

FIRE GIANT SKELETON

CR 7 (XP 3,200)

Clad in blackened half-plate, this giant skeleton wields a greatsword

NE Large undead

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft., base speed 40 ft.; **ACP** -7

AC 19, touch 9, flat-footed 19; **CMD** 32 (+8 armour [half-plate], +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** +7, **Will** +9

hp 67 (15 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +11; **CMB** +22

Melee greatsword (reach 10 ft.) +20/+15/+10 (3d6+15) or

Melee 2 slams (reach 10 ft.) +20 (1d8+10)

Abilities Str 31, Dex 11, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

FJORD LINNORM SKELETON

CR 7 (XP 3,200)

This long, sinuous skeleton has a draconic-looking skull and a long tail.

NE Gargantuan undead (aquatic)

Init +11; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft., fly 100 ft. (average), swim 60 ft.; **ACP** 0; Fly +15, Swim +21

AC 19, touch 13, flat-footed 12; **CMD** 46 (can't be tripped) (+7 Dex, +6 natural, -4 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** +7, **Will** +10

hp 72 (16 HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +12; **CMB** +29 (+33 grapple)

Melee bite (reach 20 ft.) +21 (2d8+13),
2 claws (reach 20 ft.) +21 (2d6+13) and
tail (reach 20 ft.) +16 (2d6+6)

Abilities Str 36, Dex 25, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

GREAT CYCLOPS SKELETON CR 7 (XP 3,200)

The skull of this huge skeleton has but a single eye socket.

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.; **ACP** -3; Acrobatics +2 (+10 jumping)

AC 17, touch 10, flat-footed 15; **CMD** 39

(+4 armour [hide], +2 Dex, +3 natural, -2 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** +7, **Will** +10

hp 76 (17 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +12; **CMB** +27

Melee mwk greatclub (reach 15 ft.) +24/+19/+14 (3d8+19) and gore (reach 15 ft.) +18 (1d8+6) or

Melee gore (reach 15 ft.) +23 (1d8+13) and 2 slams (reach 15 ft.) +23 (2d6+13)

Abilities Str 36, Dex 15, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

HORNED DEVIL SKELETON CR 7 (XP 3,200)

This skeleton's skull is crowned with a nest of deadly horns.

NE Large undead

Init +13; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 20, touch 18, flat-footed 11; **CMD** 41

(+9 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** +14, **Will** +9

hp 67 (15 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +11; **CMB** +22

Melee +1 spiked chain (reach 10 ft.) +21/+16/+11 (2d6+11), bite (reach 10 ft.) +15 (2d8+5), tail (reach 10 ft.) +15 (2d6+5) or

Melee 2 claws (reach 10 ft.) +20 (2d6+10), bite (reach 10 ft.) +20 (2d8+10) and tail (reach 10 ft.) +20 (2d6+5)

Abilities Str 31, Dex 29, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

MARILITH SKELETON CR 7 (XP 3,200)

This snake-like skeleton has a human torso and six arms.

NE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0; Acrobatics +5 (+9 jumping)

AC 16, touch 14, flat-footed 11; **CMD** 35

(+5 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** +7, **Will** +10

hp 72 (16 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +12; **CMB** +21 (+25 grapple)

Melee +1 longsword (reach 10 ft.) +19/+14/+9 (2d6+8), 5 mwk longswords (reach 10 ft.) +19 (2d6+3) and tail slap (reach 10 ft.) +13 (2d6+3) or

Melee 6 slams (reach 10 ft.) +18 (2d6+12) and tail slap (reach 10 ft.) +13 (2d6+3)

Abilities Str 25, Dex 21, Con —, Int —, Wis 10, Cha 10

SQ multiweapon mastery

Multiweapon Mastery (Ex) A marilith never takes penalties to her attack roll when fighting with multiple weapons.

Feats Improved Initiative^B

PLANETAR SKELETON CR 7 (XP 3,200)

This large skeleton wields an ornate greatsword.

NE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 16, touch 14, flat-footed 11; **CMD** 36

(+5 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** +10, **Will** +10

hp 76 (17 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +12; **CMB** +21

Melee +1 greatsword (reach 10 ft.) +20/+15/+10 (3d6+13) or **Melee** slam (reach 10 ft.) +19 (2d8+12)

Abilities Str 27, Dex 21, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

SEA SERPENT SKELETON CR 7 (XP 3,200)

This immense skeleton is long and sinuous.

NE Gargantuan undead (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft., swim 60 ft.; **ACP** 0; Swim +20

AC 15, touch 9, flat-footed 12; **CMD** 40 (can't be tripped)

(+3 Dex, +6 natural, -4 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** +8, **Will** +9

hp 67 (15 HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +11; **CMB** +27 (+31 grapple)

Melee bite (reach 20 ft.) +19 (4d8+12) and tail slap (reach 20 ft.) +14 (3d6+6)

Abilities Str 34, Dex 16, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

CR 8 SKELETONS

GREAT WHITE WHALE SKELETON

CR 8 (XP 4,800)

This immense fish skeleton has a box-shaped head and a toothy maw.

NE Colossal undead

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed swim 40 ft.; **ACP** 0; Swim +28

AC 11, touch 1, flat-footed 12; **CMD** 50 (can't be tripped)
(-1 Dex, +10 natural, -8 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** +5, **Will** +11

hp 81 (18 HD); **DR** bludgeoning/5

Space 30 ft.; **Base Atk** +13; **CMB** +41

Melee bite (reach 30 ft.) +25 (6d6+20) and
tail slap (reach 30 ft.) +20 (3d6+10)

Abilities Str 50, Dex 8, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

ICE LINNORM SKELETON

CR 8 (XP 4,800)

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

NE Colossal undead

Init +11; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.; **ACP** 0; Acrobatics +7 (+11 jumping), Climb +22, Fly +15

AC 19, touch 9, flat-footed 12; **CMD** 52 (can't be tripped)
(+7 Dex, +10 natural, -8 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** +13, **Will** +11

hp 81 (18 HD); **DR** bludgeoning/5

Space 30 ft.; **Base Atk** +13; **CMB** +35 (+39 grapple)

Melee bite (reach 30 ft.) +19 (3d8+14),
2 claws (reach 30 ft.) +19 (2d6+14) and
tail (reach 30 ft.) +14 (3d6+7)

Abilities Str 38, Dex 24, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

MATURE ADULT RED DRAGON SKELETON

CR 8 (XP 4,800)

A cruel crown of horns tops the skull of this massive dragon skeleton.

NE Huge undead

Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 12, touch 9, flat-footed 11; **CMD** 38
(+1 Dex, +3 natural, -2 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** +7, **Will** +11

hp 85 (19 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +14; **CMB** +27

Melee bite (reach 15 ft.) +23 (2d8+16),
2 claws (reach 10 ft.) +23 (2d6+11),
2 wings (reach 10 ft.) +18 (1d8+5) and
tail slap (reach 10 ft.) +18 (2d6+16)

Abilities Str 33, Dex 12, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

OLD BRONZE DRAGON SKELETON

CR 8 (XP 4,800)

Dull bronze and mottled blue scales cover this sleek draconic skeleton.

NE Gargantuan undead (water)

Init +4; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., swim 60 ft.; **ACP** 0; Acrobatics +1 (+5 jumping),
Swim +18

AC 12, touch 6, flat-footed 12; **CMD** 39
(+6 natural, -4 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** +6, **Will** +12

hp 90 (20HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +15; **CMB** +29

Melee bite (reach 20 ft.) +21 (4d6+15),
2 claws (reach 15 ft.) +21 (2d8+10),
2 wings (reach 15 ft.) +16 (2d6+5) and
tail slap (reach 15 ft.) +16 (2d8+15)

Abilities Str 31, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

PIT FIEND SKELETON CR 8 (XP 4,800)
This gigantic skeleton has crimson bones, wicked claws and massive serrated skeletal wings.

NE Large undead
Init +14; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +10 (+14 jumping)

AC 21, touch 19, flat-footed 11; **CMD** 49
 (+10 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 +6, **Ref** +16, **Will** +12
hp 90 (20 HD); **DR** bludgeoning/5

Space 10 ft.; **Base Atk** +15; **CMB** +29 (+33 grapple)
Melee 2 claws (reach 10 ft.) +27 (2d8+13),
 2 wings (reach 10 ft.) +22 (2d6+6),
 bite (reach 10 ft.) +27 (4d6+13) and
 tail slap (reach 10 ft.) +22 (2d8+6)

Abilities Str 37, Dex 31, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative^B

STORM GIANT SKELETON CR 8 (XP 4,800)
Clad in a fine breastplate, this gigantic skeleton wields an immense greatsword.

NE Huge undead
Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 35 ft., 50 ft. base speed; swim 30 ft., base speed 40 ft.;
ACP -3; Swim +19

AC 20, touch 11, flat-footed 17; **CMD** 43
 (+6 armour [mwk breastplate], +3 Dex, +3 natural, -2 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** +11
hp 85 (19 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +14; **CMB** +30
Melee mwk greatsword (reach 15 ft.) +27/+22/+17 (2d8+21) or
Melee 2 slams (reach 15 ft.) +26 (2d6+14)

Abilities Str 39, Dex 16, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative^B

TYRANNOSAURUS SKELETON CR 8 (XP 4,800)
This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

NE Gargantuan undead
Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)

AC 14, touch 8, flat-footed 12; **CMD** 40
 (+2 Dex, +6 natural, -4 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** +8, **Will** +11
hp 81 (18 HD); **DR** bludgeoning/5

Space 20 ft.; **Base Atk** +13; **CMB** +28 (+32 grapple)
Melee bite (reach 20 ft.) +20 (4d6+22)

Abilities Str 32, Dex 15, Con —, Int —, Wis 10, Cha 10
SQ powerful bite
Feats Improved Initiative^B
Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

VERY OLD BLACK DRAGON SKELETON CR 8 (XP 4,800)
Scales as black as midnight cover this horned dragon skeleton.

NE Huge undead (water)
Init +5; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft., swim 60 ft.; **ACP** 0; Acrobatics +1 (+5 jumping),
 Swim +18

AC 12, touch 9, flat-footed 11; **CMD** 37
 (+1 Dex, +3 natural, -2 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** +7, **Will** +11
hp 85 (19 HD); **DR** bludgeoning/5

Space 15 ft.; **Base Atk** +14; **CMB** +26
Melee bite (reach 15 ft.) +22 (2d8+15),
 2 claws (reach 10 ft.) +22 (2d6+10),
 2 wings (reach 10 ft.) +17 (1d8+5) and
 tail slap (reach 10 ft.) +17 (2d6+15)

Abilities Str 31, Dex 12, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative^B

READING STAT BLOCKS

100% Crunch: Skeletons 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 blocks 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.

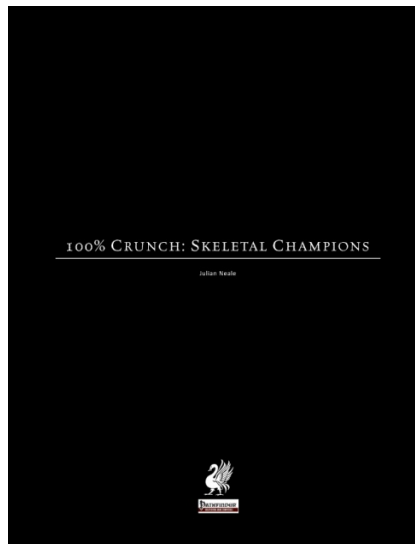
Spellbook: The contents of the creature's spellbook and its opposition schools.

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.

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 at a wide range of CRs of an iconic monster.

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



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Classic Horrors Revisited. Copyright 2009, Paizo Publishing, LLC; Authors: James Jacobs, Rob McCreary, F. Wesley Schneider

Bestiary 2. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Bestiary 3. ©2011, Paizo Publishing, LLC; Author: Jason Bulmahn.

Shadowed Keep on the Borderlands. ©Raging Swan Press 2012; Author: Creighton Broadhurst.

Ultimate Magic. ©2011, Paizo Publishing, LLC; Author: Jason Bulmahn.

Advanced Race Guide. ©2012, Paizo Publishing, LLC; Author: Jason Bulmahn.

100% Crunch: Skeletons. ©Raging Swan Press 2012; Author: 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 97 skeletons (CRs 1/3-8) for the time-crunched GM to immediately utilise in game.

Visit us at ragingswan.com to learn more.

