

## SKELETON, BLACK

Horrible mockeries of life animated by fell necromantic energies, black skeletons are more powerful than the more common mindless variety of skeleton. They also possess a terrible cunning and are imbued with a grace matched only by the most dexterous of warriors.

Black skeletons retain dim memories of their former lives, though they keep all the skills they possessed while alive.

## CREATING A BLACK SKELETON

“Black Skeleton” is an acquired template that can be added to any humanoid, monstrous humanoid, or giant creature (referred to hereafter as the base creature). Most black skeletons are martially focused characters. Spellcasting black skeletons are almost unheard of.

**Size and Type:** The creature’s type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

**Hit Dice:** Increase all current and future Hit Dice to d12s.

**Speed:** The base creature’s land speed increases by 10 ft. Winged black skeletons can’t use their wings to fly. If the base creature flew magically, so can the black skeleton.

**Armor Class:** The base creature’s natural armor bonus changes to a number based on the black skeleton’s size:

Size	Nat. Armor Bonus
Tiny or smaller	+2
Small	+3
Medium or Large	+4
Huge	+5
Gargantuan	+8
Colossal	+12

**Attacks:** A black skeleton has two claw attacks. If the base creature can use weapons, the black skeleton retains that ability. A black skeleton fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

**Full Attack:** A black skeleton fighting without weapons uses both claws when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and a claw as an additional natural secondary attack.

**Damage:** Black skeletons have claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage values, whichever are greater.

Size	Claw Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

**Special Attacks:** A black skeleton retains all the base creature’s special attacks and gains those described below. Save DC’s are equal to 10 + 1/2 black skeleton’s HD + black skeleton’s Cha modifier unless otherwise noted.

– **Frightful Presence (Ex):** The mere presence of a black skeleton is highly unsettling. Creatures within 60 ft. and that have less HD than the black skeleton must succeed on a Will save or become panicked for 2d6 rounds. The creature must be able to see the black skeleton. Creatures that successfully save are immune to that black skeleton’s frightful presence for 24 hours.

– **Weakening Strike (Su):** Anyone struck by a black skeleton with a natural attack or a melee weapon takes 1d3 points of Strength damage. A successful Fort save negates the damage.

**Special Qualities:** A black skeleton retains all the base creature’s special qualities and gains those described below.

– **Damage Reduction (Su):** A black skeleton’s undead body is supernaturally tough, giving the creature damage reduction 10/bludgeoning and good.

– **Resistances (Ex):** Black skeletons have resistance to fire 10.

– **Turn Resistance (Ex):** A black skeleton is exceptionally difficult to turn. It has turn resistance +4.

**Saves:** Same as base creature.

**Abilities:** Increase from the base creature as follows: Dex +8, Int +2, Cha +4. Being undead, a black skeleton has no Constitution score.

**Skills:** Same as the base creature.

**Feats:** A black skeleton gains Two-Weapon Fighting as a bonus feat. Due to its supernatural nature, it takes no penalties when fighting with two-weapons as long as its off-hand weapon is light.

**Organization:** Solitary, group (1-4), or war band (4-16).

**Challenge Rating:** Same as the base creature +2

**Treasure:** Standard.

**Alignment:** Always chaotic evil.

**Advancement:** By character class.

**Level Adjustment:** Same as the base creature +6.

## SAMPLE BLACK SKELETON

*Clad in tattered cloth and rusted armor, the blackened, skeletal remains of a human dashes graceful toward you, a sword brandished in each bony hand.*

This example uses a 5th-level human fighter as the base creature.

### BLACK SKELETON, 5TH-LEVEL HUMAN FIGHTER Medium Undead (Augmented Humanoid)

**Hit Dice:** 5d12+3 (35 hp)

**Initiative:** +9

**Speed:** 40 ft. (8 squares)

**Armor Class:** 22 (+5 Dex, +4 natural, +3 studded leather), touch 15, flat-footed 17

**Base Attack/Grapple:** +5/+6

**Attack:** Short sword +11 melee (1d6+3, 19-20/x2 plus weakening strike) or claw +10 melee (1d4+1) or short bow +10 ranged (1d6, x3)

**Full Attack:** 2 short swords +11 melee (1d6+3, 19-20/x2 plus weakening strike) or 2 claws +10 melee (1d4+1 plus weakening strike) or short bow +10 ranged (1d6, x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Frightful presence, weakening strike

**Special Qualities:** Damage reduction 10/bludgeoning and good, darkvision 60 ft., resistance to fire 10, turn resistance +4, undead traits

**Saves:** Fort +4, Ref +6, Will +1

**Abilities:** Str 13, Dex 21, Con –, Int 11, Wis 10, Cha 15

**Skills:** Climb +8, Hide +6, Move Silently +6

**Feats:** Combat Reflexes, Improved Initiative, Toughness, Two-Weapon Fighting<sup>B</sup>, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

**Environment:** Any

**Organization:** Solitary, group (1-4), or war band (4-16)

**Challenge Rating:** 7

**Treasure:** Standard.

**Alignment:** Chaotic evil

**Advancement:** By character class

**Level Adjustment:** +6

### COMBAT

**Frightful Presence (Su):** Can affect creatures of 5 HD or less. Will save DC is 14. The save is Charisma-based.

**Weakening Strike (Su):** Fort save DC is 14. The save DC is Charisma-based.

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