

GIANT SKELETON

Large Undead

Hit Dice: 6d12 (39 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d8+6) or scythe +8 melee (2d6+9 x4)

Full Attack: 2 claws +8 melee (1d8+6) or scythe +8 melee (2d6+9 x4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fireball

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to fire, resistance to cold 10, turn resistance +2, undead traits

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 22, Dex 13, Con –, Int –, Wis 10, Cha 1

Skills: –

Feats: Improved Initiative^B

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 7-12 HD (Large)

A large skeletal creature shambles towards you, a large scythe gripped in its bony fingers. Within its cavernous ribcage, a strange, magical fire burns.

The ignorant seem to think that giant skeletons are the bodies of fire giants stripped of their flesh and animated with fell energies. This is not true. Giant skeletons are created by magically enlarging the bones of a dead human and imbuing the corpse with a fiery essence.

Giant skeletons can follow simple orders, but are otherwise utterly mindless creatures.

A giant skeleton stands 12 feet tall and weighs only 400 pounds.

COMBAT

Giant skeletons are simple opponents. Unless otherwise directed to, they simply attack with their claws or whatever weapons they've been armed with (usually scythes, though bone spears are common). They don't seem to know that they possess a powerful fireball ability and usually forget to use it, unless their creator tells them to use it.

Fireball (Sp): Three times per day, a giant skeleton can reach into its chest and taking hold of some of the magical fire contained therein, it can launch a *fireball* as the spell (caster level 8th). A successful Reflex save (DC 12) halves the damage. The save DC is Charisma-based and includes a +4 racial bonus.

CREATING A GIANT SKELETON

A giant skeleton can be created with a *create undead* spell cast by a caster of at least 11th-level. The corpse must be placed on a pyre created by magical fire effect of some kind. The corpse used must be a human's.