

Skeleton, Blazing

CR 3

NE Medium Undead (Fire)

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 19, **Flat-Footed:** 14, **Touch:** 15

(+5 DEX, +4 natural)

HP: 42 (5d12+10)

DR: 5/bludgeoning

Fort: +3, **Ref:** +5, **Will:** +4

SR: None

Resistances: None

Immunities: Fire plus undead immunities

Defensive Abilities: Fiery Aura

Offense

Speed: 30 ft.

Melee: 2 Claws +4 (1d4+1 plus 1d6 fire)

Ranged: Fiery Orb +6 (1d6 fire; 60 ft. range inc.)

Special Abilities: None

Statistics

STR 13 (+1)

DEX 18 (+4)

CON --- (---)

INT 4 (-3)

WIS 6 (-2)

CHA 15 (+2)

Base Attack +2; **Grapple** +3; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Unholy Endurance, Weapon Focus (Claw)

Skills: Spot +5 (+7 ranks, -2 wis)

Languages: None

SQ: Cold Vulnerability, Ember Light, Undead Traits

Combat Gear: None

Other Gear: None

Flavor

Environment: Any non-freezing climate

Organization: Any

Treasure: None

Shambling towards you is a humanoid skeleton wreathed in flames. It moves with an almost supernatural grace and seems to emit a scream borne of eternal suffering.

Blazing skeletons are brought into being when a criminal or other deviant is burned alive to atone for his or her crimes. As the criminal dies, they are infused with negative energies and animated in a cruel mockery of the end of their life.

Unlike most forms of basic undead, blazing skeletons retain some small measure of their intelligence and are well aware of their abilities. During combat, a blazing skeleton will rush forward and attempt to envelop as many enemies as it can in its fiery aura. If several blazing skeletons are working in tandem several will rush forward while the others hang back and pepper their enemies with fiery orbs.

While they retain some measure of intelligence, blazing skeletons are incapable of speech, for at all times they wail horribly as they remember the pain that ended their lives and consumes them in undeath.

Ability Information

Cold Vulnerability: A blazing skeleton takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Ember Light (Su): A blazing skeleton sheds light as a sunrod at all times.

Fiery Aura (Su): Any creature beginning its turn within 10 feet of the blazing skeleton must succeed on a DC 12 reflex save or take 1d4 points of fire damage. Likewise, any creature striking the blazing skeleton with a non-reach melee weapon takes 1d4 points of fire damage (no save).

Lore

A successful knowledge (religion) check will reveal the following information about a blazing skeleton:

DC 15 This is a blazing skeleton, formed when a particularly evil being is burned alive in an attempt to punish them for their transgressions. This reveals all undead traits.

DC 20 Burning skeletons, as obvious by their form, are composed of hellish fires, this grants them the ability to hurl orbs of fire at nearby foes.

DC 25 Creatures standing near burning skeletons risk being burned by their hellish flames; likewise, creatures striking a blazing skeleton risk burning themselves as well.

New Feat: Unholy Endurance

Your willpower grants you a staying power that is not normally possessed by your kind.

Prerequisite: Undead Type, Charisma 13

Benefit: You gain a number of additional hit points equal to your charisma modifier multiplied by the number of hit dice you possess. In addition, you may add your charisma modifier to your fortitude save instead of your constitution modifier.