SKELETON WARRIOR (template)
The skeleton warrior is a lich-like undead lord that was once a powerful fighter of at least 10th level. Legend tell that the skeleton warriors were forced into their undead lich-like state many ages ago by a powerful demigod that trapped each of their souls in a golden circlet.

A skeleton warrior appears as a roughly lich-like creature dressed in the same type of armor worn during life. Its clothes and armor usually show signs of wear and age.

A skeleton warriors sole reason for remaining on the Material Plane is to search for and regain the circlet that contains its soul.

A skeleton warrior speaks Common and any other languages it knew in life.

CREATING A SKELETON WARRIOR
“Skeleton Warrior” is a template that can be added to any humanoid creature (referred to hereafter as the “character”). The character’s type changes to “undead.” It uses all the character’s statistics and abilities except as noted here.

**Hit Dice:** Increase to d12

**Speed:** Same as the character.

**AC:** The skeleton warrior has +4 natural armor or the character’s natural armor whichever is better

**Special Attacks:** A skeleton warrior retains all the character’s special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 skeleton warrior’s HD + skeleton warrior’s Charisma modifier unless noted otherwise.

- **Fear Aura (Su):** Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the skeleton warrior’s level.
- **Damage Reduction:** Skeleton warriors have damage reduction 15/+1.
- **Find Target (Sp):** The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by discern location.

**Special Qualities:** A skeleton warrior retains all the character’s special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

- **Darkvision (Ex):** Range 60 feet.
- **Turning Immunity (Ex):** Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.
- **Spell Resistance (Ex):** SR 20 +1 per character’s level beyond level 10.
- **Saves:** Same as the character

**Abilities:** A skeleton warrior gains +4 to Strength and +2 to Wisdom and Charisma, but being undead, has no Constitution score.

**Skills:** Skeleton warriors gain a +8 racial bonus to Intimidate checks and a +6 racial bonus to Sense Motive and Spot checks. Otherwise, same as character.

**Feats:** Same as the character.

**Climate/Terrain:** Any land

**Organization:** Solitary

**Challenge Rating:** Same as the character +2

**Treasure:** Standard

**Alignment:** Any evil

**Advancement:** By character class

SKELETON WARRIOR’S CIRCLET
When a fighter is transformed into a skeleton warrior his soul is trapped in a golden circlet. Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 300-foot range. The possessor must wear the circlet on his head to control the skeleton warrior. The controller can see through the skeleton warrior’s eyes, but he may not himself move, attack, or cast spells. Other than taking a 5-foot step, the controller may take no action in a round.
The controller may force the skeleton warrior into “active mode”, thereby causing it to fight, search for treasure, and so on. In “passive mode”, the skeleton warrior stands motionless. While in passive mode, the controller cannot see through the warrior's eyes, but may act normally (move, attack, cast spells, etc.).

Regardless of the mode of control, once the skeleton warrior and controller move to a distance greater than 300 feet of one another control is broken. It is also broken should the circlet be removed from the controller's head.

If the circlet remains in the controller’s possession he may resume control at any time, but if it leaves his possession, the skeleton warrior will immediately stop what it is doing and proceed at double move speed to attack and destroy the former controller. If a skeleton warrior gains control of the circlet containing its soul, the warrior “dies” and vanishes. The circlet crumbles to valueless dust.

When a character first comes into possession of a circlet, he may be unaware of its significance. He may also be unaware that the skeleton warrior whose soul is contained therein is tracking him. As long as the owner of the circlet and the skeleton warrior remain on the same plane of existence, the warrior may track him.

To gain control of a skeleton warrior, the possessor must place the circlet on his head. The would-be controller cannot wear anything else on his head (including a hat, helmet, etc.). The controller must be able to see the skeleton warrior and he must spend one full round establishing control. If the character is interrupted during this time, he must succeed at a Concentration check in order to establish control in the round he is attacked or distracted.

If a character in possession of a circlet does not attempt control or fails his Concentration check, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet.

SAMPLE SKELETON WARRIOR
This example uses a 12th-level human fighter as the character.

Medium-Size Undead
Hit Dice: 12d12 (78 hp)
Initiative: +1 (Dex)

Speed: 20 ft
AC: 25 (+1 Dex, +4 natural, +10 armor)
Attacks: +2 bastard sword +20/+15/+10 melee
Damage: +2 bastard sword 1d10+9
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Fear aura, find target
Special Qualities: Undead, damage reduction 15/+1, SR 22, turning immunity, darkvision 60 ft
Saves: Fort +11, Ref +6, Will +7
Abilities: Str 21, Dex 13, Con – , Int 12, Wis 15, Cha 14
Skills: Climb +9, Intimidate +9, Jump +11, Listen +12, Ride +8, Search +5, Sense Motive +8, Spot +15, Swim +10
Feats: Alertness, Armor Proficiency (all), Cleave, Great Cleave, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 14
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class

COMBAT
Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures of less than 5 HD in a 30-foot radius must succeed at a Will save (DC 18) or be affected as though by fear as cast by a sorcerer of the skeleton warrior’s level.

Find Target (Sp): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by discern location.

Magic Items Carried: +2 full plate armor, +2 bastard sword, cloak of resistance +2, boots of speed.