

Aquilae: Bestiary of the Realm

Skelettin

A Unique Monster
from the world of *Dark Obelisk*



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Like what you see here? Check out the Kickstarter for **Aquilae; Bestiary of the Realm**, from **Infinium Game Studio** and **Glamour Games**.

A massive hardcover tome of dozens of magical items, artifacts, spells, and more, *Artifacts & Artifice* is this book’s single example of a single weapon... expanded into a huge assortment of instantly-usable weapons, armor, devices, and other arcane trinkets.

Each entry will have the lavish detail demonstrated in the case of the *abhorrent naginata*: detailed description, background, mechanics, generalized game effects, history, NPC wielders, Rumors & Lore, and Quests related to the item.

As of this writing, you may support the **Kickstarter** here:

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page source-book be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An introduction to the *Aquillae: Bestiary of the Realm* line of products from **Infinium Game Studios**.
- A monster that's instantly usable—either in the context of the **Dark Obelisk** adventure path, any other adventure in the *Aquillae* campaign setting, or indeed in any campaign setting or adventure of your choosing.
- Rules for using **Quadded Statblocks** in your game.

Other Material & Integration

This *Aquillae: Bestiary of the Realm* book is not required to play any *Dark Obelisk* adventure, or any adventure in the *Realm of Aquillae* campaign setting.

Likewise, using this book is completely independent of any other

Similarly, to the point of several of the items on the list above, it is not required to have a copy of any *Dark Obelisk* adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

Notes & Conventions

Below please find some visual conventions used in this document.

Variable Challenge

Most modules and content are designed specifically for a certain level of PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.


This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!


However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.


“Quadded” Stat Blocks


Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adven-


ture have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

 **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

 **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

 **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Skelettin

CR 6; XP 2,300

DESCRIPTION

Essentially an undead, skeletonized Ettin, these creatures are massive, lumbering monstrosities with a taste for carnage.

Commonly found among other, lesser undead, **Skelettins** are typically created intentionally by those with necromantic powers, either as servants or simply to sow chaos.

APPEARANCE

This formidable monster is a giant-sized, two-headed brute. A **Skelettin** is an animated skeleton of a regular **Ettin**, typically garbed and armed in a manner similar to that in life.

HABITAT & ENVIRONMENT

Skelettins may be found in any environment.

Due to their undead nature, they are commonly

found in caves and caverns, though their size makes placement in such locales limited to large chambers.

Necromancers and beasts with underground lairs favor **Skelettins** as slaves and guards.

COMBAT TACTICS

Like most undead, **Skelettins** will attack perceived enemies to the death. If controlled or otherwise under another's power, their master may of course override this instinct.

SKELETTIN (Low)

CR 6; XP 2,300

NE; Large Undead

Armor Class 14 Natural

Hit Points 54

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	*	*	10 (+0)	10 (+0)

Senses Passive Perception +17; Darkvision 60 ft.; Low-Light Vision

Languages Goblin, Orc, Pidgin of Giant

Attacks Melee flail (large) +2 (2d6+6) or

Ranged javelin (large) +2 (1d8+6)

Resistances bludgeoning

Immunities Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Paralysis, Poison, Sleep, Stunning

SPECIAL QUALITIES

Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits



VARIANT STATISTICS

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 6 XP 2,300	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
SENSES	Passive Perception +17; Darkvision 60 ft.; Low-Light Vision	Passive Perception +17; Darkvision 60 ft.; Low-Light Vision	Passive Perception +23; Darkvision 60 ft.; Low-Light Vision	Passive Perception +25; Darkvision 60 ft.; Low-Light Vision
ARMOR CLASS	14 (natural)	16 (natural)	18 (natural)	20 (natural)
HP	54	65	75	86
SAVES	STR +6 DEX +0 CON +0 INT +0 WIS +0 CHA +0	STR +7 DEX +0 CON +0 INT +0 WIS +0 CHA +0	STR +9 DEX +2 CON +0 INT +0 WIS +0 CHA +0	STR 10 DEX +1 CON +0 INT +0 WIS +2 CHA +0
ATTACKS	Melee flail (large) +2 (2d6+6) or Ranged javelin (large) +2 (1d8+6)	Melee flail (large) +4 (2d6+7) or Ranged javelin (large) +4 (1d8+7)	Melee +1 flail (large) +7 (2d6+10) or Ranged javelin (large) +7 (1d8+9)	Melee +2 flail (huge) +11 (3d6+14) or Ranged +1 javelin (huge) +11 (2d6+13)
SPECIAL	none			
ABILITY SCORES	Str 23 Dex 10 Con * Int * Wis 10 Cha 10	Str 24 Dex 10 Con * Int * Wis 10 Cha 10	Str 26 Dex 14 Con * Int * Wis 14 Cha 10	Str 30 Dex 12 Con * Int * Wis 14 Cha 10
PROFICIENCIES	Natural weapons, flail, javelin			
LANGUAGES	Goblin, Orc, Pidgin of Giant			
SPECIAL QUALITIES	Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits			

SPECIAL ABILITIES

Darkvision Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters

with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting An ettin fights with a flail or javelin in each hand. 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.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a CON save (unless the effect also works on objects or is harmless). Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage

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Version History

Table 1: Version History

Date	Version	Notes
09-Aug-2017	1.0	Initial draft

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