**HUMAN SKELETON CR 1/3**

**XP 135**

NE Medium [undead](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html" \l "_undead)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +0

**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, [undead traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "_undead-traits)

**OFFENSE**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

**STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base** **Atk** +0; **CMB** +2; **CMD** 14

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_improved-initiative)B

**Gear** broken chain shirt, broken scimitar

**SKELETAL CHAMPION CR 2**

**XP 600**

Human skeletal champion warrior 1

NE Medium [undead](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html" \l "_undead)

**Init** +5; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +6

**DEFENSE**

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; [channel resistance](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "_channel-resistance) +4

**DR** 5/bludgeoning; **Immune** cold, [undead traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "_undead-traits)

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

**STATISTICS**

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base** **Atk** +2; **CMB** +5; **CMD** 16

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_cleave), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_improved-initiative)B, [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_power-attack), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_weapon-focus) (longsword)

**Skills** [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html" \l "_intimidate) +7, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html" \l "_stealth) –1

**ECOLOGY**

**Environment**any

**Organization** solitary, pair, or platoon (3–12)

**Treasure** standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

**WORGCR 2**

**XP 600**

NE Medium [magical beast](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html" \l "_magical-beast)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "_scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +11

**DEFENSE**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 24 (4d10+4)

**Fort** +5, **Ref** +6, **Will** +3

**OFFENSE**

**Speed** 50 ft.

**Melee** bite +7 (1d6+4 plus [trip](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "_trip))

**STATISTICS**

**Str** 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)

**Feats** [Run](http://paizo.com/pathfinderRPG/prd/feats.html#_run), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception))

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +11, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html" \l "_stealth) +9, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html" \l "_survival) +5; **Racial Modifiers** +2 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception), +2 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html" \l "_stealth), +2 [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html" \l "_survival)

**Languages** Common, Goblin

**HOBGOBLINCR 1/2**

**XP 200**

Hobgoblin fighter 1

LE Medium [humanoid](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html" \l "_humanoid) (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +2

**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

**hp** 12 (1d10+7)

**Fort** +5, **Ref** +2, **Will** +1

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19–20)

**Ranged** longbow +3 (1d8/×3)

**STATISTICS**

**Str** 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** [Toughness](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_toughness), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html" \l "_weapon-focus) (longsword)

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html" \l "_perception) +2, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html" \l "_stealth) +5; **Racial Modifiers** +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html" \l "_stealth)

**Languages** Common, Goblin