**Human Skeletons (3) (T1-2) CR 1/3**

**XP 135**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; 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

**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 InitiativeB

**Gear** broken chain shirt, broken scimitar

**Treasure** none

**Special Abilities**

**Damage Reduction (5/bludgeoning)** You have Damage Reduction against all except Bludgeoning attacks.  
**Darkvision (60 feet)** You can see in the dark (black and white vision only).  
**Immunity to Cold** You are immune to cold damage.  
**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 Fortitude save (unless the effect also works on objects

**Bugbear Skeleton**     **(T1-2) CR 1**  
**XP 400**  
Bugbear Skeleton  
NE Medium Undead  
**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**Defense**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 13 (3d8)  
**Fort** +1, **Ref** +3, **Will** +3  
**DR** 5/bludgeoning; **Immune** cold, undead traits

**Offense**

**Speed** 30 ft.  
**Melee** Claw x2 (Skeleton) +5 x2 (1d4+3/x2)

**Statistics**

**Str** 16, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10  
**Base Atk** +2; **CMB** +5; **CMD** 17  
**Feats** Improved Initiative  
**Skills** Intimidate +4, Stealth +6; **Racial Modifiers** +4 Intimidate, +4 Stealth  
**Languages** Common, Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Damage Reduction (5/bludgeoning)** You have Damage Reduction against all except Bludgeoning attacks.  
**Darkvision (60 feet)** You can see in the dark (black and white vision only).  
**Immunity to Cold** You are immune to cold damage.  
**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 Fortitude save (unless the effect also works on objects

**Feren (T1-2)**     CR 2  
**XP 600**  
Worg  
NE Medium Magical Beast (fatigued – included in stats)  
**Init** +1; **Senses** low-light vision, scent; Perception +11

**Defense**

**AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)  
**hp** 26 (4d10+4) (13 nonlethal damage)  
**Fort** +5, **Ref** +5, **Will** +3

**Offense**

**Speed** 50 ft.  
**Melee** Bite +6 (1d6+3/x2) plus trip

**Statistics**

**Str** 15, **Dex** 13, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10  
**Base Atk** +4; **CMB** +6; **CMD** 17 (21 vs. Trip)  
**Feats** Run, Skill Focus (Perception)  
**Skills** Acrobatics +1 (+5 to jump with a running start, +9 jump), Perception +11, Stealth +8, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival  
**Languages** Common, Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Fatigued**: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity (included in stats above). Doing anything that would normally cause fatigue causes the fatigued character to become exhausted.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.  
**Run** Cannot run due to being fatigued.  
**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.  
**Trip (Ex)** You can make a trip attempt on a successful attack.

**Exploding Goblin Skeletons (2)(T1-2)** CR 1/3  
**XP 135**  
Exploding Goblin Skeleton  
NE Small Undead  
**Init** +7; **Senses** darkvision 60 ft.; Perception +0

**Defense**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 size, +1 natural)  
**hp** 4 (1d8)  
**Fort** +0, **Ref** +3, **Will** +2  
**DR** 5/bludgeoning; **Immune** cold, undead traits

**Offense**

**Speed** 30 ft.  
**Melee 2** Claws +1 (1d3/x2)  
**Special Attacks** exploding skeleton (dc 10)

**Statistics**

**Str** 11, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** -1; **CMD** 12  
**Feats** Improved Initiative  
**Skills** Fly +5, Ride +7, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Damage Reduction (5/bludgeoning)** You have Damage Reduction against all except Bludgeoning attacks.  
**Darkvision (60 feet)** You can see in the dark (black and white vision only).  
**Exploding Skeleton (DC 10) (Ex)** Exploding skeleton (when destroyed) deals 1d6 damage within 10 feet, Ref DC 10 halves damage.  
**Immunity to Cold** You are immune to cold damage.  
**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 Fortitude save (unless the effect also works on objects).**Hobgoblins (2) (T1-2) CR 1/2**

**XP 200**

Hobgoblin fighter 1

LE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +2

**Defense**

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

**hp** 17 (1d10+7)

**Fort** +5, **Ref** +2, **Will** +1

**Offense**

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19–20)

**Ranged** longbow +3 (1d8/×3)

**TACTICS**

**Before Combat** If aware of approaching enemies, the hobgoblins take up defensive positions behind the table and use their longbows to attack foes as they enter the room.

**Morale** If Darak falls or attempts to retreat to area **C5**, the hobgoblins also attempt to fall back to area **C5**.

**Statistics**

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

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

**Feats** Toughness, Weapon Focus (longsword)

**Skills** Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**Treasure** NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

**Darak (T1-2)**     CR 1/2  
**XP 200**  
Hobgoblin Fighter 1  
LE Medium Humanoid (goblinoid)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +2

**Defense**

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)  
**hp** 17 (1d10+7)  
**Fort** +5, **Ref** +2, **Will** +1

**Offense**

**Speed** 30 ft.  
**Melee** Scythe +4 (2d4+3/x4)  
**Ranged** Longbow +3 (1d8/x3)

**TACTICS**

**During Combat** Darak uses the table or altar to gain a height advantage against the PCs.

**Morale** If reduced to fewer than 5 hit points, Darak attempts to fall back to Telda’s position in area **C5**.

**Statistics**

**Str** 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +1; **CMB** +3; **CMD** 15  
**Feats** Toughness +3, Weapon Focus (Scythe)  
**Skills** Acrobatics +1, Climb +1, Escape Artist +1, Fly +1, Perception +2, Ride +1, Stealth +5, Swim +1; **Racial Modifiers** +4 Stealth  
**Languages** Common, Goblin  
**Other Gear** Studded leather armor, Arrows (20), Longbow, Scythe, You have no money!

**Special Abilities**

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Telda (T1-2) CR 3**

Female hobgoblin oracle 4 (*Advanced Player’s Guide* 42, *Pathfinder RPG Bestiary* 175)

NE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 19, touch 14, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 shield)

**hp** 43 (4d8+12; 10 temporary)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk morningstar +3 (1d8–1)

**Oracle Spells Known** (CL 4th; concentration +7)

2nd (4/day)—*false life*, *inflict moderate wounds* (DC 16), *lesser animate dead*

1st (7/day)—*cause fear* (DC 15), *inflict light wounds* (DC 15), *obscuring mist*, *shield of faith*, *summon monster I*

0 (at will)—*create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*

**Mystery** bones

**TACTICS**

**Before Combat** If she discovers that intruders have entered her lair, Telda conjures her armor of bones and casts *false life* and *shield of faith* before combat.

**During Combat** Once combat begins, Telda’s curse takes effect, causing her voice to deepen and only allowing her to communicate in Abyssal. Telda casts *obscuring mist* during the first round of combat. She hides within the mist while she casts *summon monster I* to summon a human skeleton using her Skeleton Summoner feat. Telda casts *lesser animate dead* on any available corpse or skeleton, including a slain PC if the opportunity presents itself.

**Morale** Telda fights to the death, believing that her goddess will reward her in the afterlife for her unfaltering servitude.

**Base Statistics** Without her spells, Telda’s statistics are **AC** 13, touch 12, flat-footed 11; **hp** 33.

**STATISTICS**

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

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Skeleton Summoner, Spell Focus (necromancy)

**Skills** Heal +7, Intimidate +10, Knowledge (religion) +7, Linguistics +1, Spellcraft +7, Stealth +13; **Racial Modifiers** +4 Stealth

**Languages** Abyssal, Common, Goblin, Necril

**SQ** oracle’s curse (tongues), revelations (armor of bones, bleeding wounds)

**Combat Gear** *scroll of bane*, *scroll of lesser restoration*, *scrolls of cure moderate wounds* (2), *wand of inflict light wounds* (19 charges); **Other Gear** masterwork light wooden shield, masterwork morningstar, 8 onyx gems (each worth 25 gp), silver unholy symbol of Urgathoa, spell component pouch, 99 gp

**SPECIAL ABILITIES**

**Armor of Bones (Su)** Telda can conjure armor made of bones that grants her a +4 armor bonus for 4 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

**Bleeding Wounds (Su)** Whenever a creature takes damage from one of Telda’s spells or effects that causes negative energy damage, it begins to bleed, taking 1 point of damage each round. The bleeding can be stopped by a successful DC 15 Heal check or any effect that heals damage.

**Skeleton Summoner** Telda adds “human skeleton” to the list of creatures she can summon with *summon monster I* and “human skeletal champion” to the list of creatures she can summon with *summon monster III*. Once per day, when casting *summon monster*, she may summon a skeletal version of one of the creatures on that spell’s summoning list (apply the skeleton template to that creature to create this monster).

**Bugbear Skeletons (3)   (T4-5) CR 1  
XP 400**  
Bugbear Skeleton  
NE Medium Undead  
**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**Defense**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 13 (3d8)  
**Fort** +1, **Ref** +3, **Will** +3  
**DR** 5/bludgeoning; **Immune** cold, undead traits

**Offense**

**Speed** 30 ft.  
**Melee** Claw x2 (Skeleton) +5 x2 (1d4+3/x2)

**Statistics**

**Str** 16, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10  
**Base Atk** +2; **CMB** +5; **CMD** 17  
**Feats** Improved Initiative  
**Skills** Intimidate +4, Stealth +6; **Racial Modifiers** +4 Intimidate, +4 Stealth  
**Languages** Common, Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Damage Reduction (5/bludgeoning)** You have Damage Reduction against all except Bludgeoning attacks.  
**Darkvision (60 feet)** You can see in the dark (black and white vision only).  
**Immunity to Cold** You are immune to cold damage.  
**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 Fortitude save (unless the effect also works on objects

**Skeletal Champions (2) (T4-5) CR 2**

**XP 600**

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; 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 +4

**DR** 5/bludgeoning; **Immune** cold, 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, Improved Initiative, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth –1

**Ecology**

**Environment** any

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

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

**Feren and Mola (2) (T4-5)**     CR 2  
**XP 600**  
Worg  
NE Medium Magical Beast  
**Init** +2; **Senses** low-light vision, scent; Perception +11

**Defense**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 26 (4d10+4)  
**Fort** +5, **Ref** +6, **Will** +3

**Offense**

**Speed** 50 ft.  
**Melee** Bite +7 (1d6+4/x2) plus 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, Skill Focus (Perception)  
**Skills** Acrobatics +2 (+6 to jump with a running start, +10 jump), Perception +11, Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival  
**Languages** Common, Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.  
**Run** Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.  
**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.  
**Trip (Ex)** You can make a trip attempt on a successful attack.

**Exploding Bugbear Skeletons (2)(T4-5)** CR 1  
**XP 400**  
Exploding Bugbear Skeleton  
NE Medium Undead  
**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**Defense**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 13 (3d8)  
**Fort** +1, **Ref** +3, **Will** +3  
**DR** 5/bludgeoning; **Immune** cold, undead traits

**Offense**

**Speed** 30 ft.  
**Melee 2** Claws +5 (1d4+3/x2)  
**Special Attacks** exploding skeleton (dc 11)

**Statistics**

**Str** 16, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10  
**Base Atk** +2; **CMB** +5; **CMD** 17  
**Feats** Improved Initiative  
**Skills** Intimidate +4, Stealth +6; **Racial Modifiers** +4 Intimidate, +4 Stealth  
**Languages** Common, Goblin  
**Other Gear** You have no money!

**Special Abilities**

**Damage Reduction (5/bludgeoning)** You have Damage Reduction against all except Bludgeoning attacks.  
**Darkvision (60 feet)** You can see in the dark (black and white vision only).  
**Exploding Skeleton (DC 11) (Ex)** Exploding skeleton (when destroyed) deals 3d6 damage within 10 feet, Ref DC 11 halves damage.  
**Immunity to Cold** You are immune to cold damage.  
**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 Fortitude save (unless the effect also works on objects).**Hobgoblins (2) (T4-5) CR 1/2**

Hobgoblin fighter 1 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

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

**hp** 17 (1d10+7)

**Fort** +5, **Ref** +2, **Will** +1

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19–20)

**Ranged** longbow +3 (1d8/×3)

**TACTICS**

**Before Combat** If aware of approaching enemies, the hobgoblins take up defensive positions behind the table and use their longbows to attack foes as they enter the room.

**During Combat** If reduced to 7 hit points or fewer, the hobgoblins drink their *potions of cure light wounds*.

**Morale** If Darak falls or attempts to retreat to area **C5**, the hobgoblins also attempt to fall back to area **C5**.

**STATISTICS**

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

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

**Feats** Toughness, Weapon Focus (longsword)

**Skills** Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** studded leather armor, longbow with 20 arrows, longsword**Darak (T4-5) CR 4**

Male hobgoblin fighter 5 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

**DEFENSE**

**AC** 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

**hp** 52 (5d10+20)

**Fort** +7, **Ref** +3, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk scythe +10 (2d4+5/×4)

or mwk longsword +10 (1d8+5/19–20)

**Ranged** mwk composite longbow +8 (1d8+3/×3)

**Special Attacks** weapon training (heavy blades +1)

**TACTICS**

**Before Combat** If aware of approaching enemies, Darak consumes his *potion of blur* before combat.

**During Combat** Darak uses the table or altar to gain a height advantage against the PCs. He attempts to position himself to make the most of his Improved Trip and Whirlwind Attack feats. If he suspects the presence of an invisible opponent, he uses his *dust of dryness* (currently in its pellet form) to flood the room, creating a thin layer of water on the floor so he can see his foes’ footprints.

**Morale** If Darak is reduced to fewer than 10 hit points, he attempts to fall back to Telda’s position in area **C5**.

**STATISTICS**

**Str** 16, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8 (+10 trip); **CMD** 21 (23 vs. trip)

**Feats** Combat Expertise, Dodge, Improved Trip, Mobility, Spring Attack, Whirlwind Attack

**Skills** Intimidate +7, Knowledge (religion) +3, Perception +5, Stealth +8; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin, Infernal

**SQ** armor training 1

**Combat Gear** *dust of dryness*, *potion of blur*, *potions of cure light wounds* (2); **Other Gear** *+1 hide armor*, masterwork composite longbow (+3 Str) with 10 arrows, masterwork longsword, masterwork scythe, 117 gp

**Telda (T4-5) CR 6**

Female hobgoblin oracle 7 (*Advanced Player’s Guide* 42, *Pathfinder RPG Bestiary* 175)

NE Medium humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

**hp** 83 (7d8+35; 13 temporary)

**Fort** +6, **Ref** +5, **Will** +7; +2 vs. death effects, disease, mind-affecting effects, poison, sleep, stunning

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk morningstar +5 (1d8–1)

**Oracle Spells Known** (CL 7th; concentration +10)

3rd (5/day)—*animate dead*, *blindness/deafness* (DC 17), *inflict serious wounds* (DC 17), *summon monster III*

2nd (7/day)—*bear’s endurance*, *false life*, *hold person* (DC 15), *inflict moderate wounds* (DC 16), *spiritual weapon*

1st (7/day)—*cause fear* (DC 15), *command* (DC 14), *doom* (DC 15), *inflict light wounds* (DC 15), *obscuring mist*, *protection from good*, *summon monster I*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*

**Mystery** bones

**TACTICS**

**Before Combat** Telda conjures her armor of bones and casts *false life* before combat.

**During Combat** Once combat begins, Telda’s curse takes effect, causing her voice to deepen and only allowing her to communicate in Abyssal. Telda casts *obscuring mist* during the first round of combat. She hides within the mist while she casts *summon monster III* to summon a skeletal champion using her Skeleton Summoner feat. She makes use of *blindness/deafness*, *cause fear*, and *hold person* to separate and weaken her enemies. Telda casts *animate dead* on any available corpse or skeleton, including a slain PC if the opportunity presents itself.

**Morale** Telda fights to the death, believing that her goddess will reward her in death.

**Base Statistics** Without her spells, Telda’s statistics are **AC** 13, touch 12, flat-footed 11; **hp** 70.

**STATISTICS**

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

**Base Atk** +5; **CMB** +4; **CMD** 16

**Feats** Improved Initiative, Skeleton Summoner, Spell Focus (necromancy), Toughness

**Skills** Heal +9, Intimidate +13, Knowledge (religion) +7, Linguistics +1, Spellcraft +10, Stealth +13; **Racial Modifiers** +4 Stealth

**Languages** Abyssal, Common, Goblin, Infernal, Necril

**SQ** oracle’s curse (tongues), revelations (armor of bones, bleeding wounds, near death)

**Combat Gear** *scroll of bane*, *scrolls of cure moderate wounds* (2), *scrolls of dispel magic* (2), *scroll of lesser restoration*, *wand of inflict light wounds* (19 charges); **Other Gear** *+1 light wooden shield*, masterwork morningstar, *cloak of resistance +1*, 10 onyx gems (each worth 25 gp), silver unholy symbol of Urgathoa, spell component pouch, 299 gp

**SPECIAL ABILITIES**

**Armor of Bones (Su)** Telda can conjure armor made of bones that grants her a +6 armor bonus for 7 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

**Bleeding Wounds (Su)** Whenever a creature takes damage from one of Telda’s spells or effects that causes negative energy damage, it begins to bleed, taking 2 points of damage each round. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

**Near Death (Su)** Telda gains a +2 insight bonus on saves against death effects, disease, mind-affecting effects, poison, sleep, and stunning.

**Skeleton Summoner** See Subtier 1–2.