

# ROTEGRIND

A WORLD  
IN DECAY



BESTIARY

## THE BLUE SKELETON

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E



Unique

NE

Medium

Skeleton

Undead

*This humanoid skeleton is stained brown through age, though a splash of blue paint hues some of its bones. The skeleton's finger bones end in sharpened claw-like points, and the entirety of its hands is stained with a mix of blue paint and some darker substance. The creature's skull twitches slightly in an unerring fashion.*

**Perception** +15; darkvision

**Languages** Common (can't speak)

**Skills** Acrobatics +23, Athletics +20, Intimidation +23, Stealth +21

**Str** +4, **Dex** +7, **Con** +2, **Int** -5, **Wis** +2, **Cha** +3

**Opening Twitch** When the Blue Skeleton rolls initiative, as long as it can perceive at least one foe, it turns its skull in an unnerving fashion towards a desired target. The Blue Skeleton attempts to Demoralize a single foe within 60 feet as a free action. Its Demoralize check is a visual rather than auditory effect, and it doesn't take a penalty if the target doesn't understand its language. If the result of its Demoralize is better than its initiative result, it can substitute its Demoralize result to determine its initiative.

**AC** 31; **Fort** +17, **Ref** +20, **Will** +16

**HP** 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 5, slashing 5

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 26

**Attack of Opportunity** 🔄

**Nimble Dodge** 🔄 **Trigger** The Blue Skeleton is targeted with a melee or ranged attack by an attacker it can see. **Effect** The Blue Skeleton gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 35 feet, climb 20 feet

**Melee** 🎯 claw +20 (agile, finesse), **Damage** 2d8+11 slashing

**Bloody Blue Rend** 🎯🎯 The Blue Skeleton makes two claw Strikes against the same target. If both hit, the target takes 2d8 persistent bleed damage. The target's blood also takes on the color and consistency of blue paint until the persistent bleed damage ends.

**Right Behind You** 🔄 (teleportation) **Frequency** once per minute; **Effect** The Blue Skeleton teleports to an unoccupied space, which must be adjacent to a creature that the Blue Skeleton is aware of that has the frightened condition. The Blue Skeleton can travel a maximum of 500 feet with each use of this ability.



@MyNameJers



## LORE

What is thought to have started as a simple children's prank has thus far resulted in the deaths of hundreds. The murder tally grows with every passing year.

Spoken of in hushed whispers from the taverns at the lowest reaches of the Pawn's Pilaster to the highest spires of socialite high life in the Prince's Pilaster, the Blue Skeleton is one of Outset's more visceral urban legends. It is believed that the skeleton is one of the city's countless menial undead--leftover from the age in which the Prince first conquered the city--that somehow obtained a malign sentience. Physically it appears just as a simple aged skeleton, albeit one daubed in blue paint. Wherever its foul intellect came from is a mystery, though its actions are wholly vile in nature, and the Blue Skeleton has spent its existence tormenting and slaying the citizens of Tyne's oldest city—or so spread folktales would have it be known.

The earliest stories of the Blue Skeleton came from the traded gossip of children. A group of such children were said to be lazing through the district of the Rook's Pilaster when they came across a lone skeleton working to repair a broken section of an unoccupied building. Seeing the lone undead attending its task, the children teased and bullied it, mocking its nature and mindless state. Their jeers went on and on before one child picked up a nearby bucket of paint and joyfully doused the still-working undead with a coat of thick blue.

That's when the children noticed the skull twitch.

That's when the children's joy ended.

That's when the children started to die.

Scholars and veteran patrons alike hotly debate the animant spirit that must dwell within the Blue Skeleton to provide it with its malign intellect. Some believe that it's simply a gestalt creation of the would-be feelings of all of Outset's menial undead, manifested in a single entity that exerts some toll for the treatment of the city's unliving labor force. Others believe that the Blue Skeleton was simply an animation 'gone wrong' where the necromancy involved instead imparted a mote of the body's original consciousness. This line of thinking has spurred entire discussions on which notorious serial killer's corpse might have been used to create the skeleton. The most popular option is the Knight's Knife, a killer known to operate sometime around 300 FH, roughly 50 years after the Prince departed Outset and who went on to rack up nearly 100 murders before his spree ended.

History aside, the Blue Skeleton is a threat that appears in the Commons of Outset, where it can be found in any of the city's pilaster districts—though only unreliable sightings have been reported in the Bishop's Pilaster, leading some to believe the skeleton avoids the holiest of the city's pilasters. The paint-splattered undead can





be found either working on some seemingly inconsequential construction project, or just standing awkwardly in a dead end alley or an abandoned structure. Regardless of where it's discovered, the Blue Skeleton's rampage always begins with a simple twitch of its skull once others take note of it.

Once agitated, the Blue Skeleton pounces on its targets with an almost fanatical fervor. Its unnerving movements and incredible speed quickly inspire dread in those around it. Should any of its targets waver, even in the slightest, the Blue Skeleton quickly capitalizes on their fears. Those foolish enough to flee the Blue Skeleton find themselves confronted with its twitching skull at their back, even though it would seem an impossibility for the skeleton to reach them. When the Blue Skeleton does reach its quarry, its claws get to work, tearing apart flesh and bone alike in a visceral display of rending fury. Perhaps most odd of its abilities is that once it begins rending the insides of its victims, the Blue Skeleton somehow transmutes the blood of its target into blue paint. In this way, the murder scenes of the Blue Skeleton are macabre displays of splattered blue paint that resemble an azure charnel house.

Survivors of the Blue Skeleton (however rare) eagerly relate tales of the undead's eerie movements, its uncanny agility, and its ability to seemingly appear out of nowhere after first descending on its prey. With such feats at its disposal, it would be easy to ask how anyone could survive an attack by the Blue Skeleton, but the answer is deceptively simple: the Blue Skeleton always leaves at least one survivor from its murder sprees. The goal of such lenience can only be in spreading the myth of the skeleton, which seemingly feeds off the combined fears of Outset's citizens.

Officially, Outset's governing Assembly has yet to recognize the threat posed by the Blue Skeleton. They chalk its actions up to murderers and accidents expected in a city of Outset's size. In hidden discussions, members of Outset's guilds and noble families have privately funded enterprises to find and put the Blue Skeleton down. The most well-known of these actions was the People's Purge of 124 PR, when a mob of citizens in the Knight's Pilaster took to the streets alongside students of several combat academies to put the undead to rest after a survivor told of its appearance in the Commons. The entire debacle ended with over 120 dead citizens spread across the entire pilaster district. Though dozens of menial undead were destroyed in the purge—an action that still has ramifications for labor being performed in the Knight's Pilaster to this day—none of the skeletons were ever positively identified as the Blue Skeleton.

Scattered reports from taverns and loose-lipped members of the Tyrants' Guild would indicate that the Blue Skeleton has remained active since the People's Purge, and has recently operated in the Commons of the King's Pilaster and Pawn's Pilaster. These sightings require some scrutiny, as the two districts are on opposite ends of the city, and locals in both pilaster districts have quietly set up bounties to pay those who bring proof of the undead's mere presence—a bounty on the undead's destruction being seen as tantamount to a death sentence.

## CHUCKLEWUCKERY: IT'S BLUE.

The Blue Skeleton is a horrifying entity, that is a skeleton who is painted blue. There isn't much funny about this entity, with the exception that its core, the Blue Skeleton is just that: a skeleton with blue paint. Play up the rather mundane nature of the skeleton, lulling players into a false sense of security about what they face and then revel as they find themselves hunted by one of Outset's notorious urban legends. Remember to leave one alive.





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Over the coming months, we'll be releasing a bevy of custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're looking at releasing bespoke new rules and mechanics, as well as expansions to existing rules like: new monsters, new spells, unique items, backgrounds, ancestries, and so much more!

As the Rogrind campaign continues and we release more and more content, the focus will be on the city of Outset and the macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). Our plan is to gauge the reaction and adjust the type of content being released as time goes on, and based on feedback from our audience. All of this bespoke content, as well as regular releases for content used on the show, is going to be provided for you to use in your own games!

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