

DRAGON SKELETON

Huge • Undead • Lawful Evil

Armor Class 18

Initiative +5 (15)

Hit Points 195 (17d12 + 85)

Speed 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	21 (+5)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +5, Con +9

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages understands Common and Draconic but can't speak

CR 10 (XP 5,900, PB +4)



Falling Apart. When the skeleton becomes bloodied, it suffers one of the following effects until it finishes a long rest. Roll a d6 to determine the effect:

1. The skeleton makes one Rend attack less as part of its Multiattack.
2. The skeleton loses its saving throw proficiencies.
3. The skeleton can't use reactions anymore and loses its fly speed.
4. The skeleton's speed is reduced by 10 feet.
5. The skeleton AC is reduced to 15.
6. The skeleton's Miasma trait doesn't function anymore.

Miasma. When a creature starts its turn in a 20-foot emanation originating from the skeleton (except Undead creatures), it takes 5 necrotic damage.

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

DRAGON SKELETON — WEAKER

Armor Class 17

Initiative +4 (14)

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4, Con +7

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

CR 7 (XP 2,900, PB +3)



ACTIONS

Multiattack. The skeleton makes three Rend attacks.

Rend. Melee Weapon Attack: +11, reach 10 ft. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) necrotic damage.

Breath Weapons (Recharge 5-6). The skeleton uses one of the following breath weapons.

Bone Splinter Breath. Dexterity Saving Throw: DC 17, each creature in a 60-foot cone. *Failure:* 25 (10d4) piercing damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the skeleton, and when a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels.

Negative Energy Breath. Constitution Saving Throw: DC 17, each creature in a 60-foot cone. *Failure:* 36 (8d8) necrotic damage. *Success:* Half damage. *Failure or Success:* The target can't regain hit points until the end of its next turn.

Falling Apart. When the skeleton becomes bloodied, it suffers one of the following effects until it finishes a long rest. Roll a d6 to determine the effect:

1. The skeleton makes one Rend attack less as part of its Multiattack.
2. The skeleton loses its saving throw proficiencies.
3. The skeleton can't use reactions anymore and loses its fly speed.
4. The skeleton's speed is reduced by 10 feet.
5. The skeleton AC is reduced to 14.
6. The skeleton's Miasma trait doesn't function anymore.

Miasma. When a creature starts its turn in a 10-foot emanation originating from the skeleton (except Undead creatures), it takes 5 necrotic damage.

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

DRAGON SKELETON — STRONGER

Armor Class 19

Hit Points 237 (19d12 + 114)

Speed 40 ft., climb 40 ft., fly 60 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	23 (+6)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +6, Con +11

Skills Perception +5

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages understands Common and Draconic but can't speak

CR 13 (XP 10,000, PB +5)

Falling Apart. When the skeleton becomes bloodied, it suffers one of the following effects until it finishes a long rest. Roll a d6 to determine the effect:

1. The skeleton makes one Rend attack less as part of its Multiattack.
2. The skeleton loses its saving throw proficiencies.
3. The skeleton can't use reactions anymore and loses its fly speed.
4. The skeleton's speed is reduced by 10 feet.
5. The skeleton AC is reduced to 16.
6. The skeleton's Miasma trait doesn't function anymore.

Miasma. When a creature starts its turn in a 20-foot emanation originating from the skeleton (except Undead creatures), it takes 5 necrotic damage.

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The skeleton makes three Rend attacks.

Rend. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 11 (1d10 + 6) piercing damage plus 4 (1d8) necrotic damage.

Breath Weapons (Recharge 5-6). The skeleton uses one of the following breath weapons.

Bone Splinter Breath. *Dexterity Saving Throw:* DC 15, each creature in a 60-foot cone. *Failure:* 17 (7d4) piercing damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the skeleton, and when a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels.

Negative Energy Breath. *Constitution Saving Throw:* DC 15, each creature in a 60-foot cone. *Failure:* 27 (6d8) necrotic damage. *Success:* Half damage. *Failure or Success:* The target can't regain hit points until the end of its next turn.



ACTIONS

Multiattack. The skeleton makes three Rend attacks.

Rend. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) necrotic damage.

Breath Weapons (Recharge 5-6). The skeleton uses one of the following breath weapons.

Bone Splinter Breath. *Dexterity Saving Throw:* DC 19, each creature in a 60-foot cone. *Failure:* 32 (13d4) piercing damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the skeleton, and when a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels.

Negative Energy Breath. *Constitution Saving Throw:* DC 19, each creature in a 60-foot cone. *Failure:* 45 (10d8) necrotic damage. *Success:* Half damage. *Failure or Success:* The target can't regain hit points until the end of its next turn.