

Low-Level

Levels 1, 3, 5, or 8



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A FIFTH EDITION SUPPLEMENT

DUNGEONS & LAIRS

SKELETON TOMB



**ENTER THE GRUESOME LAIR OF THE DREADFUL SKELETAL
NECROMANCER IN THIS FIFTH EDITION ADVENTURE**

Dungeons & Lairs • A1

A FIFTH EDITION SUPPLEMENT
DUNGEONS & LAIRS
SKELTON TOMB

A FIFTH EDITION ADVENTURE

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SKELETON TOMB

Skeleton Tomb is a Fifth Edition adventure designed for four characters with an average part level (APL) of 1, 3, 5, or 8. The characters must descend into the long abandoned tomb of an old church. Within, they discover that the dead are restless and disturbed.

RUNNING THE ADVENTURE

To run this adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find the rules for free online on open source websites like 5thsrd.org.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature’s name appears in **BOLD** type, that’s a visual cue pointing you to its stat block to say, “Hey, gamemaster, make sure you get this creature’s stat block ready—there’s going to be an encounter!” If the stat block appears in the appendix of this adventure, the creature’s name is followed by an asterisk; otherwise, you can find the stat block in the Fifth Edition manual for monsters.

Spells and nonmagical equipment mentioned in the adventure are detailed in the core rulebook for players.

Magic items are described in the core guide for gamemaster’s.

LEVEL SELECTION

APL	Suggested Level	Relative Difficulty
1	1st	Hard
2	1st	Medium
3	3rd	Hard
4	3rd	Medium
5	5th	Hard
6	5th	Medium
7	5th	Easy
8	8th	Hard
9	8th	Medium
10	8th	Easy

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure’s locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1, 3, 5, or 8, the chart below shows you which version of the adventure you should select for each level.

ADVENTURE HOOKS

The Skeleton Tomb adventure hooks table offers some ideas if you don’t have a reason for the characters to investigate the Skeleton Tomb. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

SKELETON TOMB ADVENTURE HOOKS

d8	Patron	Adventure Hook
1	Academy	Retrieve a long-lost relic rumored to be hidden within the Skeleton Tomb, said to possess extraordinary powers of knowledge and enlightenment.
2	Ancient Being	Unleash the imprisoned ancient being within the depths of the Skeleton Tomb, granting you unimaginable boons, if you dare to face the trials.
3	Adventurer's Guild	Investigate the sudden disappearance of a renowned adventurer who was last seen exploring the treacherous corridors of the Skeleton Tomb.
4	Aristocrat	Recover a priceless family heirloom, stolen and hidden away in the depths of the Skeleton Tomb, before the secrets it holds fall into the wrong hands.
5	Criminal Syndicate	Retrieve a mysterious artifact rumored to be concealed within the Skeleton Tomb, said to grant immense power and dominance over rival gangs.
6	Military Force	Investigate the rumors of a hidden weapon cache within the Skeleton Tomb, left behind from a forgotten war, which could tip the balance of power.
7	Religious Order	Embark on a sacred pilgrimage to the Skeleton Tomb, where a holy relic of great importance awaits, capable of restoring faith and granting divine blessings.
8	Sovereign	Unearth the ancient crown hidden deep within the Skeleton Tomb, said to confer unchallenged authority and dominion over the realm to the one who wears it.

THE SKELETON TOMB

The skeleton tomb has a single entrance, a narrow flight of stairs that descends 25 feet underground, which can be placed into any environment you like with minimal effort. It functions especially well as an underground lair attached to a ruined temple or an old urban building. However, it just as easily can be found under the sands of an arid desert, amid the rock cliff face of a remote mountain, or hidden under the creeping vines of a primordial forest.

GENERAL FEATURES

Unless otherwise stated, all four versions of the tomb have the following features.

Architecture. The majority of the tomb's walls, floors, and ceilings are made from dressed stone bricks. The secret tunnels connecting areas 6 to 7 and 5 to 11 are natural caverns dug by some long-forgotten beast. The natural tunnels have 6-foot-high ceilings. In the constructed areas, tunnels have 8-foot-high ceilings while the chambers have 12-foot-high ceilings.

Doors. All of the doors throughout the temple are made from solid stone that pivot on central hinges built into the floor and ceiling. A locked door requires a DC 13 Dexterity check using proficiency in thieves' tools to unlock or a DC 18 Strength (Athletics) check to break open. These doors all have AC 18, 25 hp (damage threshold 5), and immunity to poison and psychic damage.

Secret Doors. Secret doors throughout the complex can be found with a successful DC 16 Wisdom (Perception) check. These doors are designed to blend in with the stonework. When viewed from within a natural cavern, the presence of the door is obvious (no check required).

Illumination. Continual flame braziers and torches in areas 2, 4, 5, 6, and 10 illuminate those rooms with bright light. All other parts of the tomb are in total darkness. Boxedtext in dark areas assumes that the characters have darkvision or their own light sources.

KEYED ENCOUNTERS

The following locations are keyed to the map of the Skeleton Tomb on pages 8 and 9.

1—ENTRANCE

This long flight of cobweb-strewn stairs descends into darkness.

Encounter: Undead Guards. One or more undead guards lurk at the bottom of the stairs. The guards attack anyone who enters this area and fight until destroyed. The nature of these guards is determined by the adventure's level, as shown in the Area 1 Encounter table.

AREA 1 ENCOUNTER

Adventure Level	Encounter
1st	2 SKELETONS*
3rd	1 SKELETON GUARDIAN*
5th	2 SKELETON GUARDIANS*
8th	3 SKELETON GUARDIANS*

2—ANTECHAMBER

Before you stretches a 40-foot-long, 10-foot-wide hallway. Its 12-foot-high ceilings are held aloft by four sturdy-looking stone pillars running its length. Yellow light cast by the torches hung on the wall forces the shadows of these pillars to dance wildly on the stone walls.

A patch of red moss grows on the floor at the center of the room. At the southern end of the room, a small, golden statue with gems for eyes seems to stare at you.

Hazard: Bloodfuzz. Thick, reddish mold covers a 10-footby-10-foot square section of floor of the center of this antechamber. A character who moves into the area or ends their turn there must make a DC 13 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed saving throw or half as much damage on a successful one. The mold is immune to necrotic and cold damage. Sunlight or any amount of radiant damage instantly destroys the mold.

Treasure: Peeping Statue. The statue at the end of the hallway isn't actually staring at the characters—it's just a clever optical illusion. The statue is worth 200 gp.

3—STORAGE CLOSET

This small closet is crammed with old cleaning supplies, lidded urns, and dust.

Hazard: Sneezing Dust. All six urns are filled with a hazardous material called sneezing dust. If a creature reaches into any of the urns, they must succeed on a DC 15 Constitution saving throw or become unable to breathe while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. While it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature. The sounds of the creature sneezing and choking will draw the attention of any nearby creatures who have not yet been dealt with.

If a creature pours out the contents of an urn, any creature within 10 feet of the dropped dust must make the same saving throw.

Secret Door. There is a secret door hidden behind the shelves.

4—CRYPTS

The door to this crypt is locked.

Two 8-foot-long sarcophagi fill the majority of this room's area.

The lid to either sarcophagus can be removed by one or more creatures with combined Strength scores of 15 or better lifting or pushing it away. In each sarcophagus lies skeletal remains, adorned with jewelry. One skeleton holds a green key.

Encounter: Disturbed Dead. Both crypts hold vengeful undead creatures, as shown in the Area 4 Encounter table. In a 1st-level adventure, the skeletons in the sarcophagi are the undead which attack. In higher level adventures, the skeletons do not animate, and specters or wraiths attack the party. Specters and wraiths can exit the crypts even if the lid to its sarcophagus is still in place.

Treasure: Buried

Treasure. The skeletons (animated or otherwise) wear valuable amulets around their necks. In the 1st and 3rd

AREA 4 ENCOUNTER

Adventure Level	Encounter
1st	2 SKELETONS
3rd	2 SPECTERS
5th	2 SPECTERS
8th	2 WRAITHS

level adventures, the amulets are worth 50 gp each. In the higher level adventures, the amulets are worth 250 gp each.

5—CRYPTS

Eternally burning braziers cast this room in a warm, yellow glow. Six sarcophagi crowd the north end of the room, while dusty urns clutter every corner.

There is nothing of value in this room.

6 – RUINED CRYPTS

This room lies in ruins. Judging by the dust and cobwebs covering the debris, whatever destroyed this area did so a long time ago.

Amid the mess, there are two sarcophagi pushed against the northern and southern walls.

Encounters: Hidden

Dead. Dangerous undead hide under the remains of the room's furniture, as shown in the Area 6 Encounter table.

Secret Door. The secret door at the west end of the room is hidden behind broken bits of wood and cloth; until the debris is cleared away, a character must succeed on a DC 21 Wisdom (Perception) check to find it.

AREA 6 ENCOUNTER

Adventure Level	Encounter
1st	2 SKELETONS
3rd	2 SPECTERS
5th	2 SKELETON ROGUES*
8th	2 SKELETON EXECUTIONERS*

7—HIDDEN VAULT

This small storage area appears to have nothing more than useless junk and dusty urns.

Encounter: Vault Guardian. This hidden room is protected by a single guardian, as shown in the Area 7 Encounter table.

Treasure: Green Key. A character who succeeds on a successful DC 16 Wisdom (Perception) check in this area notices that one of

the urns is free of dust. A quick look inside the urn reveals a green key, one of the ones used to open the secret door in area 10.

8—COLLAPSED PASSAGE

Long ago, a seismic event collapsed the ceiling of this corridor, separating the northern and southern halves of the tomb. It takes four

hours of work for one Medium or Small creature to remove the rubble, two hours for two creatures, or one hour for four or more creatures. A creature who wishes to help in the task must have a minimum score of 10 in both Strength and Constitution.

9—CRYPTS

The mundane door leading to this chamber is locked and trapped (see below).

Three sarcophagi congest this small, dark tomb.

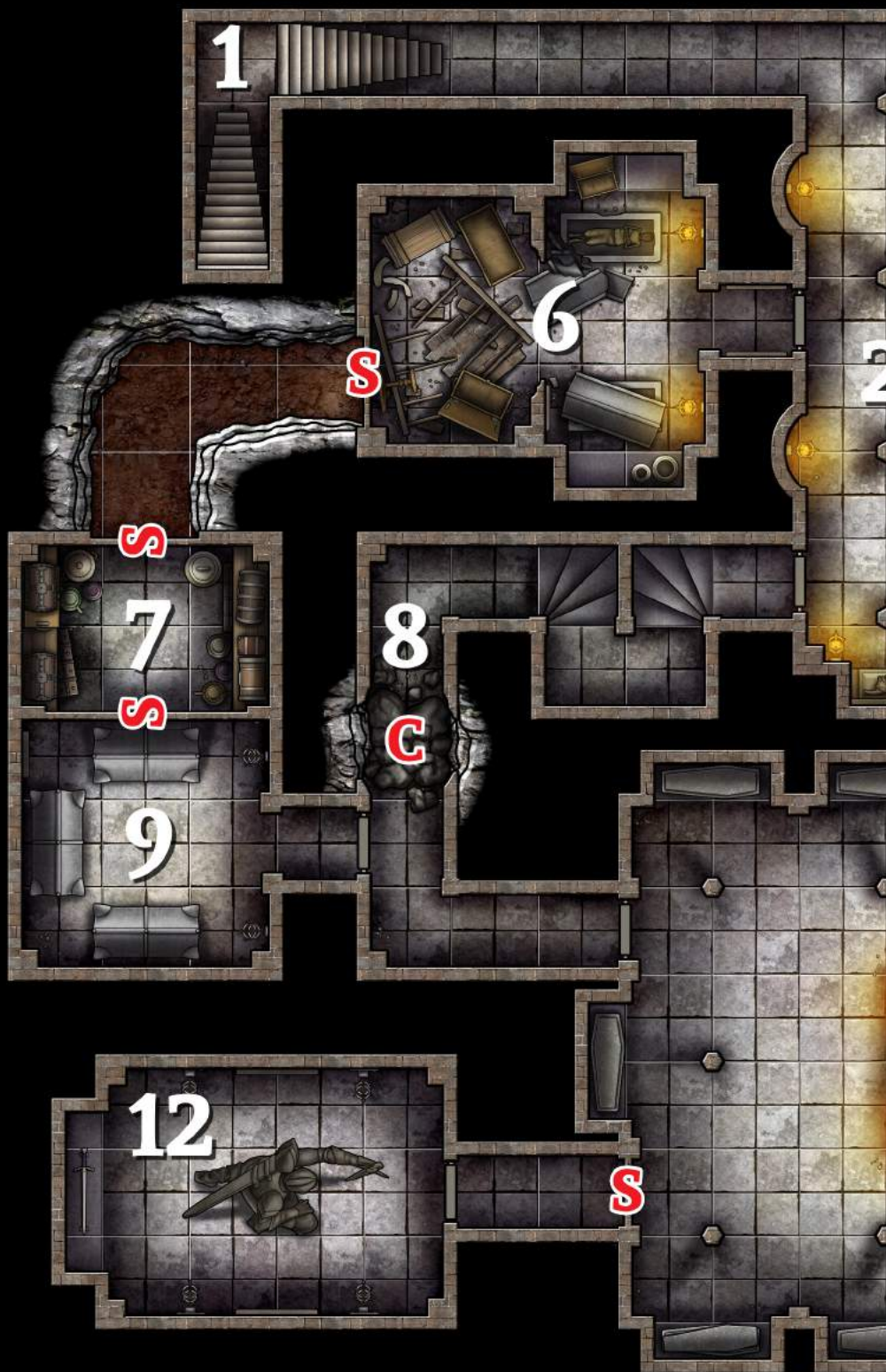
Trap: Poison Needle. The door in the eastern wall is trapped. Any creature who attempts to open the door—regardless of the side they try—is targeted by a poison needle trap. The trap makes an attack roll against the target. If the attack hits, the target takes 1 piercing damage and must make a DC 15 Constitution saving throw against the poison damage the needle deals. The target takes the full poison damage on a failed saving throw, or half as much damage on a successful one. The Area 9 Trap Statistics shows the attack roll modifier and poison damage the trap deals. Finding the trap requires

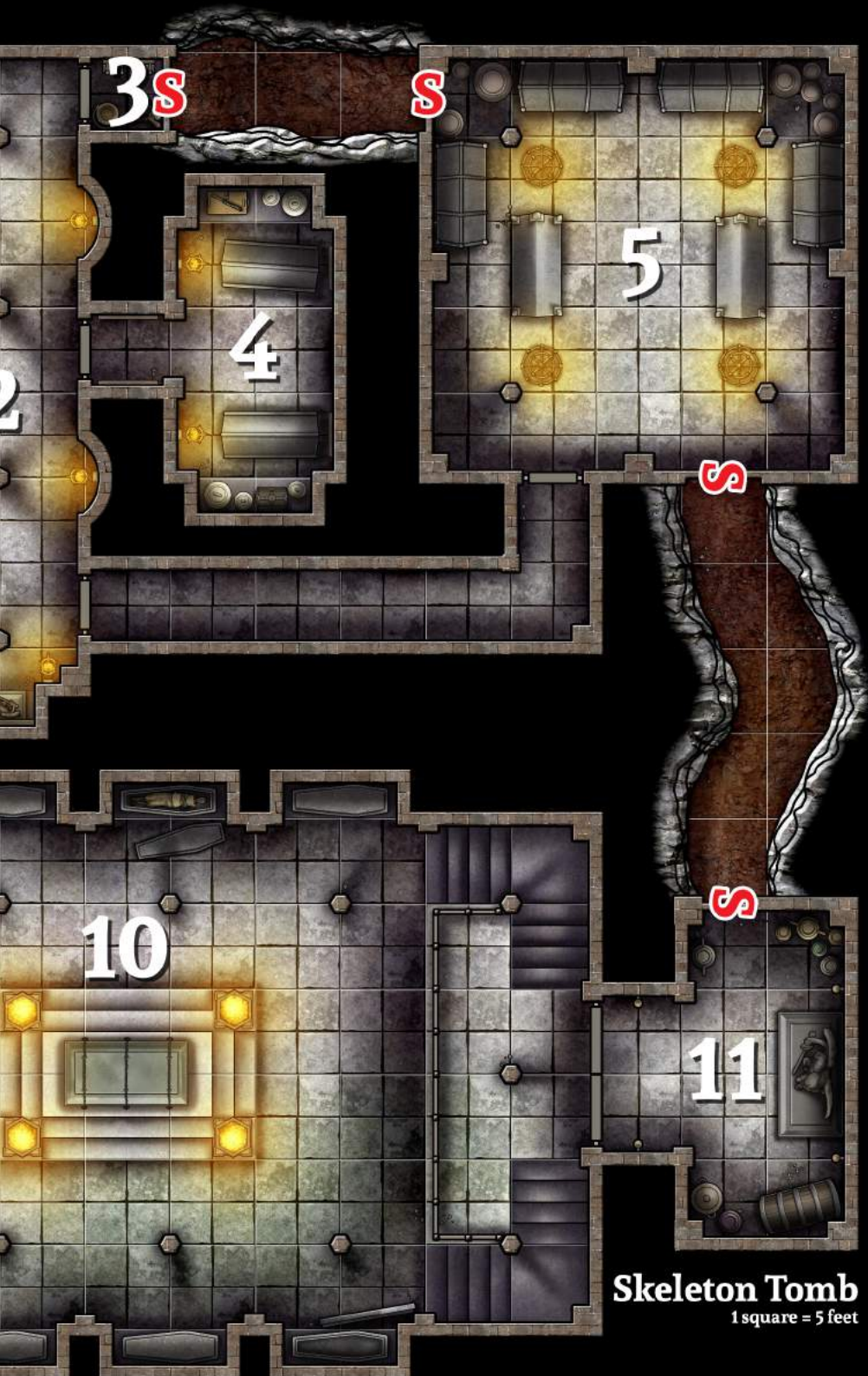
AREA 7 ENCOUNTER

Adventure Level	Encounter
1st	1 SKELETON EXECUTIONER*
3rd	1 SKELETON GUARDIAN*
5th	1 SKELETON GUARDIAN*
8th	1 WRAITH

AREA 9 TRAP STATISTICS

Adventure Level	Attack Roll	Poison Damage
1st	+4	3 (1d6) poison damage
3rd	+5	7 (2d6) poison damage
5th	+7	14 (4d6) poison damage
8th	+9	17 (5d6) poison damage





Skeleton Tomb
1 square = 5 feet

a successful DC 17 Intelligence (Investigation) check. A successful DC 15 Dexterity check using thieves' tools removes the trap. If a check made to remove the trap fails by 5 or more, the trap is automatically triggered. Once triggered, the trap must be manually reset before it can fire again.

Treasure: Green Key. One of the sarcophagi here holds a skeleton clutching a green key in its bony hands. This is one of the three keys needed to open the secret door in area 10.

10—NOBLES' CRYPT

Both normal doors leading into this portion of the tomb are locked.

Four burning braziers light up the room, revealing a central dais atop which a green-stone sarcophagus sits. Alcoves in the northern, southern, and western wall hold smaller coffins. The chamber's 15-foot-high ceilings are held aloft by thick stone pillars positioned around the circumference of the room.

Encounter: Crypt Guardians. This room hosts the tomb's largest battle. The types of monsters the characters battle are determined by the adventure's level, as shown in the Area 10 Encounter table.

Feature: Chained Sarcophagus. The central sarcophagus is chained and locked shut. The chains have AC 20, 10 hp, and immunity to poison and psychic damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. Lifting the sarcophagus' lid requires one or more creatures with combined Strength scores of 20 or better.

Puzzle: Three Keys. The bottom of the sarcophagus has three keyholes. If the characters place the green keys from areas 4, 7, and 9 into the keyholes and turn them simultaneously, the secret door to

AREA 10 ENCOUNTER

Adventure Level	Encounter
1st	4 SKELETONS
3rd	1 SKELETON GUARDIAN* plus 3 SKELETONS*
5th	1 SKELETON GUARDIAN* plus 3 SKELETON EXECUTIONERS*
8th	1 SKELETAL NECROMANCER* plus 3 SKELETON GUARDIANS*

area 12 opens.

Secret Door. The secret door that leads to area 12 can be found with the normal checks described in the General Features section, but it's magically sealed. The only way to open the door is to place the green keys into the keyholes in the green sarcophagus' bottom and turn them. Otherwise, nothing short of a wish spell will open the door.

11—TEMPLE

Thick webs littered with the cocooned remains of dead critters blanket the entirety of this small chamber.

Hazard: Webs. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained by the webs. A restrained creature can use its action to make a DC 12 Strength check. If it succeeds, it is no longer restrained. The webbing can also be attacked and destroyed. A 10-foot cube of webs has AC 10, 5 hp, vulnerability to fire damage, plus immunity to bludgeoning, poison, and psychic damage.

The webs created by s require a DC 14 Strength check to break and are immune to necrotic damage. Additionally, creatures restrained by the necroweaver's webs take 3 (1d6) necrotic damage at the end of each of their turns.

Encounter: Creepy

Crawler. A large, spider-like creature haunts this portion of the tomb, as shown in the Area 11 Encounter table.

AREA 11 ENCOUNTER

Adventure Level	Encounter
1st	1 GIANT WOLF SPIDER
3rd	1 GIANT SPIDER
5th	1 NECROWEAVER*
8th	1 NECROWEAVER* plus 2 WEB ZOMBIES*

13—HIDDEN VAULT

The private sanctum spell completely protects this hidden vault from unwanted intrusion and divination.

A tall stone statue depicting some long-forgotten hero dominates the center of this hidden chamber. There is a gleaming longsword placed atop a shelf at the western end of the room. Miraculously, the sword has somehow avoided the dust and cobwebs found

throughout the rest of this tomb.

Encounter: Vault

Guardian. The moment the characters enter this chamber, the vault's guardian emerges from the statue at the center of the room and attacks. It fights until destroyed. The nature of the guardian depends on the adventure's level, as shown in the Area 12 Encounter table.

Treasure: Magic Sword.

The sword atop the shelf is a magical relic. The extent of the sword's power depends on the adventure's level, as shown in the Area 12 Treasure table.

AFTERMATH

If the characters unlock the hidden vault and revealing the long-lost sword within, with its mystical power, they could become legendary heroes, using the blade to defend the realm from darkness. Their names echo through the annals of history, and their deeds inspire generations to come.

If, despite their best efforts, the adventurers falter in their quest to uncover the hidden vault within the Skeleton Tomb, the sword remains lost to history, its power and secrets buried in the depths. The characters depart with heavy hearts, haunted by the knowledge of what might have been. The tomb stands as a reminder of their defeat, waiting for future adventurers brave enough to face its challenges. Ω

AREA 12 ENCOUNTER

Adventure Level	Encounter
1st	1 SPECTER
3rd	1 WRAITH
5th	1 GREATER WRAITH*
8th	1 GREATER WRAITH* plus 2 SPECTERS*

AREA 12 TREASURE

Adventure Level	Sword
1st	+1 <i>longsword</i>
3rd	+1 <i>longsword</i>
5th	+2 <i>longsword</i>
8th	<i>sun blade</i>

APPENDIX: NEW MONSTERS

NECROWEAVER

Large Monstrosity, Neutral Evil. **AC** 16 (natural armor); **hp** 93 (11d10 + 33); **Speed** 40 ft., climb 40 ft.; **Str** 16 (+3), **Dex** 14 (+2), **Con** 17 (+3), **Int** 7 (-2), **Wis** 12 (+1), **Cha** 15 (+2); **Skills** Perception +4, Stealth +5; **DR** necrotic; **Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 14; **Languages** Deep Speech; **CR** 5 (1,800 XP); **PB** +3.

Spider Climb. The necroweaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the necroweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The necroweaver ignores movement restrictions caused by webbing.

Action: Multiattack. The necroweaver makes two bite attacks.

Action: Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. The target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned this way.

Action: Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing. As long as the creature remains restrained by the webbing, it takes 3 (1d6) necrotic damage at the end of each of its turns. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed; AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage. A humanoid slain by this attack rises 24 hours later as a zombie under the necroweaver's control, unless the humanoid is restored to life or its body is damaged. The necroweaver can have no more than twelve zombies under its control at one time.

Action: Spellcasting. Charisma is the necroweaver's spellcasting modifier (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no material components: 3/day each: *darkness*, *ray of enfeeblement*; 1/day—*vampiric touch*.

SKELETAL EXECUTIONER

Medium Undead, Lawful Evil. **AC** 17 (half-plate); **hp** 52 (8d8 + 16); **Speed** 30 ft.; **Str** 18 (+4), **Dex** 14 (+2), **Con** 15 (+2), **Int** 6 (-2), **Wis** 8 (-1), **Cha** 5 (-3). **DI** poison; **CI** exhaustion, poisoned; **Senses** darkvision 60 ft., passive Perception 9; **Languages** understands the languages it knew in life but can't speak; **CR** 2 (450 XP); **PB** +2.

Action: Oversized Greataxe. *Melee Weapon Attack:* +6 to hit (the skeleton has disadvantage on its attack rolls made to attack with this weapon), reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage. The skeleton has disadvantage on its attack rolls made to use this weapon.

SKELETON GUARDIAN

Medium Undead, Lawful Evil. **AC** 20 (plate mail, shield); **hp** 52 (8d8 + 16); **Speed** 30 ft.; **Str** 16 (+3), **Dex** 14 (+2), **Con** 15 (+2), **Int** 6 (-2), **Wis** 8 (-1), **Cha** 5 (-3); **DI** poison; **CI** exhaustion, poisoned; **Senses** darkvision 60 ft., passive Perception 9; **Languages** understands all the languages it spoke in life but can't speak; **CR** 3 (700 XP); **PB** +2.

Action: Multiattack. The skeleton makes three melee weapon attacks, only one of which can be its shield bash attack.

Action: Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Action: Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Action: Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SKELETAL NECROMANCER

Medium Undead, Lawful Evil. **AC** 12 (15 with mage armor); **hp** 91 (14d8 + 28); **Speed** 30 ft.; **Str** 10 (+0), **Dex** 14 (+2), **Con** 15 (+2), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 18 (+4). **Saves** Wis +3, Cha +7; **Skills** Arcana +3; **DV** bludgeoning; **DI** poison; **CI** exhaustion, poisoned; **Senses** darkvision 60 ft., passive Perception 9; **Languages** the languages it knew in life; **CR** 6 (2,300 XP); **PB** +3.

Action: Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Action: Chill Touch. *Ranged Spell Attack:* +7 to hit, range 120 ft.,

one creature. *Hit*: 13 (3d8) necrotic damage. The target cannot regain hit points until the start of its next turn. If the necromancer hits an undead target, the target also has disadvantage on attack rolls against you until the end of wraith's next turn.

Action: Blight (2/Day). Necromantic energy washes over a creature of the necromancer's choice that it can see within 30 feet, draining moisture and vitality from it. The target must make a DC 15 Constitution saving throw. The target takes 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on Undead or Constructs. If the necromancer targets a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If the necromancer target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

Action: Spellcasting. The necromancer casts one of the following spells, using Charisma as the spellcasting ability (save DC 15, +7 to hit with spell attacks): At will—*inflict wounds*; 3/day each—*animate dead*, *bestow curse*, *darkness*, *fear*, *vampiric touch*; 1/day each—*dimension door*, *dominate person*, *harm*.

SKELETON ROGUE

Medium Undead, Lawful Evil; **AC** 14 (armor scraps); **hp** 26 (4d8 + 8); **Speed** 30 ft.; **Str** 10 (+0), **Dex** 16 (+3), **Con** 15 (+2), **Int** 6 (-2), **Wis** 8 (-1), **Cha** 8 (-1); **Skills** Deception +3, Stealth +5; **DV** bludgeoning; **DI** poison; **CI** exhaustion, poisoned; **Senses** darkvision 60 ft.; passive Perception 9; **Languages** understands all the languages it knew in life but can't speak; **CR** 2 (450 XP); **PB** +2.

Sneak Attack. The skeleton deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the skeleton that isn't incapacitated and the skeleton doesn't have disadvantage on the attack roll.

Action: Multiattack. The skeleton makes two attacks with its shortsword or two attacks with its shortbow.

Action: Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damages.

Action: Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Bonus Action: Cunning Action. On each of its turns, the skeleton can take the Dash, Disengage, or Hide action.

Reaction: Play Dead. When the skeleton takes damage, it can

pretend to be destroyed. The next attack the skeleton makes is made with advantage so long as the skeleton doesn't move, take an action, bonus action, or reaction before doing so. A creature can see through the skeleton's deception by using its action and succeeding on a DC 13 Intelligence (Investigation) check.

WRAITH, GREATER

Medium Undead, Neutral Evil. **AC** 15; **hp** 114 (12d8 + 60); **Speed** 0 ft.; fly 60 ft. (hover); **Str** 6 (-2), **Dex** 20 (+5); **Con** 20 (+5); **Int** 13 (+1); **Wis** 16 (+3), **Cha** 18 (+4); **Saves** Int +4, Wis +6, Cha +7; **DR** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered; **DI** necrotic, poison; **CI** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **Senses** darkvision 60 ft.; passive Perception 12. **Languages** the languages it knew in life; **CR** 8 (3,900 XP); **PB** +3.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The wraith has advantage on saving throws against being turned.

Action: Multiattack. The wraith makes two life drain attacks or two chill touch attacks.

Action: Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 5) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Action: Chill Touch. Ranged Spell Attack: +7 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage. The target cannot regain hit points until the start of its next turn. If the wraith hits an undead target, the target also has disadvantage on attack rolls against you until the end of wraith's next turn.

Action: Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

ZOMBIE, WEB

Medium Undead, Neutral Evil. **AC** 8; **hp** 22 (3d8 + 9); **Speed** 20 ft., climb 30 ft.; **Str** 13 (+1), **Dex** 6 (-2), **Con** 16 (+3), **Int** (-3), **Wis** 6 (-2), **Cha** 5 (-3); **Saves** Wis +0; **DI** poison; **CI** poisoned; **Senses** darkvision 60 ft., passive Perception 8; **Languages** understands all the languages it knew in life but can't speak; **CR** 1/4 (50 XP); **PB** +2.

Spider Climb. The web zombie can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Web Walker. The web zombie ignores movement restrictions caused by webbing.

Action: Multiattack. The web zombie makes two slam attacks. If both attacks hit a Medium or smaller target, the target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage.)

Action: Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) necrotic damage.

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