

MINIONS OF UNCLE

SKELETON

The malicious illusionist Uncle Skeleton has no favorite minions. If it can cause pain, death, or fear, he's sold. But there are a few minions that are decidedly "his own" that plague his designs.

ILLUSORY SKELETON

Sometimes referred to as his "children" the illusory skeletons look and act like normal skeletons—that is until an adventurer touches one revealing it for what it truly is. From there, the skeleton cackles maliciously and attacks with its innate eldritch blast ability.

Construct Nature. The illusory skeleton does not require air, food, drink, or sleep.

ILLUSORY SKELETON

Medium construct, lawful evil

Armor Class 12
Hit Points 13 (3d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 1 (-5) | 14 (+2) | 10 (+0) | 11 (+0) | 8 (-1) | 12 (+1) |

Skills Deception +5

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses 120 ft., passive Perception 9

Languages the languages of its creator

Challenge 1/2 (100 XP)

Ephemeral. The skeleton can't wear or carry anything.

Illusory Appearance. The skeleton looks and acts like a normal animated skeleton. Physical interaction with the skeleton reveals it to be what it truly is. Also, a creature can use its action to examine the skeleton with a successful DC 11 Intelligence (Investigation) check. If a creature discerns the skeleton for what it is, the skeleton becomes faint to the creature.

Incorporeal Movement. The skeleton 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.

Actions

Eldritch Blast. Ranged Spell Attack: +3 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage.

SPINNING HEAD

Normal zombies are a bore to Uncle Skeleton. But a floating zombie head that explodes in a fiery, gore-riddled burst? Uncle Skeleton is *all in* for that. These floating severed heads get their name from the fact they spin in place as they fly, often moaning (or screaming) as they go. The whole experience is enormously off-putting.

Undead Nature. The spinning head does not require air, food, drink, or sleep.

SPINNING HEAD

Tiny undead, neutral evil

Armor Class 11
Hit Points 22 (4d4 + 12)
Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 13 (+3) | 12 (+1) | 16 (+3) | 3 (-4) | 6 (-2) | 5 (-3) |

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages it understands the languages it knew in life but cannot speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the head to 0 hit point, 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 head drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) bludgeoning damage.

Explode (1/day). The head starts to glow, casting bright light in a 20-foot radius and dim light for an additional 20-feet. While glowing, the head is incapacitated, its movement speed drops to 0, and at the start of its next turn, the head explodes and is immediately destroyed. The head also explodes if it takes damage while it is glowing. Each creature within 10-feet of the head when it explodes must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.