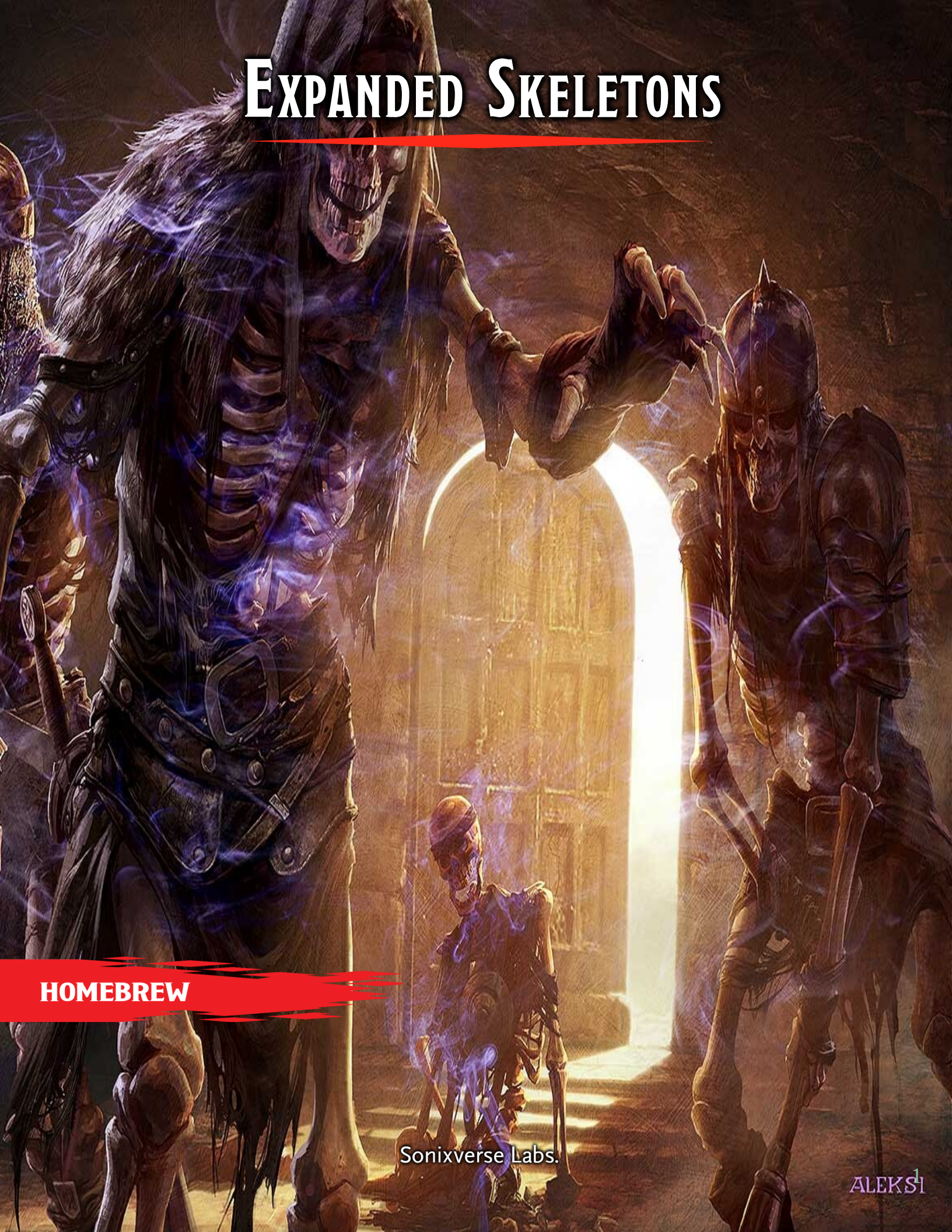
Expanded Skeletons



HOMEBREW

Sonixverse Labs.

Skeleton

Skeletons are some of the most common type of undead in the multiverse. In comparison to many other types of undead, skeletons are generally considered to be the weakest. In general, they lack the durability of many other undead such as ghouls or zombies.

Inexpensive Thralls

However, one of the reasons for their general popularity to those who use necromantic magics is that they are relatively easy to acquire and easy to imbue with necromantic energy. Whereas stronger undead typically can only be created within a certain time period after death, skeletons can be reanimated years or even centuries after its death.

Unlike other undead, skeletons only requires a necromancer to bind the smallest essence of a dead spirit to bind to their will. Because of this, even novice necromancers are able to master reanimating skeletons. However, because of this, they rarely retain any abilities or features they had in life as all that remains of them is a skeleton.

Magically Bound Servants

Although most undying skeletons are always animated by some sort of magical influence, their source of reanimataion can be generated from various sources such as arcane practitioners, divine magic or ancient curses. However, in realms such as the Shadowfell, skeletons have a bit for autonomy However, they still are ultimately subject to the demands of the undying rulers of the Shadowfell, such as liches.

Skeleton Tactics

Under most circumstances, skeletons rarely have a will of their own. Instead, they are bound to their masters will and will obediently carry out any task to the best of their ability.

As a result, their tactics will often vary depending on their purpose and their instructions. Although most skeletons tend to be completely obedient, they are not the most intelligent of entities and are not very good at adapting to problems.

In fact, this tends to be the downfall of many novice necromancers, as they are either not detailed or prepared enough to ensure the undead thralls are up to the task. However, skeletons bound controlled by divine entities or commanded by a bonelord or lich may prove to be much more challenging opponents.

However, regardless of how they are controlled, the skeleton's greatest strength is through sheer numbers. They will relentless swarm toward their opponents. Thanks to their necromantic bindings, they can prove to be rather challenging to kill, as they are known to rise back up from seemingly mortal wounds.

Skeleton Types

Although skeleton's typically vary in appearance according to their form in life, they can identify as one of the following categories listed below.

Bonecrawler

Bonecrawlers tend to be the smallest of all reanimated skeletons They are often formed from a conglomeration of bones from smaller creatures while some variants are skeletal fragments of large creatures such as a giant or dragon.

Bonewalker

Bonewalkers are the most common type of skeleton and are typically what comes to mind when one thinks of an undying skeleton. Although most variants seem to resemble the natural skeleton of a creature, some take on more alien appearances as they are haphazardly assembled by necromantic magics.

Bonetitan

Although bonetitans typically are made from the corpse of a large creature, some bonetitan are amalgamations of numerous skeletons at once. Their one and extremely terrifying characteristic is that upon destruction, these skeletons are known to split into numerous fragments which rise again a bonecrawlers.

Boneknight

Boneknights are a perfected version of the bonewalker. These skeletons almost resembled walking suits of bony armor. The reason for their appearance is that their otherwise fragile looking appearance is reinforced by necromantic magic that fuses the bones together to form its shell-like armor. Similarly, their bodies have bony weapons and shields fused to their limbs to make them the ultimate undead shock troop.

Bonelord

Bonelords are created similarly to a boneknight. However, these undead tend to possess uncanny intelligence that allows them to command other undead at the behest of their master. Due to the amount of necromantic magic imbued in them, they possess the ability to create more undead and even cast necromantic spells. These skeletons are much harder to create and tend to only be found under the influence of a lich or commanding undead legions from the Shadowfell.

Bonehulk

Bonehulks are colossal undead made of hundreds of skeletons. These abominations represent the ultimate undead creation. Upon defeating these creatures, they are known to shatter into dozens of fragments creating a small army of bonewalkers in its wake.

Bonehorde

Bonehordes are enormous swarms filled dozens of bonewalkers and bonecrawlers. Bonehordes are often created when necromancers raise entire graveyards, or even serve as reserve armies for necromantic nations, or even when the immortal rulers of the Shadowfell breach into the Material Plane to expand their domains.

Skeleton Variants

Skeletons are also known to come in numerous variants. These variations are often dependent on the state of the corpse upon reanimation and the manner of how these corpses are brought back to life.

Ebony

Ebony skeletons are a unique type of skeleton that can only be created from fossilized remains. These skeletons tend to be far older than most other undead as they typically date back thousands of years. However, these skeletons tend to be very rare as most corpses tend to fully decompose given enough time. Such fossils can only be found in special environments, such as the Underdark, where extreme pressure and sedimentation can preserve its form.

As a result, these skeletons tend to be much harder to reanimate since it is harder for one to bind the spirit that has long departed such an ancient corpse. However, upon successful revival, these skeletons can prove to be extremely durable in comparison to their counterparts and stronger variants even have the ability to turn living creatures into stone.

Soulfire

Soulfire skeletons are extremely rare as they can only be created by extremely power entities or necromancers. As their name suggests, these skeletons appear to be perpetually ablaze with spectral flames. These flames are unable to be extinguished by normal means as they are fueled the corpse's soul itself.

This necromantic flame is extremely dangerous as it constantly hungers to consume to soul of a living creature. In fact, creatures slain by their blaze are fully consumed by the flame and are reduced to ash.

Because of the nature of this necromantic magic, necromancers who create these undead are extremely reviled by many Holy Orders who actively seek out those who create such abominations.

Brittleshin

Brittleshin skeletons can easily be identified by their jagged appearance and clattering bodies. These skeletons always appear as haphazard combinations of various skeletons, thus giving them their strange appearance. However, despite their unwieldy form, they have several advantages in comparison to other skeletons.

Brittleshins are not bound by the physical limitations of their mortal form as many possess numerous limbs and can climb surfaces with unnatural speed thanks to their sharp claws. However, their most defining characteristic is their ability to launch a storm of bone shards whenever they are struck with a melee attack.

Witherplague

Witherplague skeletons are reanimated by a rather vile form of necromantic magics. These skeletons can be easily identified by a nauseous miasma of necromantic magic that emanates from its form.

Creatures that get too close to these undead are infected with a necromantic ailment that begins to wither the body of its target. Due to the necromantic nature of this plague, this miasma is even able to corrupt and wither creatures that are naturally resistant to such effects.

Ebonfrost

Ebonfrost skeletons are characteristically known for their deathly cold aura. In fact, these undead are specifically drawn to the living creatures because of their body heat. Many scholars believe that these undead constantly hunger for the warmth of life and will attempt drain the soul from their victims to sate their need for warmth.

Carnage

Carnage skeletons are believed to be created when one reanimates a skeleton after it has just recently died. As a result, these skeletons tend to be covered with a slick layer of blood, as if it seemingly walked out of its corpses earlier that day.

It is unclear of the source of the skeleton's aggression, but these undead possess a rather savage appetite for living creatures, particularly for blood. As a result, they have been known to erupt into a blood frenzy vigorous gnashing and clawing at their victims.

These undead are a particularly favorite among vampires who use their hemocraft magic to command these skeletons to seek out potential victims and to defend their strongholds.



Shadow

Shadow skeletons are believed to be undead that are specifically bound to the Shadowfell. Their ties to this plane grants them the ability to control the shadows at will, allowing them to seemingly vanish from sight. Although many shadow skeletons are typically created by liches and other entities of the Shadowfell, some necromancers have learned to master these arts to make their own.

Additionally, their physical form provides them significant advantages that many creatures of the Shadowfell lack as they do not seem to possess any inherent weakness to sunlight that many other entities, such as shadows, seem to possess.

Because of this versatility, shadow skeletons tend to be the foot soldiers for the Undying rulers of the Shadowfell that seek to expand their domains on another Plane.

Hallowed

There is a lot of debate on how hallowed skeletons came into being. Some scholars believe that hallowed skeletons are the result of various experiments to create undead that are immune to the effects of magic from the Positive Planes. Other believe, that these undead are bound by Celestials to carry out their will or judgement.

Regardless of their origins, hallowed skeletons are particularly dangerous due to their immunity to weaknesses that many undead possess. In fact, the presence of radiant seems to temporarily empower them, making them even harder to deal with.

Blighted

Although most skeletons are created by arcane or divine magic, blighted skeletons are formed from primal necromantic practices. To create these undead, many necromantic druids uses special vines, flowers, or fungi that acted as medium to channel the necromantic magics to the corpse.

As a result, blighted skeletons are covered with a layer of moss, fungi, or vines that gives it the uncanny ability to blend into the nearby forests. Additionally, their blighted nature also gives them to siphon the life force of their victims to regenerate their own wounds

Glass

Glass skeletons are an extremely rare variant of skeleton that can be created similarly to the fossilized ebony skeleton. Despite their name, these skeletons are far from fragile, as they are reinforced with durable crystals.

Depending on the region and given the right conditions, corpses have been known to crystallize, giving them a glassy appearance. However, various necromancers in the quest to make the perfect undead soldier have learned to integrate these crystals into the form of normal undead.

As a result, these skeletons are seemingly impervious to most forms of conventional weapons and possess the unique ability to reflect spells and radiant magic back at its attackers. Despite their amazing utility and durability, they are incredibly hard to animate and expensive to manufacture. Because of this, they typically can be only create by the powerful archmages or supernatural entities.

Bonecrawler

Small Undead, unaligned

Armor Class 15 (Natural Armor)
Hit Points 11 (2d6+4)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Skills Perception +1
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 11
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +2
Challenge 1/2 (100 xp)

False Appearance While motionless, the bonecrawler is indistinguishable from a pile of bones

Life Sense The bonecrawler can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonecrawler's hitpoint maximum cannot be reduced in any manner. Whenever the bonecrawler takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Undead Fortitude Upon dropping to 0 hitpoints, the bonecrawler can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonecrawler regains 1 hitpoint instead.

It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Actions

Multiattack The bonecrawler can make two skeletal pierce attacks on its turn.

Skeletal Pierce *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 5 (1d4+2) piercing damage

Skeletal Spike *Ranged Weapon Attack:* +4 to hit, 30/60ft, one target. *Hit:* 7 (1d8+2) piercing damage

Bonewalker

Medium Undead, unaligned

Armor Class 15 (Natural Armor)
Hit Points 26 (4d8+8)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Skills Perception +1
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 11
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +2
Challenge 1 (200 xp)

False Appearance While motionless, the bonewalker is indistinguishable from a pile of bones

Life Sense The bonewalker can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonewalker's hitpoint maximum cannot be reduced in any manner. Whenever the bonewalker takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Undead Fortitude Upon dropping to 0 hitpoints, the bonewalker can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonewalker regains 1 hitpoint instead.

It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Actions

Multiattack The bonewalker can make two skeletal pierce attacks.

Skeletal Pierce *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 7 (2d4+2) piercing damage

Skeletal Spike *Ranged Weapon Attack:* +4 to hit, 30/60ft, one target. *Hit:* 11 (2d8+2) piercing damage

Bonetitan

Large Undead, unaligned

Armor Class 18 (Natural Armor)
Hit Points 84 (8d10+40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	6 (-2)	8 (-1)	10 (+0)

Skills Perception +2
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 12
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +3
Challenge 5 (1800 xp)

Disassembly When the bonetitan dies, it can spawn 4(1d6) bonecrawlers in an unoccupied spot within 10ft. of its location.

False Appearance While motionless, the bone titan is indistinguishable from a pile of bones

Life Sense The bonewalker can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonetitan's hitpoint maximum cannot be reduced in any manner. Whenever the bonetitan takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Undead Fortitude Upon dropping to 0 hitpoints, the bonetitan can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonetitan regains 1 hitpoint instead.

It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Actions

Multiattack The bonetitan can make two attacks with its skeleton spike

Skeleton Spike *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 15 (4d4+5) bludgeoning damage

Skeletal Greatpike *Ranged Weapon Attack:* +7 to hit, 60/120ft, one target. *Hit:* 23 (4d8+5) piercing damage

Boneknight

Medium Undead, unaligned

Armor Class 18 (Natural Armor)
Hit Points 60 (8d8+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	15 (+2)

Skills Perception +3
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 13
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +2
Challenge 4 (1100 xp)

False Appearance While motionless, the boneknight is indistinguishable from a pile of bones

Life Sense The boneknight can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The boneknight's hitpoint maximum cannot be reduced in any manner. Whenever the boneknight takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Undead Fortitude Upon dropping to 0 hitpoints, the boneknight can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the boneknight regains 1 hitpoint instead.

It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Actions

Multiattack The boneknight can make two skeletal sword attacks. It can substitute a skeletal sword for a skeletal greatbow

Skeletal Sword *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 9 (1d8+4) piercing damage

Skeletal Greatbow *Ranged Weapon Attack:* +6 to hit, 150/600ft, one target. *Hit:* 11 (2d6+4) piercing damage



Bonelord

Medium Undead, varies

Armor Class 19 (Natural Armor + Shield)
Hit Points 136 (16d8+64)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Con +9, Cha +10
Skills Arcana +8, Perception +8
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 18
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +5
Challenge 14 (11500 xp)

False Appearance While motionless, the bonelord is indistinguishable from a pile of bones

Legendary Resistances(3/day) If the bonelord fails a saving throw, it can choose to succeed. Upon using this feature, the bonelord can use use its Command Undead feature.

Life Sense The bonelord can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonelord's hitpoint maximum cannot be reduced in any manner. Whenever the bonelord takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Undying Commander While within 30ft. of the bonelord, any undead ally of the bonelord has advantage on all saving throws and gains 10 tempororary hitpoints at the start of each of its turns.

Undead Fortitude Upon dropping to 0 hitpoints, the bonelord can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonelord regains 1 hitpoint instead.

It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Spellcasting

The bone lord is a 16th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The bonelord has the following spells prepared

Cantrips Chill Touch, Toll the Dead

1st Level Spells(4/slots) False Life, Inflict Wounds

2nd Level Spells(3/slots) Ray of Enfeeblement

3rd Level Spells(3/slots) Animate Dead, Fear, Speak with Dead, Spirit Guardians, Summon Undead

4th Level Spells(3/slots) Blight

5th Level Spells(2/slots) Danse Macabre, Negative Energy Flood

6th Level Spells (1/slot) Circle of Death, Create Undead, Eyebite, Harm

7th Level Spells (1/slot) Finger of Death

Actions

Multiattack The bonelord can cast a spell and make two skeletal sword attacks. It can substitute a skeletal sword for a skeletal greatbow

Skeletal Sword *Melee Weapon Attack:* +10 to hit, 5ft, one target. *Hit:* 14 (2d8+5) slashing + 9(2d8) necrotic damage

Skeletal Greatbow *Ranged Weapon Attack:* +10 to hit, 150/600ft, one target. *Hit:* 19 (4d6+5) piercing damage +9(2d8) necrotic damage.

Legendary Actions (3/turn)

The bonelord has 3 legendary actions that it can use on each round.

Movement(1 actions) The bonelord can move up to its full movement speed to a spote that it can see within range.

Command Undead(1 actions) The bonelord can command one undead ally it can see within 30ft. of it to move up to half its movement speed and make a melee weapon attack.

Cast a Spell (2 actions) The bonelord can cast a spell of 5th level or lower.

Resilience(3 actions) The bonelord can end one condition or spell effect on itself.



Bonehulk

Gargantuan Undead, unaligned

Armor Class 18 (Natural Armor)
Hit Points 210 (12d20+84)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	6 (-2)	8 (-1)	10 (+0)

Skills Perception +3
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 13
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +4
Challenge 11 (7200 xp)

Disassembly When the bonehulk dies, it can spawn 7(2d6) bonewalkers in an unoccupied spot within 10ft. of its location.

False Appearance While motionless, the bonehulk is indistinguishable from a pile of bones

Life Sense The bonehulk can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonehulk's hitpoint maximum cannot be reduced in any manner. Whenever the skeleton takes necrotic damage, it can recover a number of hitpoints equal to the damage dealt instead.

Siege Monster The bonehulk can deal double damage to buildings and objects

Turn Resistance The bonehulk has advantage on saving throws against effects that would turn the dead.

Undead Fortitude Upon dropping to 0 hitpoints, the bonehulk can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonehulk regains 1 hitpoint instead.

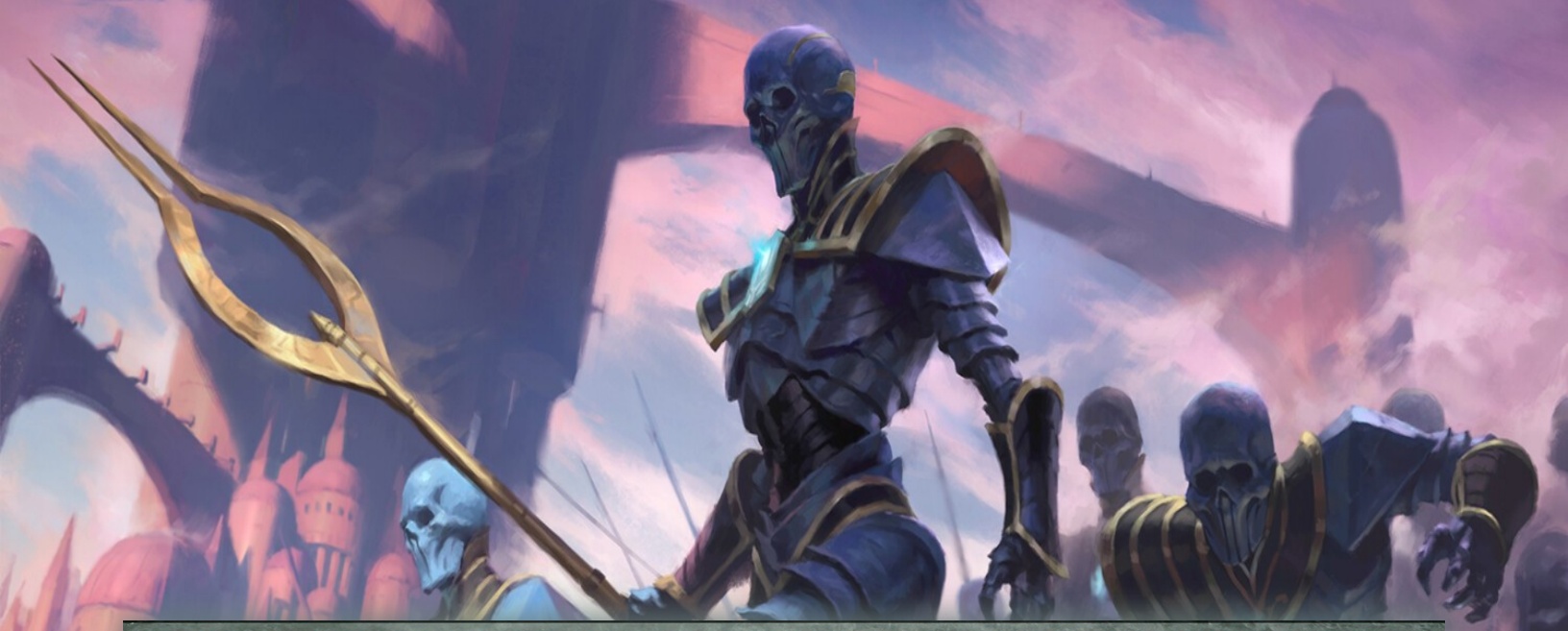
It cannot benefit from this feature if it took radiant damage or was turned on its its previous turn.

Actions

Multiattack The bonehulk can make two attacks with skeleton spike.

Skeleton Spike *Melee Weapon Attack:* +11 to hit, 10ft, one target. *Hit:* 29 (4d10+7) bludgeoning damage

Skeletal Greatspike *Ranged Weapon Attack:* +11 to hit, 120/240ft, one target. *Hit:* 51 (8d10+7) piercing damage. Upon a hit, the target must succeed a DC 20 Strenght saving throw. On a failed saving throw the target is restrained until it uses its action to free itself (escape DC 19)



Bone Horde

Gargantuan Swarm of Medium Undead, unaligned

Armor Class 15 (Natural Armor)
Hit Points 100 (8d20+16)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Skills Perception +4
Damage Resistances Bludgeoning, Piercing, and Slashing Damage
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Frightened, Exhausted, Petrified, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages understands all languages it spoke in life but cannot speak
Proficiency Bonus +5
Challenge 15 (13000 xp)

Bone Weapons Creatures that first enters or starts its turn in the bonehorde's takes 20(8d4) piercing damage

False Appearance While motionless, the bonehorde is indistinguishable from a pile of bones

Frightful Presence Living creatures that can see the bonehorde while within 120ft. of it must succeed a DC 15 Wisdom saving throw or become frightened for one minute by the bonehorde. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect upon a success.

When this effect ends on a creature, it is immune to being in this manner for the next 24 hours. Constructs and undead are immune to this feature.

Life Sense The bonehorde can pinpoint the location of a living creature within 120ft. of it.

Necrotic Fortitude The bonehorde's hitpoint maximum cannot be reduced in any manner. Whenever the skeleton takes necrotic damage, it can recover a number of temporary hitpoints equal to the damage dealt instead.

Reactive The bonehorde can take a reaction at the end of every creature's turn

Siege Monster The bonehorde can deal double damage to buildings and objects

Strength in Numbers The bonehorde has advantage on Strength saving throws and ability checks.

Swarm The bonehorde can occupy another creature's space and vice versa, and the bonehorde can move through any opening large enough for a Medium humanoid. The bonehorde can't regain hit points or gain temporary hit points.

Swarm Stride The bonehorde can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Swarm Tactics The bonehorde has advantage on attack rolls against a creature within its space

Turn Resistance The bonehorde has advantage on saving throws against effects that would turn the dead.

Actions

Multiattack The bonehorde can make two attacks with skeleton spike. If it is below half its hitpoint maximum, it can only make one attack

Bone Blades *Melee Weapon Attack:* +12 to hit, 5ft, one target. *Hit:* 27 (8d4+7) piercing damage

Volley of Bone(Recharge 5-6) Creatures within a 30ft. radius of a spot within 150ft. of the bonehorde must succeed a DC 20 Dexterity saving throw or take 45 (10d8) piercing damage and half as much on a successful saving throw.

Legendary Actions(3/turn)

The bonehorde can use 3 legendary actions that it can use at the end of a creatures turn on each round.

Movement(1 action) The bonehorde can move up to its movement speed to a spot it can see in range. This movement does not provoke attack of opportunity.

Bone Blade(1 action) The bonehorde can make a weapon strike against one creature within its space

Undead Fortitude(2 actions) The bonehorde can regain 18(4d8) hitpoints

Bone Wall (3 actions) The bonehorde can grant itself a +5 bonus to its Armor class until the start of its next turn.



Ebony

- **Challenge Rating** Increases by 1
- **Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons.

Ebony Armor When the skeleton is hit with a critical hit, it takes damage as normal.

Spellcasting (Bonelord only)

1st Level Spells Shield

2nd Level Spells Hold Person, Spike Growth, Spider Climb

3rd Level Spells Erupting Earth, Meld into Stone, Slow

4th Level Spells Stoneshape

5th Level Spells Passwall, Transute Rock, Wall of Stone

6th Level Spells Bones of the Earth, Flesh to Stone, Move Earth

Actions

Fossilization(Bonehulk only: Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 19 Constitution saving throw. On a failed saving throw, that creature takes 36(8d8) necrotic damage and is restrained until the end of its next turn. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration spell* or other magic.

If this attack reduced a creature to 0 hitpoints, it instantly die and returns to life as an ebony bonecrawler or bonewalker(size dependent) at the start of its next turn.

Soul Fire

- **Challenge Rating** Increases by 1
- **Damage Immunities** fire

Heated Body Creatures that grapples or hits the skeleton with a melee weapon attack while within 5ft. of it takes 5(1d8) fire damage.

Illumination The skeleton sheds bright light in a 10ft. radius and dim light an additional 10ft.

Soul Blaze The skeleton can deal on additional damage die as fire damage on each of its attacks. If their attack reduces a creature to 0 hitpoints, that creature is instantly killed.

Soulfire When the skeleton deals fire damage, this damage counts as necrotic damage for the purpose of overcoming any resistances or immunities to fire that the target may possess.

Spellcasting (Bonelord only)

Cantrips Firebolt

1st Level Spells Burning Hands, Hellish Rebuke

2nd Level Spells Scorching Ray

3rd Level Spells Fireball

4th Level Spells Wall of Fire

5th Level Spells Immolation

6th Level Spells Bones of the Earth, Flesh to Stone, Move Earth

7th Level Spells Firestorm

Actions

Soulfire Inferno(Bonehulk only: recharge 5-6) Creatures in a 60ft. cone must succeed a DC 19 Charisma saving throw. On a failed saving throw, creautres takes 36 (8d8) fire damage and half as much on a successful saving throw.

If this attack reduces a creature to 0 hitpoint, it dies and returns to life as a soulfire bonecrawler or bonewalker(size dependent) at the start of its next turn.



Brittleshin

- **Challenge Rating** Increases by 1

Brittle When the skeleton is hit with a critical hit, all creatures within 5ft. of the skeleton takes 5(1d8) piercing damage.

Jagged Bones Creatures that grapples or hits the skeleton with a melee weapon attack while within 5ft. of it takes 5(1d8) piercing damage.

Shatter When the skeleton dies, creatures within 10ft. of the skeleton must succeed a Dexterity saving throw. The DC is equal to 8 + the skeleton's Constitution bonus + its proficiency bonus.

On a failed saving throw, creatures take piercing damage equal to a number of d6 equal to the skeleton's proficiency bonus.

Spider Climb The skeleton can climb difficult surfaces including ceilings without having to make an ability check

Spellcasting (Bonelord only)

*__Cantrips__ Sword Burst

1st Level Spells Magic Missile

2nd Level Spells Cloud of Daggers, Spike Growth

3rd Level Spells Conjure Barrage

5th Level Spells Conjure Volley

6th Level Spells Blade Barrier

Bonus Actions

Multi-armed Strike The skeleton can use its bonus action to make an additional melee weapon attack on its turn.

Witherplague

- **Challenge Rating** Increases by 1

Corrupted Touch The skeleton can deal on additional damage die as poison damage on each of its attacks. If their attack reduces a creature to 0 hitpoints, that creature is instantly killed.

Stench Creatures within 5ft. of the skeleton must succeed a Constitution saving throw. The DC for this saving throw is equal to 8 + the skeleton's Constitution modifier + its proficiency bonus. On a failed saving throw, creatures are considered poisoned until the end of its next turn.

On a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Wither Creatures poisoned by the skeleton cannot regain hitpoints for the duration of this effect.

Witherplague Creature's cannot benefit from advantage on saving throws or immunity to the poisoned condition. Additionally, when the skeleton deals poison damage, it counts as necrotic damage for the purpose of overcoming resistance and immunity.

Spellcasting (Bonelord only)

*__Cantrips__ Poison Spray

1st Level Spells Ray of Sickness

2nd Level Spells Cloud of Daggers, Spike Growth

3rd Level Spells Stinking Cloud

4th Level Spells Blight

5th Level Spells Cloudkill

Actions

Witherplague Breath(Bonehulk only: Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 19 Constitution saving throw. On a failed saving throw, that creature takes 36(4d8) poison damage and are poisoned until the end of its next turn. For the duration of this effect, creatures cannot regain hitpoints.

If this attack reduced a creature to 0 hitpoints, it instantly die and returns to life as an witherplague bonecrawler or bonewalker(size dependent) at the start of its next turn.



Ebonfrost

- **Challenge Rating** Increases by 1

Ebonfrost When the skeleton deals cold damage, this damage counts as necrotic damage for the purpose of overcoming any resistances or immunities to cold that the target may possess.

Ebonfrost Touch The skeleton can deal on additional damage die as poison damage on each of its attacks. If their attack hits a creature, its movement speed is reduced by 10ft upon each hit.

Frozen Aura Creatures that first enters or starts its turn within 5ft. of the skeleton takes 5(1d8) cold damage.

Spellcasting (Bonelord only)

*__Cantrips__ Ray of Frost

1st Level Spells Frost Fingers

2nd Level Spells Rime's Binding Frost, Hold Person

3rd Level Spells Sleet Storm, Slow

4th Level Spells Ice Storm

5th Level Spells Cone of Cold

6th Level Spells Otiluke's Freezing Sphere, Wall of Ice

Actions

Ebonfrost Breath(Bonehulk only: Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 19 Constitution saving throw. On a failed saving throw, that creature takes 36(4d8) cold damage and have their movement speed halved until the end of its next turn. For the duration of this effect, attacks that use Strength or Dexterity have disadvantage and deals half damage.

If this attack reduced a creature to 0 hitpoints, it instantly die and returns to life as an ebonfrost bonecrawler or bonewalker(size dependent) at the start of its next turn.

Carnage

- **Challenge Rating** Increases by 1

Blood Sense When the skeleton takes the Attack action against a creature below half its hitpoint maximum, it can make an additional weapon attack against that creature.

Blood Fury The skeleton has advantage on attack rolls agains a creature below half its hitpoint maximum.

Brutal The skeleton can deal a critical hit on a 19-20. Upon dealing a critical hit, the skeleton can triple the damage die.

Sanguine Feast When the skeleton reduces a creature to 0 hitpoints, it regains 10 hitpoints.

Bonus Actions

Aggressive The skeleton can use its bonus action to move up to its movement speed towards a hostile creature it can see within range.

Reactions

Rampage When the skeleton reduces a creature to 0 hitpoints or deals a critical hit, it can use its reaction to move up to half its movement speed and make a weapon attack against a creature within range.



Shadow

- **Challenge Rating** Increases by 1

Gloom Sight The skeleton's vision is not obscured by magical darkness

Night Shroud While in darkness, the skeleton counts as invisible to creature's that rely on sight to see it.

Shadow Touched The skeleton can deal on additional damage die as necrotic damage on each of its weapon attacks.

Spellcasting (Bonelord Only)

2nd Level Spells Shadow Blade, Darkness

3rd Level Spells Hunger of Hadar

4th Level Spells Shadow of Moil

Actions

Shadow Death(Bonehulk only: Recharge 5-6) Creatures within a 20ft. radius must succeed a DC 19 Constitution saving throw. On a failed saving throw, that creature takes 36(8d8) necrotic damage and half as much on a successful saving throw.

If creatures are within darkness, this attack reduces that creatures hitpoint maximum on a failed a saving throw.

Bonus Action

Shadow Stalker While in dim light or darkness, the skeleton can use its bonus action to Hide

Hallowed

- **Challenge Rating** Increases by 1

Hallowed Radiance The skeleton can deal on additional damage die as radiant damage on each of its attacks. If their attack reduces a creature to 0 hitpoints, that creature is instantly killed and turned to ash.

Hallowed Fury Whenever the skeleton takes radiant damage, it takes no damage. Until the end of its next turn, the skeleton has advantage on all attack rolls.

Radiant Illumination The skeleton sheds bright light in a 10ft. radius and dim light an additional 10ft. Creatures within this range cannot benefit from being hidden or invisible.

Turn Resistance The skeleton has advantage on saving throws against effects that would turn the dead.

Spellcasting (Bonelord Only)

Cantrips Sacred Flame

1st Level Spells Guiding Bolt, Protection from Evil and Good

3rd Level Spells Daylight

4th Level Spells Sickening Radiance

5th Level Spells Dawn, Flame Strike, Hallow, Wall of Light

6th Level Spells Sunbeam

Actions

Hallowed Annihilation(Bonehulk only: Recharge 5-6) Creatures within a 20ft. radius must succeed a DC 19 Charisma saving throw. On a failed saving throw, that creature takes 36(8d8) radiant damage and half as much on a successful saving throw.

If creatures are reduced to 0 hitpoints, creatures are instantly killed and turned to ash.



Blighted

- **Challenge Rating** Increases by 1

Blighted Fortitude(Replaces Undead Fortitude) Upon dropping to 0 hitpoints, the skeleton can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the bonecrawler regains 1 hitpoint instead.

It cannot benefit from this feature if it took fire damage or was turned on its its previous turn.

Blight Touched The skeleton can deal on additional damage die as necrotic damage on each of its weapon attacks. Upon a hit, the skeleton regains a number of hitpoints equal to the necrotic damage dealt.

Plant Camouflage The skeleton has advantage on Dexterity(Stealth) checks while obscured by ample plant life. While these conditions are met, it can use its bonus action to Hide.

Vine Slash The skeleton's melee weapon attacks has an increased reach of 5ft.

Spellcasting (Bonelord only)

Cantrips Druidcraft, Thorn whip

1st Level Spells Entangle

2nd Level Spells Spike Growth, Web

4th Level Spells Blight, Grasping Vine

5th Level Spells Dawn, Flame Strike, Hallow, Wall of Light

6th Level Spells Wall of Thorns

Actions

Life Drain(Bonehulk only: Recharge 5-6) Creatures within a 20ft. radius must succeed a DC 19 Constitution saving throw. On a failed saving throw, that creature takes 36(8d8) necrotic damage and half as much on a successful saving throw.

Upon using this feature, the skeleton can regain a number of hitpoints equal to half the necrotic damage dealt to one affected creature.

Glass

- **Damage Resistances** bludgeoning, piercing, and slashing damage from non-adamantine weapons
- **Challenge Rating** Increases by 1

Crystalline Body When the skeleton takes critical damage, the skeleton only takes normal damage

Magic Resistance The skeleton has advantage on saving throws against any spell that targets only the skeleton (not an area). If the skeleton's saving throw succeeds, the spell has no effect on the skeleton and instead targets the caster.

Light Refraction When the skeleton takes radiant damage, it can roll a d6. Upon rolling a 5 or 6, the skeleton takes no damage and the attack is reflected back at the attacker.

Spellcasting (Bonelord only)

Cantrips Magic Stone, Sword Burst

1st Level Spells Armor of Agathys

2nd Level Spells Cloud of Daggers, Spike Growth

4th Level Spells Otiluke's Resilient Sphere

5th Level Spells Conjure Barrage

6th Level Spells Bones of Earth, Blade Barrier, Globe of Invulnerability

A special Thanks to my Patrons

Mythic Patrons

Marcella V.

Jake C.

The Emcredible

Legendary Patrons

Sven V

Steven K.

Jake C.

Epic Patrons

Vincent

Captain Blackwood

Jacob S.

Razi R.

Tallon M.

Douglas B.

John B.

Nathan S.

Sexydoughboy

Cyptossarian

Andrew W.

Glenn S.

Andrew C.

Justin R.

Eradan9s

Art Credits

Cover Art: Aleksi Briclot

Blighted Bonewalker: Maciej Kuciara

Bonelords: Mike Daarken Lim

Bonehulk: Scott Chou

Bonehorde: Heonwha Choe

Ebony Bonehorde: Youngjae Choi

Witherplague Bonewalker: Randy Vargas

Carnage Bonetitan: Slawomir Maniak

Shadow Bonewalker: Grzegorz Rutkowski

Glass Bonewalker: Zach Stella

Watercolor Stains: u/blckthorn

Follow me on GMbinder for future content:
Sonixverse Labs

GM BINDER
WWW.GMBINDER.COM

GM BINDER
WWW.GMBINDER.COM

This document was lovingly created using GM Binder.

If you would like to support the GM Binder developers, consider joining our Patreon community.