

SKELETAL DRAGONS

NEW UNDEAD CREATURES FOR FIFTH EDITION.

by James Introcaso

Get more free game resources, podcasts, GM tips, and more at ENnie-winning worldbuilderblog.me.

This PDF was made using [The Homebrewery](http://TheHomebrewery).

DRAGON SKELETONS

Animating the bones of a dragon is no small feat. A huge infusion of dark magic is required to make the skeleton of a wyrm rise. Even more power is required to maintain control over the bones. While such beasts are most often created by intentional rituals, if a dragon's grave is desecrated, over the course of a century or more dark magic can seep into the bones. The skeleton rises wreaking havoc because it was not allowed rest.

Not Your Average Skeleton. Dragon skeletons are more mentally capable than their boney counterparts. They can think critically and improvise. These undead sometimes lead other minions as a result.

Undead Nature. A dragon skeleton doesn't require air, food, drink, or sleep.

DRAGON SKELETON

WYRMLING

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +2, Wis +2

Skills Perception +2

Damage Vulnerabilities bludgeoning

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

- **Shard Breath.** The dragon exhales bone shards in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 22 (5d8) piercing damage on a failed saving throw, or half as much damage on a successful one.
- **Noxious Breath.** The dragon exhales a putrid cloud of noxious gas in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or it is poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw on the end of its turn.

YOUNG DRAGON SKELETON

Large undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +3, Wis +4

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

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

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

- **Shard Breath.** The dragon exhales bone shards in a 30-foot cone. Each creature in that area must succeed on a DC 14 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed saving throw, or half as much damage on a successful one.
- **Noxious Breath.** The dragon exhales a putrid cloud of noxious gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or it is poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw on the end of its turn.

ADULT DRAGON SKELETON

Huge undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Wis +5
Skills Perception +5
Damage Vulnerabilities bludgeoning
Damage Resistance necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 8 (3,900 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

- **Shard Breath.** The dragon exhales bone shards in a 60-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed saving throw, or half as much damage on a successful one.
- **Noxious Breath.** The dragon exhales a putrid cloud of noxious gas in a 60-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or it is poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw on the end of its turn.

ANCIENT DRAGON SKELETON

Gargantuan undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 214 (13d20 + 78)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +6, Wis +7
Skills Perception +7
Damage Vulnerabilities bludgeoning
Damage Resistance necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 12 (8,400 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

- **Shard Breath.** The dragon exhales bone shards in a 90-foot cone. Each creature in that area must succeed on a DC 18 Dexterity saving throw, taking 54 (12d8) piercing damage on a failed saving throw, or half as much damage on a successful one.
- **Noxious Breath.** The dragon exhales a putrid cloud of noxious gas in a 90-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or it is poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw on the end of its turn.