

Flameskull

Tiny, Undead, Neutral Evil

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ARMOR CLASS

13

HIT POINTS

40 (9d4 + 18)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Fly 40 ft. (hover), Walk 0 ft.

Initiative +3

Saving Throws N/A

Skills Arcana +5, Perception +2

Damage Resistances Lightning, Necrotic, Piercing

Damage Immunities Cold, Fire, Poison

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Prone

Senses Darkvision 60 ft.; Passive Perception 12

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Languages Common

STR

1

-5

DEX

17

+3

CON

14

+2

INT

16

+3

WIS

10

+0

CHA

11

+0

Traits

Illumination. The flameskull sheds Bright Light and Dim Light.

Magic Resistance. The flameskull has Advantage on saving throws against spells and magical effects.

Rejuvenation. If destroyed, the flameskull reforms unless holy water is sprinkled on its remains or dispel magic is cast on them.

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5, range 30 ft. Hit: Fire damage.

Spellcasting. The flameskull casts arcane spells using Intelligence, including fireball, magic missile, shield, and similar magic.

Reactions

Shield. The flameskull casts Shield in response to being hit by an attack or targeted by Magic Missile.

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