

# Floating Skull

*Tiny, Undead, Neutral Evil*

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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**ARMOR CLASS**

14

**HIT POINTS**

18 (4d4 + 8)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

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

**Initiative** +2

**Saving Throws** N/A

**Skills** N/A

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned, Prone

**Senses** Darkvision 60 ft.; Passive Perception 10

**Passive Perception** 10

**Languages** Understands the languages it knew in life but cannot speak

**STR**

3  
-4

**DEX**

15  
+2

**CON**

14  
+2

**INT**

8  
-1

**WIS**

10  
+0

**CHA**

12  
+1

## Traits

**Bone Lantern.** The skull sheds dim ghostly light in a 10-foot radius. It can extinguish or restore this light at the start of its turn.

**Hollow Body.** The skull can move through openings as narrow as 3 inches without squeezing.

## Actions

**Jaw Snap.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

**Grave Spark.** Ranged Spell Attack: +4, range 60 ft. Hit: 9 (2d8) Necrotic damage.

## Reactions

**Death Rattle.** When reduced to 0 Hit Points, the skull releases a final shriek. Each creature within 5 feet must succeed on a Wisdom saving throw or have Disadvantage on its next ability check before the end of its next turn.

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## CONTENT NOTICE

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