

# Skull Lord

Medium, Undead, Lawful Evil

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**ARMOR CLASS****18****HIT POINTS****221 (26d8 + 104)****CHALLENGE****15 | 13,000 XP****PROFICIENCY****+5**

**Speed** Walk 30 ft.

**Initiative** +3

**Saving Throws** Cha +11, Int +10, Wis +9

**Skills** Arcana +10, Religion +10, Perception +9

**Damage Vulnerabilities** Radiant

**Damage Resistances** Cold, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 19

**Passive Perception** 19

**Languages** Common plus three languages

**STR****14**  
+2**DEX****16**  
+3**CON****18**  
+4**INT****20**  
+5**WIS****18**  
+4**CHA****22**  
+6

## Traits

**Threefold Mind.** The skull lord has Advantage on Intelligence, Wisdom, and Charisma saving throws.

**Lord of Bones.** Undead allies within 60 feet deal 5 extra Necrotic damage on their first hit each round.

## Actions

**Multiattack.** The skull lord makes three Death Scepter attacks.

**Death Scepter.** Ranged Spell Attack: +11, range 120 ft. Hit: 32 (6d8 + 6) Necrotic damage.

**Bone Tyrant's Command (Recharge 5-6).** Up to three undead allies within 60 feet may each move up to half their Speed and make one attack as a Reaction.

## Bonus Actions

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**Crown of Skulls.** One undead ally within 60 feet gains 20 temporary Hit Points.

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## Reactions

**Skeletal Refusal.** When the skull lord fails a saving throw, it can take 18 Necrotic damage to add 5 to the roll, potentially turning the failure into a success.

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