



DUNGEONS & LAIRS #27: WHITE DRAGON CAVERN

White Dragon Cavern is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 4, 8, or 14**. This document offers details for each level and makes adjustments accordingly. A dangerous white dragon has turned a formerly hospitable landscape into a snow-covered hellscape, garnering attention from different factions.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the White Dragon Cavern table on the next page offers details for introducing this adventure to your players. These hooks use major factions of Omeria, but you can easily replace them with a different one if your campaign does not take place on the long continent.

Gold Rewards. To further incentivize the party to enter the dragon's lair and risk the dangers therein, the party's patron/faction might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the

adventure assuming their patron is wealthy enough to afford such a price.

OMERIA PLACEMENT

The adventure assumes placement somewhere around the Basilisk's Spine Mountains. It fits especially well near the peaks of Vaskil Valley, where a white dragon might be a holdover from before The War of the Burning Plains in The Summer Land.

CREDITS

The following creators made this adventure possible:

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Editing, Proofing, Layout. Laura Jordan

WHITE DRAGON CAVERN HOOKS

d8	Faction	Details
1	Answers of the Righteous	The dragon's hoard contains a specific gold coin—the only gold coin in the entire collection. Retrieving this coin ensures an important prophecy comes to fruition.
2	The Circle Unbroken	One of the Roe'dgopé tribes has approached a druid of the order about weird weather in the area—blizzards, fog, unseasonable freezing. The Greensleaves want the characters to investigate.
3	Company of the Many	There's no telling what rare resources a dragon's lair might hold. Loot the hoard, and discover if any Jaduee-Pat'r stones lie within.
4	Dream Enders	The Dream Enders want the characters to find out about the cause of the dragon's aggression, especially if the source is arcane, and to report back as much information as it is safely possible to do. They expect 20% of any treasure that the characters discover.
5	Bharzal's Blades of Dooms	In exchange for information regarding the dragon, the Doom Blades want half the hoard. Of course, if things get too dangerous, they recommend the characters run away.
6	Fellowship of the Crimson Staff	The worsening wintry conditions have disrupted the ability to move needed medical supplies through the Basilisk's Spine. Remove the dragon or a whole village may be lost to plague.
7	Gold Fingers on the Iron Hand	The dragon continues to cause problems in the area. However, its body could be harvested and sold for a fortune. Bring the Gold Fingers the body to sell on the black market; the character can keep its hoard.
8	Witnesses of the Worm	A dragon's body would be ideal for experimentation, either to artificially create Draconic sorcerers or otherwise enhance non-Drakeblood sorcerers.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have these books, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout

the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 4th, 8th, or 14th level the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level greater than 16 as it may not pose enough of a challenge. Similarly, parties composed of 3rd-level or lower characters might find the adventure too challenging.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
4	4th-level	Hard
5	4th-level	Medium
6-7	4th-level	Easy
7-8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11-13	14th-level	Hard
14	14th-level	Medium
15-16	14th-level	Easy

WHITE DRAGON CAVERN

The Great White Dragon Zhixal has resided in this icy cavern for many decades. Once a lush green mountainside, the area surrounding Zhixal's lair is now an arctic wasteland. In his youth, Zhixal was a proud dragon, but over time, he grew paranoid and vicious. Even the slightest annoyance sends him into outbursts of rage; such fits create torrential blizzards, avalanches, and other calamities.

GENERAL FEATURES

Unless otherwise stated, Zhixal's cavern has the following features.

CONSTRUCTION

The cavern is a naturally occurring phenomenon. Its walls, ceilings, and floors are made from slick ice or stone throughout. Ceilings are as tall as caverns are wide, if not taller.

WHITE DRAGON LAIR

The entire cavern is the lair of the white dragon Zhixal. In the 8th- and 14th-level versions of this adventure, Zhixal's innate magic creates regional effects and allows him to use his lair actions. Review the white dragon entry in the official Fifth Edition monster book for details.

WINTERY CONDITIONS

The magic of the dragon combined with the northerly conditions makes for a treacherous environment. The entire area is subjected to the effects of **extreme cold**. Creatures exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold-weather gear (thick coats, gloves, etc.) and creatures naturally adapted to cold climates. All of the creatures in Zhixal's lair are adapted.

Strong winds and **heavy snow** constantly target exterior locations. Ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing or sight are made at disadvantage. A creature flying by nonmagical means must land at the end of its turns or fall.

Thick snow blankets exterior areas, too, creating **difficult terrain**. Some of the exposed areas are slippery ice, too, which is also difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. A creature that moves at half its normal movement speed makes this check with advantage, and a target that takes the Dash action on his or her turn makes this check with disadvantage.

KEYED LOCATIONS

The following locations are keyed to the map of the white dragon cavern on page 4.

1 – FROZEN LAKE

The cave opens out to a large frozen lake. Frozen solid, the lake presents no hazard beyond those detailed in the Wintery Conditions section.

Encounter: Skeletons. Hidden under the drifts of snow are various skeletons. The number and nature of the skeletons depend on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are detailed in the Appendix.

The skeletons are hidden until a character comes within 5 feet of one. A passive Wisdom (Perception) score of 15 or higher is necessary to notice the skeletons. Remember that Wisdom Perception scores are made at disadvantage due to the weather, so every character's passive Wisdom (Perception) score counts as being 5 lower unless they have other magical means to detect the skeletons. Any character who fails to notice the skeletons is surprised during the first round of combat.

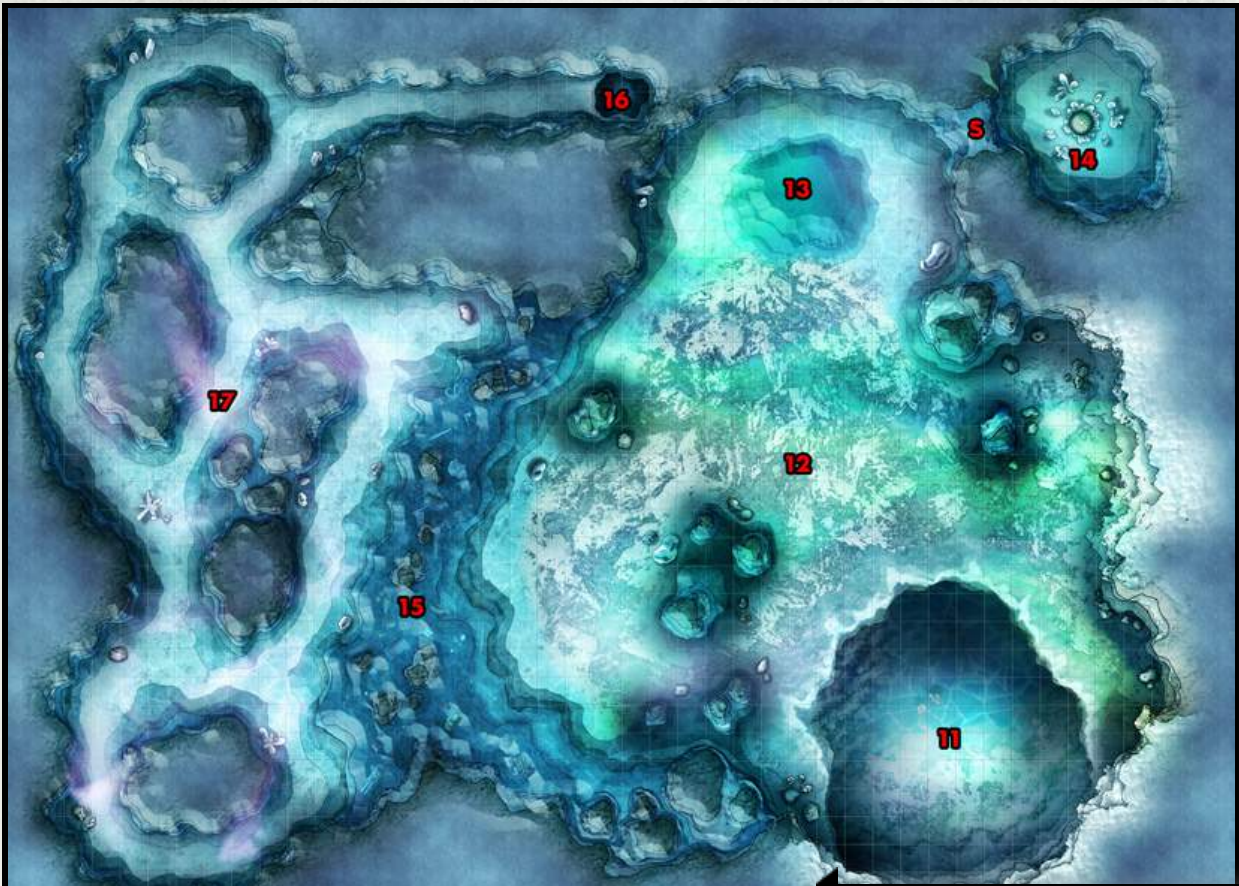
AREA 1 ENCOUNTERS

Adventure Level	Encounter
4th	6 skeletons
8th	6 elite skeletons*
14th	2 mammoth skeletons*

Treasure. There are some valuables buried with the skeletons. The nature of the treasure depends on the level of the adventure, as shown on the table below.

AREA 1 TREASURE

Adventure Level	Treasure
4th	A rotting backpack holding 100 pp.
8th	A rotting backpack holding 300 pp.
14th	A <i>frost giant dagger</i> strapped to one of the mammoth's shoulders. The dagger is a rare magical weapon that grants a +1 bonus to the user's attack and damage rolls and deals 1d8 cold damage on a hit in addition to the damage normal for the weapon. Although it is a Huge-sized weapon, a Medium creature can treat it as a heavy, two-handed martial weapon that deals 3d4 piercing damage on a hit.



White Dragons Lair 02 Ice Chamber

Find the White Dragon's Lair and other maps on [Tom Cartos' Patreon](#).



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White Dragons Lair 01 Frozen Stream

2 – ROCK FALL

The path through here collapsed following one of Zhixal's tantrums. A character can use their action to clear away some of the rubble with a successful DC 10 Strength check. Totally clearing the rubble requires ten successes. Failing the check by 5 or more requires the character to make a DC 10 Constitution saving throw. On a failed saving throw, the character takes a level of exhaustion.

Encounter: Bleakborn. In the 4th-level version of this adventure, there is a **zombie** pinned under the rubble. The zombie has only 1 hit point remaining. In the 8th- and 14th-level versions of this adventure, the pinned creature is a **bleakborn** (see the Appendix) instead.

3 – FROZEN STREAM

This passage leading deeper into the lair was once a frozen river. It is subject to the Wintery Conditions described on page 3. Additionally, traveling south to north counts as extremely difficult terrain, requiring 3 feet of movement for every 1 foot moved.

As the characters pass through the area, any character with a passive Wisdom (Perception) score of 12 or better notices an amber patch of ice. A successful DC 12 Intelligence (Nature) check reveals that the amber material is actually frozen honey.

Honey Trap. If a creature touches the ice on the wall near the area marked with the "X" on the map, it triggers a trap. Icicles fall from the ceiling, requiring every creature in a 10-foot square in front of the honey to make a DC 15 Dexterity saving throw. On a failed saving throw, a target takes piercing damage as shown on the table below. A target takes half as much damage on a successful saving throw.

HONEY TRAP DAMAGE

Adventure Level	Damage
4th	9 (2d8)
8th	18 (4d8)
14th	31 (7d8)

Noticing the trap in advance requires a successful DC 15 Intelligence (Investigation) check. The trap can't be disabled, but the icicles can be destroyed. The cluster has AC 15, 50 hit points, vulnerability to fire damage, and immunity to cold and psychic damage.

4 – SIDE CAVES

This small cave offers a temporary reprieve from the slippery floors of the tunnel.

5 – LOWER CAVERN

The tunnel opens out into an enormous cavern, its ceiling rising 150 feet above the slippery floor. Ice crystals grow and sprout from the ground, walls, and ceiling above.

Treasure: Frozen Warrior. Any character who spends at least 1 minute observing the frozen floor who then succeeds

on a DC 15 Intelligence (Investigation) check notices the remains of a hobgoblin warlord stuck under the ice. A character armed with a pick, hammer, or similar tools can use their action to make a DC 12 Strength check. Each success removes some of the ice from around the hobgoblin's corpse. It takes twenty total successes to completely free the hobgoblin from the ice. A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the target gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 15, 100 hit points, vulnerability to fire damage, and immunity to cold and poison damage.

The nature of the warlord's armor depends on the level of the adventure, as shown on the table below.

AREA 5 TREASURE

Adventure Level	Treasure
4th	<i>Adamantine half plate armor</i>
8th	<i>+1 half plate armor</i>
14th	<i>+2 half plate armor</i>

6 – FROZEN WATERFALL

The frozen remains of a waterfall curtain the southern wall. Over time, hard-packed snow covered the fall's ice, collateral damage from Zhixal's numerous tantrums. A character may attempt to climb the 150-foot wall, doing so with a successful DC 15 Strength (Athletics) check each time they move up its surface. Even creatures with Spider Climb need to make this check, as the surface is slippery to the touch. The waterfall leads up to area 11.

7 – DINING HALL

An enormous rock slab dominates the center of this room. Blood smears its icy surface. A small bag of coins rests atop the center of the slab.

Trap: Mouse Trap. The bag of coins rests atop a counterweight. Any creature that removes the coins triggers the trap—a huge bar made of solid ice swings up from below the slab, similar to the arm of a mousetrap. The triggering creature must make a DC 16 Dexterity saving throw. On a failed saving throw, the target takes 18 (4d8) bludgeoning damage and is pinned by the icy bar. Until the creature removes the bar, the creature is restrained and prone and takes 9 (2d8) bludgeoning damage at the end of each of its turns. A creature can use its action to lift the bar, doing so with a successful DC 20 Strength check. A target pinned by the bar has disadvantage on this check.

Spotting the trap in advance requires a successful DC 13 Intelligence (Investigation) check made around the base of the rock slab. Disarming the trap requires a successful DC 13 Dexterity check using thieves' tools.

The coins in the bag are pieces of lead-painted gold and totally worthless.

8 – MINIONS LAIR

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

This room was once used as barracks for Zhixal's minions. In a fit of rage, he froze half of them and ate the rest. There is nothing valuable in this chamber.

9 – ICE TUNNEL

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

Out of sight of Zhixal, his minions dug an ice tunnel that leads to a hidden area behind his sleeping quarters above. Although the minions are gone, there are still dangerous creatures hidden in the tunnels.

Encounter: Ice Ropers. Ropers posing as huge icicles hide in this tunnel, clinging to the ceiling 15 feet above the icy floor. Adapted for the cold environment, they gain the same benefits from their False Appearance posing as ice formations as they would posing as rock formations. The only hint to their existence is discarded bones on the floor. The number of ropers here depends on the level of the adventure, as shown on the table below.

AREA 9 ENCOUNTERS

Adventure Level	Encounter
4th	1 roper
8th	2 ropers
14th	3 ropers

10 – ICE SHAFT

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

Metal rods embedded in the ice wall allow for a treacherous climb all the way to the top of the rest of the ice tunnels, 200 feet above the ground.

A powerful wind constantly whistles through the vertical shaft. A character with a Wisdom score of 10 or less might hear strange whispers in the wind—nothing more than a trick of the mind.

11 – OPENING

The large opening in the floor allows Zhixal to fly in and out of his chambers with ease. Rules for climbing the waterfall that leads to the opening are detailed in area 6.

12 – ZHIXAL'S CHAMBERS

This large area is Zhixal's private chamber. His hoard hides below a mound of thick ice. Frozen statues—the remains of pesky adventurers—decorate the slippery floors of the chamber. Here, the ceilings are a full 70 feet high.

Although this area is indoors, Zhixal's magic causes it to constantly snow within. Treat this area as if it is under the Wintery Conditions effect detailed on page 3.

13 – ZHIXAL'S MOUND

A large mound of ice-encrusted gold dominates the north part of the cavern. It is upon this trove that Zhixal sleeps.

Encounter: Zhixal. The white dragon Zhixal attacks anyone that attacks him or comes within the range of his breath weapon. Until then, he pretends to sleep. Zhixal's age depends on the level of the adventure, as shown on the table below. Both the adult and ancient white dragon versions of Zhixal have lair and regional actions.

AREA 13 ENCOUNTER

Adventure Level	Zhixal's Statistics
4th	young white dragon
8th	adult white dragon*
14th	ancient white dragon*

Optional: Quicksnow Lair Action. The adult and ancient dragon versions of Zhixal gain the additional lair action option.

- Zhixal targets an area of icy ground that he can see within 120 feet of him. A 10-foot-square area centered on that point turns into cold slush. If a creature starts its turn in this area or enters the area for the first time on its turn, it sinks 1d4 + 1 feet into the quicksnow and becomes restrained. As long as the creature isn't completely submerged in quicksnow, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksnow. A creature that is completely submerged in quicksnow can't breathe. A creature can pull another creature within its reach out of quicksnow by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target has sunk into the quicksnow. The quicksnow remains until Zhixal is destroyed or he uses this lair effect again. If there are any creatures in the quicksnow when the effect ends, they are ejected from the quicksnow.

Treasure: Zhixal's Horde. A character armed with a pick, hammer, or similar tools can spend 1 minute digging at the ice. At the end of the minute, the character must make a DC 14 Strength check. Each success removes some of the ice from around the treasure. It takes twenty-five total successes to completely free the treasure from the ice. A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the character gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 17, 150 hit points (damage threshold 10), vulnerability to fire damage, and immunity to cold and poison damage.

There are 10,000 silver pieces in this part of Zhixal's hoard, regardless of the adventure's level.

Secret Chamber. The entrance to area 14 is encased in a wall of solid ice. The ice is translucent enough that a character who succeeds on a DC 18 Wisdom (Perception) check notices it. A character armed with a pick, hammer, or similar tools can use their action to make a DC 16 Strength check. Each success removes some of the ice from around the entrance. It takes thirty total successes to completely free the treasure from the ice. A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the character gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 17, 200 hit points (damage threshold 10), vulnerability to fire damage, and immunity to cold and poison damage.

14 – DRAGON EGG

This small, hidden chamber (see area 13 for details) conceals the presence of a lone white dragon egg.

The dragon Zhixal is torn by the egg's existence. A child would continue his legacy, but could also threaten his position.

Treasure: White Dragon Egg. The egg is worth 5,000 gp. If the characters choose to keep it, they can try to hatch it and raise it. It takes 1d4 months for the egg to incubate. The egg must constantly be kept in freezing or below freezing conditions. Each hour that the egg spends in temperatures above 0 degrees Celsius, roll 1d100. If the result is less than the current temperature, the egg is destroyed.

When the egg hatches, a **white dragon wyrmling** appears. Although the wyrmling is still evil by nature, it will treat the party as trusted friends to be heeded and protected. Although the wyrmling isn't under the party's control, it takes their requests or actions in the most favorable way it can so long as they keep it fed and treat it well.

If the party does something harmful to the wyrmling or fails to feed it, one member of the party must use their action to make a DC 10 Charisma (Intimidation or Persuasion) check (the player's choice). White dragon wyrmlings require 4 pounds of meat per day lest they get cranky.

15 – ICE WALL

The other half of Zhixal's treasure is buried behind this thick ice wall. Spotting the treasure within the wall requires a successful DC 18 Wisdom (Perception) check.

Totally clearing the wall of all its ice requires one or more characters to spend at least 1 workweek—5 days working 8 hours—digging the treasure out of the ice wall or destroying enough of it to remove it. At the end of each workweek spent digging, have everyone who spent time working on the wall make a DC 18 Strength (Athletics) check. Each success removes a section of the ice wall. It takes a total of twenty successes to completely remove the wall and reveal the treasure.

Treasure: Zhixal's Hoard. The nature of Zhixal's hoard depends on the level of the adventure, as shown on the table below.

AREA 13 TREASURE

Adventure

Level Treasure

4th	34,250 sp, one hundred pieces of quartz (each worth 50 gp), <i>bracers of archery</i> , <i>broom of flying</i> , <i>staff of the python</i> , <i>adamantine chain shirt</i>
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8th	265,000 sp, ten white diamonds (worth 5,000 gp each), <i>potion of superior healing</i> , <i>potion of frost giant strength</i> , <i>potion of heroism</i> , <i>whip feather token</i>
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14th	3,200,000 sp, one hundred white diamonds (worth 5,000 gp each), <i>potion of speed</i> , <i>spell scroll of earthquake</i> , <i>potion of cloud giant strength</i> , <i>marvelous pigments</i>
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16 – ICE SHAFT

This is the topmost part of the shaft from area 10.

17 – ICE TUNNELS

Zhixal's former minions cleared these ice tunnels using fire magic and magical picks. New inhabitants lurk here. These creatures pay Zhixal no mind and receive the same courtesy from him.

Encounter: Ice Tunnel Creatures. Strange creatures lurk in these tunnels, the nature of which depends on the level of the adventure, as shown on the table below.

AREA 17 ENCOUNTER

Adventure Level Encounter

4th	6 magmins
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8th	1 rehmorhaz
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14th	1 rehmorhaz and 5 magmins
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Ice Wall. The treasure-laden ice wall detailed in area 15 is visible from the eastern side of these tunnels. Spotting the treasure within the wall requires a successful DC 18 Wisdom (Perception) check.

AFTERMATH

Even after the characters defeat the dragon, they will need to invest considerable time into removing its hoard from the frosty protections placed around it. During this time, it's likely that more factions get involved. To represent this, you might roll again on the Adventure Hooks table to randomly choose another faction whose goals conflict with the characters.

If the characters fail to defeat the dragon, Zhixal's magic continues to plague the surrounding land. Unfortunately, Zhixal's reluctance to leave his cavern creates a predicament for the Pressonian government—certainly, the dragon and its wintry conditions are troublesome. But if it doesn't leave its cavern, is it all that bad? Ω

APPENDIX: NEW CREATURES

BLEAKBORN

When a humanoid dies from extreme cold, it may rise again as a bleakborn, an undead that craves nothing so much as the heat of living creatures. It often remains immobile for months, if not years, hibernating in the freezing landscape, and is only roused when approached by warm-blooded creatures or other sources of warmth. An unsuspecting traveler that finds themselves waking a bleakborn needs to take caution if they do not wish to suffer the same fate.



BLEAKBORN

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	14 (+2)	14 (+2)	15 (+2)

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages it knew in life but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Cold Soul. Any living creature that touches the bleakborn or hits it with a melee weapon attack while within 5 feet of it takes 7 (2d6) cold damage. The bleakborn regains a number of hit points equal to the damage dealt. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points.

Any humanoid killed by this damage rises as a zombie in 1 minute.

Fire Absorption. Whenever the bleakborn is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Heat-Draining Aura. The bleakborn constantly emits an aura of cold that extends from it 10 feet in all directions. A creature that starts its turn in this area must make a DC 16 Constitution saving throw. A target takes 7 (2d6) cold damage on a failed saving throw or half as much damage on a successful one.

Any humanoid killed by this damage rises as a zombie in 1 minute.

Turn Resistance. The bleakborn has advantage on saving throws against effects that turn undead.

Actions

Multiattack. The bleakborn makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 9 (1d6 + 6) bludgeoning damage plus 7 (2d6) cold damage. The bleakborn regains a number of hit points equal to the cold damage dealt. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points.

Any humanoid killed by this attack rises as a zombie in 1 minute.

MAMMOTH SKELETON

Huge undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 93 (11d12 + 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge. If the skeleton moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.



SKELETON, ELITE

Medium undead, lawful evil

Armor Class 16 (rusty plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Str +5, Wis +2

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Turn Resistance. The skeleton has advantage on saving throws against effects that turn undead.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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