

SKELETAL SERVANT

Medium undead, lawful evil

Armor Class 12

Hit Points 48 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 12

Languages can't speak; understands Common

Challenge 1 (200 XP)

Actions

Grappler. The skeletal servant makes two grapple attempts: one with each claw.

Apprehend. *Grapple Check:* +2, reach 5 ft., one creature. The skeletal servant makes a grapple check (PHB, p.195), while the target makes a Strength (Athletics) or Dexterity (Acrobatics) check. If the skeletal servant's grapple roll is higher, the target is grappled (PHB, p.290).

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 2) piercing damage.

Keening Scream. The skeletal servant emits a shrill, piercing scream. All other undead within 300' are drawn to the source of the scream.

Skeletal Servants are dressed in dark flowing robes that conceal their undead nature. Most wear hoods with decorated masks over their faces, tight-fitting boots that muffle their footsteps, and smooth gloves of fine leather. They move with unusual grace, performing specific tasks each day at proscribed times, then remove themselves to shadowed alcoves until it is time to resume their work.

Stronger and Smarter Skeletal Servants possess above average intelligence. They can carry out multiple simple instructions in sequence, take cues from sounds (like a ringing bell or gong), remember pass phrases and recognize up to six faces. Their great strength allows them to move heavy loads with care, and to work in tandem.

Watchers. A skeletal servant is capable of emitting a terrible scream if it sees a creature it does not recognize. If the servant has been instructed to accept a pass phrase, it will not scream so long as the creature approaches the servant and utters the correct pass phrase before moving on. Otherwise, the servant will scream, then attempt to grapple the creature, then attack with its other claw until the creature dies or the servant is commanded to stop attacking.

Strength In Numbers. Skeletal Servants are usually deployed in groups of 2-4. If drawn to a *keening scream*, the other servants will first attempt to grapple any ungrappled creatures they don't recognize, then grapple any other grappled creatures if there is room to do so. **A creature that is grappled by more than one servant must spend an action per servant to break free from each grapple.**

SKELETAL DOOR WARDEN

Medium undead, lawful evil

Armor Class 14 (breastplate)

Hit Points 72 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 12

Languages can't speak; understands Common

Challenge 2 (450 XP)

Death's Revenge. If damage reduces the door warden to 0 hit points, it reforms in the space where it was destroyed 2d4 rounds later, unless the damage is radiant or from a critical hit. It searches for living creatures to attack and has 1 hit point. If reduced to 0 hit points a second time, it is destroyed permanently.

Actions

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 10 (1d10 + 4) slashing damage.

A skeletal door warden wears an ornate breastplate designed to fit its fleshless frame, and a burnished steel faceplate with a narrow slit at eye level. A black hood reaches out of the breastplate, running up the door warden's neck and over its head; it fastens to the faceplate at brow, cheeks and chin. The door warden's legs and feet are hidden beneath black robes, its arms covered from breastplate to wrists in the same cloth. Its skeletal hands are exposed, each gripping a long halberd that the door warden wields with deadly proficiency.

Merciless. Skeletal Door Wardens are made to guard doorways and kill intruders. They automatically attack any creature that comes within reach, unless that creature is undead, is the creator of the door warden, or the creature utters the correct pass phrase.

Guardian Response. A door warden will respond to the sound of a *keening scream* emitted by a skeletal servant. It will move to the scream, then attack grappled creatures before ungrappled creatures. A door warden immediately returns to its guard position after all living creatures it does not recognize have been slain, or it is commanded to stop.