

UNCLE SKELETON

Uncle Skeleton is an intelligent, trickster construct born of chaotic illusion magic. As a creature woven from chaos and illusion, Uncle Skeleton has no true appearance. However, his preferred form is that of a skeleton wearing a top hat and noble clothing. He prefers to speak in a shrill, high-falutin accent complete with high-pitched laughter.

Dungeon Lord. Uncle Skeleton is one of the founding members of the Dungeon Lords of Krizak. So far, he's won their Annual Contest of Soul Gatherers eight times, seven of which were consecutive victories. Like most of the Dungeon Lords, Uncle Skeleton has to deal with his fair share of

assassins. Of course, his insubstantial and illusory nature give him a decided edge over his competitors. Uncle Skeleton rarely partakes in the assassin-games, but enjoys the camaraderie.

Odonburg's Most Wanted. Currently, Uncle Skeleton is ranked 7th on Odonburg's Most Dangerous List. Like many of the other intelligent, magical threats on the list, he sees it as an honor, one which he hopes to improve. Currently, Aqora the Light is ranked 6th. Uncle Skeleton hopes to overcome her position by the end of the decade if not sooner.

Construct Nature. Uncle Skeleton does not require air, food, water, or sleep.

UNCLE SKELETON

Medium construct, neutral evil

Armor Class 12

Hit Points 99 (22d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Int +9, Wis +7, Cha +10

Skills Deception +15, Insight +7, Perception +7, Stealth +12

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

Languages all

Challenge 15 (13,000 XP)

Incorporeal Movement. Uncle Skeleton can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Innate Spellcasting. Uncle Skeleton's innate spellcasting ability is Charisma (spell save DC 18). He can cast the following spells, requiring no material components:

At will: *enthrall*, *greater invisibility*, *hallucinatory terrain*, *mage hand*, *magic mouth*, *major image*, *mirror image*, *phantom steed*, *suggestion*

3/day each: *confusion*, *dominate monster*, *geas*, *shield*, *telekinesis*

1/day each: *creation*, *dream*, *irresistible dance*, *mislead*, *programmed illusion*, *mirage arcane*, *project image*, *simulacrum*, *weird*

Legendary Resistance (3/Day). If Uncle Skeleton fails a saving throw, he can choose to succeed instead.

Magic Resistance. Uncle Skeleton has advantage on saving throws against spells and other magical effects.

Mimicry. Uncle Skeleton can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 23 Wisdom (Insight) check.

Actions

Multiattack. Uncle Skeleton makes two psychic whip attacks.

Psychic Whip. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 18 (4d10) psychic damage.

Illusory Appearance. Uncle Skeleton covers himself and anything he is wearing or carrying with a magical illusion that makes him look like another creature or object of his general size. The illusion ends if Uncle Skeleton takes a bonus action to end it or if he dies.

The changes wrought by this effect fail to hold up to physical inspection as Uncle Skeleton is intangible and objects pass right through him. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 23 Intelligence (Investigation) check to discern that Uncle Skeleton is disguised.

Teleport. Uncle Skeleton magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Legendary Actions

Uncle Skeleton can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Uncle Skeleton regains spent legendary actions at the start of his turn.

Attack. Uncle Skeleton makes a psychic whip attack.

Spell (Costs 2 Actions). Uncle Skeleton casts one of his at-will innate spells.

Teleport (Costs 3 Actions). Uncle Skeleton uses his teleport action.