



TOMB KINGDOM INFANTRY

Deep within ancient tombs and buried under sandy dunes lie forgotten legions whose loyalty to their bygone kingdoms and undying lords transcends death. These soldiers swore to continue their service into the afterlife and died with their weapons and armor in hand to ensure they would always be ready to answer the call of their eternal lords.

When the undying priests and monarchs of antiquity make war, they summon these regiments of unbreakable undead warriors who tirelessly carry out the orders of their superiors. These skeletal soldiers have forgotten most of their former identities, retaining only their training and their sense of unwavering duty. In battle, they execute the commands of their superiors with flawless devotion, never flinching in the face of danger as they carry out their eternal service.

SKELETAL INFANTRY

These undead represent the most numerous and lowest-ranking soldiers of the tomb king armies. They were given only the most rudimentary of burial rites, resulting in almost none of their former personality surviving. They possess only the knowledge and skills needed to serve as efficient and loyal soldiers. Though they cannot speak, they can understand and carry out orders with flawless efficiency. Each skeletal regiment retains the years of training and experience with its weapons and combat role that it had in life, and the long years have not dulled their skills.

SKELETON SPEARMEN

Medium undead, lawful neutral

Armor Class 14 (armor scraps, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills Perception +2

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

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

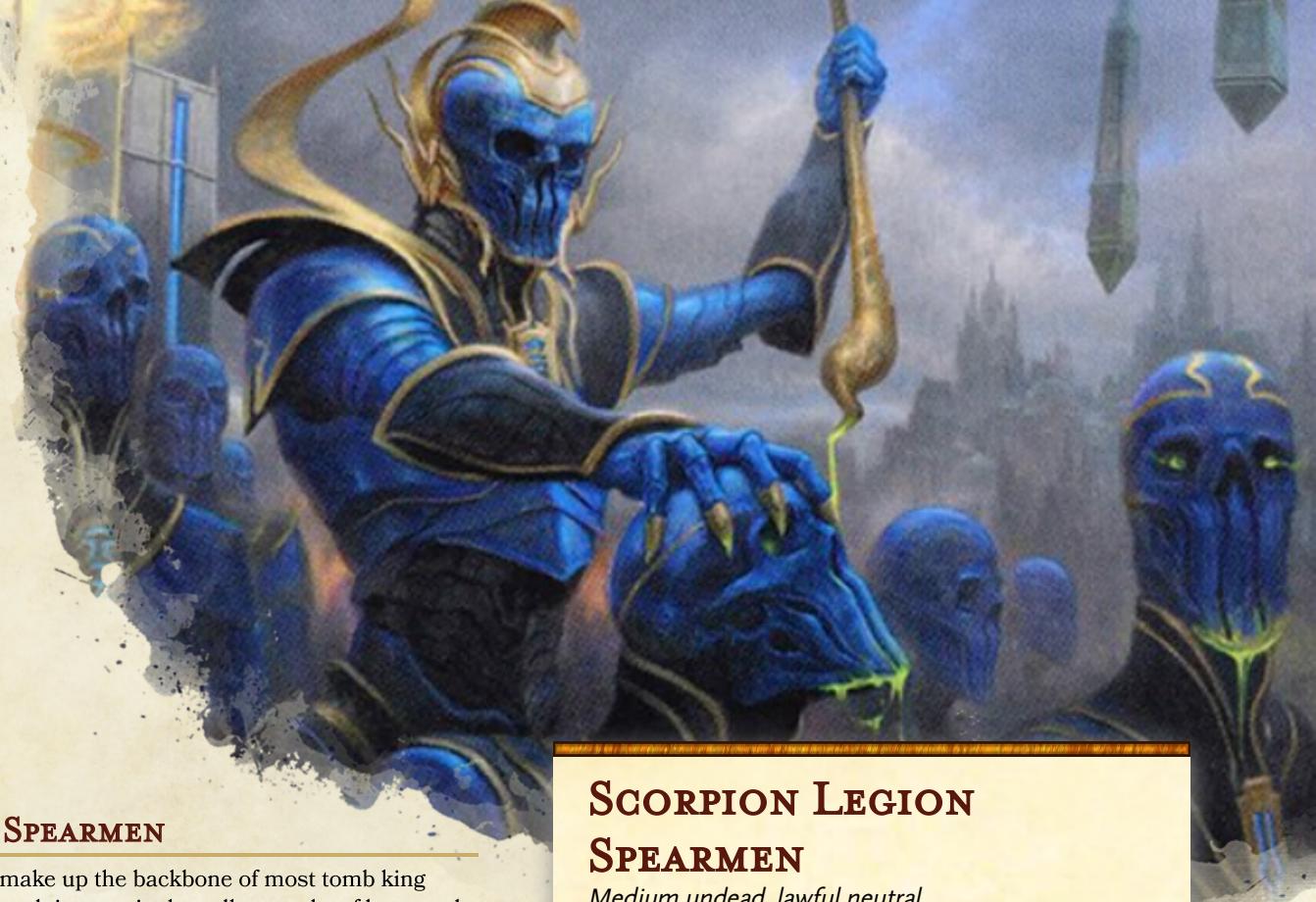
Challenge 1/4 (50 XP)

Proficiency Bonus +2

Spearmen. The skeleton gains the reach feature for its spear (included in the attack).

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



SKELETAL SPEARMEN

These soldiers make up the backbone of most tomb king armies. They march in seemingly endless ranks of bone and bronze, wielding ancient spears and impaling every foe before them. Though they are not the most powerful soldiers, they make up for this with numbers and unshakable resolve. Skeletal spearmen will fight against even the most overwhelming odds, never fleeing and fighting to the last soldier.

THE SCORPION LEGION

The spearmen of this notorious legion are known for crafting their spears from the tails of deadly desert scorpions. These skeletal soldiers wield their venomous weapons with brutal skill, and foes that survive the initial stab will often succumb to the poisonous aftereffects.

SKELETAL ARCHERS

These warriors served as the ranged support to their ancient armies. Armed with bows and an ever-ready supply of bronze-tipped arrows, these archers rained death on their foes to wound and demoralize armies before they could even engage in melee combat. In death, these archers continue to fulfill their ancient role, unleashing streams of arrows with no thought other than to carry out the orders of their eternal masters.

THE HAWK LEGION

These renowned archers were not only expertly trained soldiers but devoted disciples of the hawk god, whose domains were discernment and the hunt. In exchange for their devotion, the hawk god granted them his heightened senses and blessed their arrows such that they would unerringly find their quarry, regardless of any obstacle.

SCORPION LEGION SPEARMEN

Medium undead, lawful neutral

Armor Class 15 (armor scraps, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills Perception +2

Vulnerabilities bludgeoning

Damage Immunities 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 2 (450 XP)

Proficiency Bonus +2

Spearmen. The skeleton gains the reach feature for its spear (included in the attack).

Actions

Scorpion Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft. or range 20/60 ft., one target.

Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. The target must make a DC 12 Constitution saving; it has disadvantage on the saving throw if it is poisoned. On a failed save, it takes 15 (3d8) poison damage and is poisoned until the start of the skeleton's next turn. On a successful save, it takes half as much damage and is not poisoned.

SKELETON ARCHER

Medium undead, lawful neutral

Armor Class 13 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills Perception +2

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

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

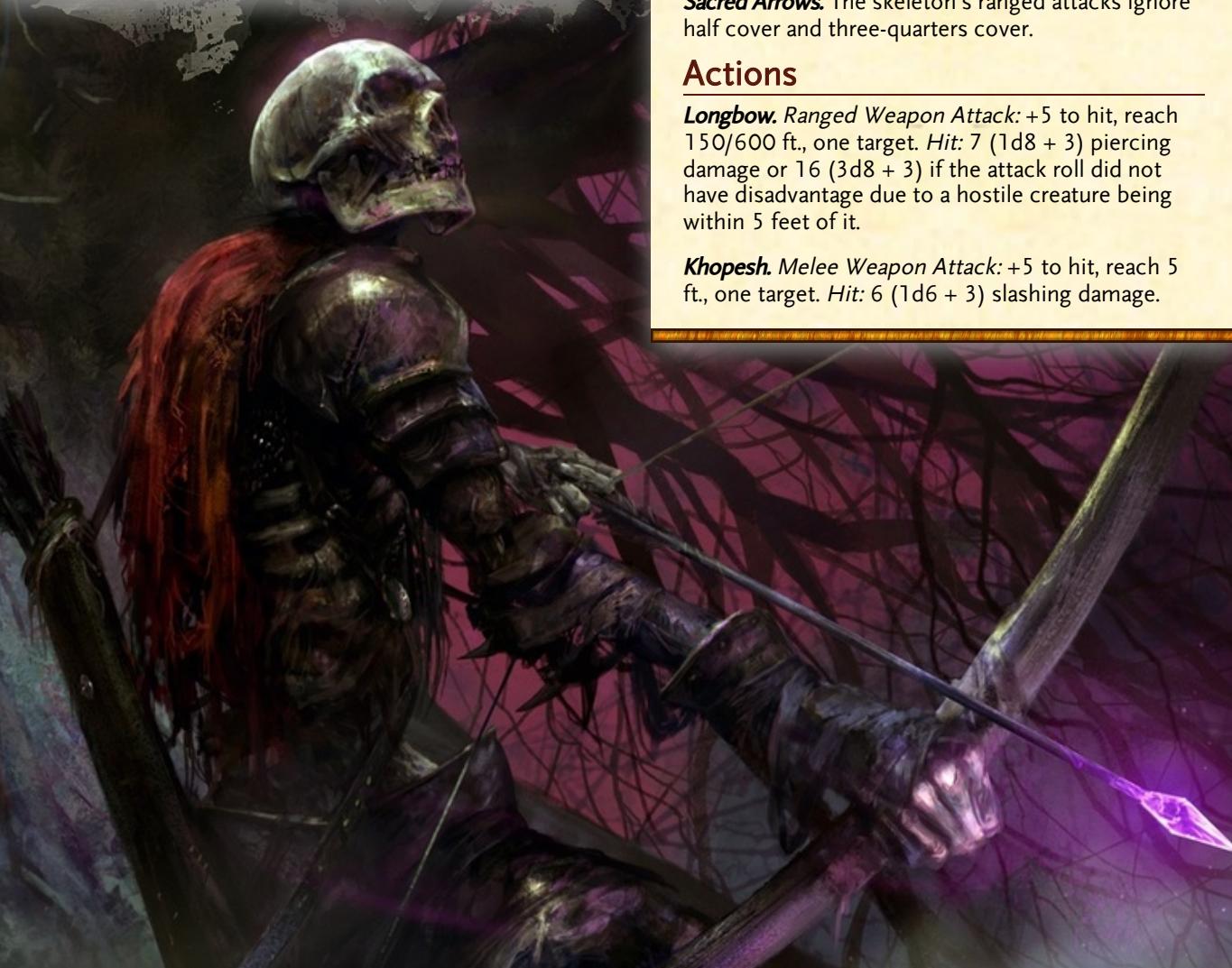
Challenge 1/4 (50 XP)

Proficiency Bonus +2

Actions

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

Khopesh. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



HAWK LEGION ARCHER

Medium undead, lawful neutral

Armor Class 14 (armor scraps)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills Perception +4

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

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

Challenge 2 (450 XP)

Proficiency Bonus +2

Desert Sight. The skeleton does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

Far Shot. The skeleton's ranged weapons deal two extra damage die when it hits a target with an attack that didn't suffer from disadvantage due to a hostile creature being within 5 feet of it (included in the attack).

Sacred Arrows. The skeleton's ranged attacks ignore half cover and three-quarters cover.

Actions

Longbow. Ranged Weapon Attack: +5 to hit, reach 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage or 16 (3d8 + 3) if the attack roll did not have disadvantage due to a hostile creature being within 5 feet of it.

Khopesh. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.



TOMB WARRIORS

In life, these soldiers were among the most fanatically loyal to their monarch. These warriors eschewed the protection of a shield and spear, instead duel-wielding curved blades known as khopeshes to maximize their killing potential. Their khopesh blades allow them to knock weapons out of their foes' grips, potentially sending them flying out of reach. These warriors then ruthlessly cut down their defenseless victims before continuing their bloody rampage. Tomb warriors have lost none of their fervor in death and continue to charge headlong into battle, headless of any danger.

NETHERWORLD LEGION

When mortals died and passed into the afterlife, it was said their souls would be judged by the discerning gaze of the god of the underworld. Those who displeased this god or were found unworthy would be cast down to the netherworld to suffer for eternity. However, some warriors could bargain for a better fate by offering their service as enforcers of their god's will in the mortal realm.

This netherworld legion of warriors can be summoned by those who curry favor with the god of the underworld. Even in the land of the living, they are spectral warriors who flicker in and out of the Material Plane. Their otherworldly nature can even transfer into objects they disarm from foes, preventing their retrieval. And when these warriors are defeated and banished back to the netherworld, they can leave a lingering curse that partially unmoors mortals from the Material Plane.

LEGION OF THE NETHERWORLD

Medium undead, lawful neutral

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Skills Athletics +4, Stealth +4

Vulnerabilities magical bludgeoning damage

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

Proficiency Bonus +2

Curse of the Netherworld. When the skeleton dies, it curses each non-undead creature within 10 feet of it, forcing each of those creatures to succeed on a DC 13 Charisma saving throw (which it can choose to fail) or be cursed for 1 minute. A creature cursed this way has disadvantage on Strength checks and saving throws, has the skeleton's Ethereality bonus action, has the skeleton's Ethereal Sight trait, and gains a fly speed of 15 ft. with the ability to hover.

As an action, a cursed creature can repeat the saving throw to attempt to end the curse. If a creature would return to Material Plane in a space occupied by a solid object or creature, it is immediately shunted to the nearest unoccupied space that it can occupy and takes force damage equal to twice the number of feet it is moved.

Ethereal Sight. The skeleton can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The skeleton can move through other creatures and objects as if they are difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack The skeleton makes two spectral khopesh attacks. If both attacks hit the same creature, that creature must succeed on a DC 13 Strength saving throw or drop an object of the skeleton's choice. The object lands at the creature's feet, and if the creature fails the save by 5 or more (DC 8), the skeleton can have the object flung up to 10 feet away from the creature in the direction of the skeleton's choice. The skeleton can choose for the flung item to enter the Ethereal Plane from the Material Plane, or vice versa. The item returns to the plane it was shunted from after 1 minute.

Spectral Khopesh. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) force damage.

Bonus Action

Ethereality. The skeleton enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

OPTION RULES: BINDING CURSES OR LONGER LASTING CURSES

If you're running an adventure where your players turning ethereal and being able to move through objects would be problematic, you can modify the curse so that creatures under its effects can't move, be moved, or be teleported more than 30 feet away from where the skeleton that cursed them died. On the flip side, if you want to make the curse a key part of how players explore an adventure location, you can extend its duration.



TOMB GUARD

These soldiers served as elite infantry and personal guards to their kings. As a reward for their service, they were granted more elaborate burial rites upon their death. Though these rites were nowhere near the complexity of those reserved for royalty, they allowed the tomb guard to retain some semblance of their personality into undeath. In addition to being excellent soldiers and bodyguards, these soldiers are capable of verbal communication, abstract reasoning, and carrying out higher-level strategic plans. They answer directly to their kingdom's rulers and ensure their will is carried out in the field of battle.

ETERNAL GUARD

Though all tomb guard legions consider themselves to be "eternal," this legion takes the expression to the extreme by courting the favor of their death god in exchange for regenerative abilities. This blessed regeneration allows the enteral guard to suffer devastating assaults and rise again to ruthlessly cut down those who thought they could best the elite soldiers of the death god. Such is their tenacity that they don't bother with using shields for protection and instead duel-wield khopeshes so they may better cut down their comparatively fragile foes.



TOMB GUARD

Medium undead, lawful neutral

Armor Class 16 (studded leather, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Wis +5

Skills Athletics +5, Perception +5

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

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

Challenge 1 (200 XP)

Proficiency Bonus +2

Desert Sight. The tomb guard does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

Halting Strikes. When the tomb guard hits a creature with an attack made using its reaction, that creature's speed becomes 0 for the rest of the turn.

Reactive Strike. The tomb guard can use its reaction to make one melee attack against a creature that enters the reach of its weapon.

Actions

Khopesh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

ETERNAL GUARD

Medium undead, lawful neutral

Armor Class 15 (chain shirt)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	9 (-1)	17 (+3)	10 (+0)

Saving Throws Wis +5, Cha +2

Skills Athletics +6, Perception +7

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 17

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

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brutal Sentinel. Whenever the eternal guard hits with an attack it made as part of its reaction, it deals one extra die of damage (included in the attack).

Desert Sight. The tomb guard does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

Halting Strikes. When the tomb guard hits a creature with an attack made using its reaction, that creature's speed becomes 0 for the rest of the turn.

Magic Weapons. The eternal guard's weapon attacks are magical.

Reactive Strike. The tomb guard can use its reaction to make one melee attack against a creature that enters the reach of its weapon.

Regeneration. The eternal guard regains 10 hit points at the start of its turn. If the eternal guard takes magical bludgeoning damage, this trait doesn't function at the start of the eternal guard's next turn. The eternal guard dies only if it starts its turn with 0 hit points and doesn't regenerate.

Twin Opportunity Attacks. If the eternal guard would make a single attack using its reaction, it instead attacks twice. It must be wielding two khopeshes to do this.

Actions

Multiattack. The eternal guard makes two attacks.

Khopesh. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage or 11 (2d6 + 4) if the attack was made using its reaction. If the creature has already been hit by a khopesh attack from the eternal guard this turn, it must succeed on a DC 14 Strength saving throw or drop an object of the eternal guard's choice. The object lands at the creature's feet, and if the creature fails the save by 5 or more (DC 9), the eternal guard can have the object flung up to 10 feet away from the creature in the direction of the eternal guard's choice.





TOMB KINGDOM INFANTRY ADVENTURES

The following table provides some ways to create adventures featuring these undead soldiers in your games:

TOMB KINGDOM INFANTRY ADVENTURE HOOKS d4 Adventure Hook

- 1 The players find an artifact deep in a crypt protected by necromantic wards. As they attempt to bypass its defenses, the artifact awakens waves of skeletal soldiers who threaten to overwhelm them.
- 2 The players search a coastal desert for buried treasures lost to shipwrecks over the years. However, the sands also hide skeletal soldiers ready to awaken the moment they're disturbed.
- 3 The players explore an impossible underground labyrinth patrolled by netherworld warriors. By purposely exposing themselves to the nether-curse of these warriors, the players can ethereally explore the otherwise untraversable dungeon.
- 4 The players come across a battlefield where legions of skeletal soldiers clash against one another, continually reassembling and marching back into the fray as they are destroyed.

MUMMY SOLDIERS

Mummy Soldiers The skeletal soldiers and tomb warriors presented here are assumed to be more skeletal than mummy-like and, as such, have a weakness to bludgeoning damage rather than fire damage. If you wish to flavor these minions as being lesser mummies, you can change their bludgeoning weakness to fire weakness.

ART CREDIT

- Dread Horde Invasion - Stanton Feng, Wizards of the Coast
- Vizier of the Scorpion - Zack Stella, Wizards of the Coast
- Skeleton Archer - Randy Vargas, Wizards of the Coast
- Grim Initiate - Jason Felix, Wizards of the Coast
- Zombie Token, War of the Spark - Simon Dominic, Wizards of the Coast
- Grim Initiate - Jason Felix, Wizards of the Coast
- Steadfast Sentinel Zombie Token - Karl Kopinski, Wizards of the Coast
- Zombie Warrior Token, War of the Spark - Mike Bierek, Wizards of the Coast
- Herald of the Dreadhorde - Heonhwa Choe, Wizards of the Coast

CHANGE LOG

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