Quoth the Raven Presents:
Denizens of Dread

By “Jester” David Gibson and friends
Introduction

A
  Akikage
    Akikage

B
  Backwards man
    Backwards man
  Bakhna Rakhna
    Bakhna Rakhna
  Bastellus
    Bastellus
  Boneless
    Boneless
  Broken One
    Broken One

C
  Carrion Stalker
    Carrion Stalker
  Carrionette
    Carrionette

D
  Darkling
    Darkling
  Death’s Head Tree
    Death’s Head Tree
    Detached Head
  Doppelganger Plant
    Doppelganger Plant
    Podling
  Dreamspawn
    Ennui
    Grey Morph
    Shadow Morph

E
  Elemental
    Blood Elemental
    Grave Elemental
    Mist Elemental
    Pyre Elemental
  Ermordenung
    Ermordenung

F
  Fenhound
    Fenhound
Fihyrly
Fihyr
Greater Fihyr

Furies
Furies
Alecto
Tisiphone
Megarea

G
Ghost
Dread Ghost
Variant Ghosts

Ghoul
Ghoul Lord

Goblin
Goblyn

Golem
Bone
Clockwork
Doll
Mist
Stained Glass
Snow
Wax
Zombie

Gremishka
Gremishka

Grim Reaper
Grim Reaper

H
Hag
xxx
Bruja
Spectral

Head hunter
Head hunter

I
Impersonator
Impersonator

Imp
Assassin

Jack Frost

K
L
Lebendtod
Lebendtod
Lich
Vassalich
Medium lich
Living Wall
Living Wall
Lycanthrope
Werepanther
Wererat
Wererat, inflicted
Wererat, Renier bloodline

M
Marakith
Moor Hound
Bog Hound
Moor Hound

N
Nothic
Dread Nothic

O
Paka

Q
Ravenkin
Ravenkin
Reaver
Red Widow
Red Widow

S
Shadow Fey
Powrie
Shee
Sith
Teg
Sea Spawn
Sea Spawn
Skeleton
Burning Skeleton
Crimson Bones
Strahd Skeleton
Undead Guardian
Skin Thief
Skin Thief

T

U

V
Vampire

W
Wraith
Bowlyn
xxx
Snow
X
Y
Z
Zombie
Jolly Roger
Cannibal
Desert
Strahd Zombie
Zombie Lord
Zombie Lord’s Lair
Lair Actions
Zombie Lord
Zombie Fog
Zombie Fog
Animals
Bat
Skeleton
Beetle, Scarab
Non-Player Characters
Ebony Fold
Ebony Fold assassin
Falkovnian Talons
Falkovnian Talon
Talon Sergeant
Kargatane
Kargatane Recruit
Kargatane agent
Who’s Doomed
Toben the Many
Toben Zombie
Jacqueline Renier, Darklord of Richemulot
Jacqueline Renier
Lady Kazandra, general of the Kargat
Lady Kazandra
Welcome to the Crowd-Forged Monster Document for **Ravenloft 5th Edition**.

Feel free to add your own monsters to the document, preferably ones updated from earlier editions. If making changes to a monster someone else has added, please make change as “Suggesting” (see the button on the upper right) rather than “Editing”. (As editor-in-chief, Jester David reserves the right to edit monsters without approval.)
## Monster Statistics by Challenge Rating

<table>
<thead>
<tr>
<th>CR</th>
<th>Prof. Bonus</th>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Attack Bonus</th>
<th>Damage/ Round</th>
<th>Save DC</th>
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<td>806-850</td>
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<td>303-320</td>
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**Experience Points by Challenge Rating**

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<th>XP</th>
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<th>XP</th>
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<td>13</td>
<td>10,000</td>
<td>30</td>
<td>155,000</td>
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**Creating Quick Monster Stats**

If all you need are simple stats for a monster of a particular challenge rating, follow the steps here. If you
want to create something more akin to the monster stat blocks in the *Monster Manual*, skip ahead to the “Creating a Monster Stat Block” section.

**Step 1. Expected Challenge Rating**

Pick the expected challenge rating (CR) for your monster. Knowing the monster's expected challenge rating will help you figure out the monster's proficiency bonus and other important combat statistics. Don't worry about getting the challenge rating exactly right; you can make adjustments in later steps.

A single monster with a challenge rating equal to the adventurers' level is, by itself, a fair challenge for a group of four characters. If the monster is meant to be fought in pairs or groups, its expected challenge rating should be lower than the party's level.

Don't fall into the trap of thinking that your monster must have a challenge rating equal to the level of the characters to be a worthy challenge. Keep in mind that monsters with a lower challenge rating can be a threat to higher-level characters when encountered in groups.

**Step 2. Basic Statistics**

Use the Monster Statistics by Challenge Rating table to determine the monster's Armor Class, hit points, attack bonus, and damage output per round based on the challenge rating you chose in step 1.

**Step 3. Adjust Statistics**

Raise or lower the monster's Armor Class, hit points, attack bonus, damage output per round, and save DC as you see fit, based on whatever concept you have in mind for the monster. For example, if you need a well-armored monster, increase its Armor Class.

Once you've made the desired adjustments, record the monster's statistics. If there are any other statistics you think the monster needs (such as ability scores), follow the appropriate steps under “Creating a Monster Stat Block.”

**Step 4. Final Challenge Rating**

Calculate the monster's final challenge rating, accounting for the adjustments you made in step 3.

*Defensive Challenge Rating.* Read down the Hit Points column of the Monster Statistics by Challenge Rating table until you find your monster's hit points. Then look across and note the challenge rating suggested for a monster with those hit points.

Now look at the Armor Class suggested for a monster of that challenge rating. If your monster's AC is at least two points higher or lower than that number, adjust the challenge rating suggested by its hit points up or down by 1 for every 2 points of difference.

*Offensive Challenge Rating.* Read down the Damage/ Round column of the Monster Statistics by Challenge Rating table until you find your monster's damage output per round. Then look across and note the challenge rating suggested for a monster that deals that much damage.

Now look at the attack bonus suggested for a monster of that challenge rating. If your monster's attack bonus is at least two points higher or lower than that number,
adjust the challenge rating suggested by its damage output up or down by 1 for every 2 points of difference.

If the monster relies more on effects with saving throws than on attacks, use the monster’s save DC instead of its attack bonus.

If your monster uses different attack bonuses or save DCs, use the ones that will come up the most often.

**Average Challenge Rating.** The monster’s final challenge rating is the average of its defensive and offensive challenge ratings. Round the average up or down to the nearest challenge rating to determine your monster’s final challenge rating. For example, if the creature’s defensive challenge rating is 2 and its offensive rating is 3, its final rating is 3.

With the final challenge rating you can determine the monster’s proficiency bonus using the Monster Statistics by Challenge Rating table. Use the Experience Points by Challenge Rating table to determine how much XP the monster is worth. A monster of challenge rating 0 is worth 0 XP if it poses no threat. Otherwise, it is worth 10 XP.

Creating a monster isn't just a number-crunching exercise. The guidelines in this chapter can help you create monsters, but the only way to know whether a monster is fun is to playtest it. After seeing your monster in action, you might want to adjust the challenge rating up or down based on your experiences.

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**Creating a Monster Stat Block**

If you want a full monster stat block, use the following method to create your new monster.

The introduction to the *Monster Manual* explains all the components of a monster’s stat block. Familiarize yourself with that material before you begin. In the course of creating your monster, if you find yourself unable to make a decision, let the examples in the *Monster Manual* guide you.

Once you have a monster concept in mind, follow the steps below.
Step 1. Name
A monster's name should be given as much consideration as any other aspect of the monster, if not more.
Your monster might be based on a real-world creature or a monster from myth, in which case its name might be obvious. If you need to invent a name, keep in mind that the best names either reflect the monster's appearance or nature (such as the mimic and the owlbear) or have a nice ring to them (such as the chul and the thr-kreen).

Step 2. Size
Make your monster whatever size you want: Tiny, Small, Medium, Large, Huge, or Gargantuan.
A monster's size determines which die is used to calculate its hit points in step 8. Size also determines how much space the monster occupies, as discussed in the Player's Handbook.

Step 3. Type
A monster's type provides insight into its origins and nature. The Monster Manual describes each monster type. Choose the type that best fits your concept for the monster.

Step 4. Alignment
If your monster has no concept of morals, it is unaligned. Otherwise, it has an alignment appropriate to its nature and moral outlook, as discussed in the Player's Handbook.

Step 5. Ability Scores and Modifiers
Monsters, like player characters, have the six ability scores. A monster can't have a score lower than 1 or higher than 30 in any ability.
A monster's score in any ability determines its ability modifier, as shown in the Ability Scores and Modifiers table in the Player's Handbook.
If you can't decide what a monster's ability scores should be, look for comparable monsters in the Monster Manual and mimic their ability scores. For example, if your monster is roughly as smart as a human commoner, give it an Intelligence of 10 (+0 modifier). If it's as strong as an ogre, give it a Strength of 19 (+4 modifier).

Step 6. Expected Challenge Rating
Choose a challenge rating for your monster. See step 1 under "Creating Quick Monster Stats" for more information. You will use the proficiency bonus in later steps, so jot it down now or remember it.

Step 7. Armor Class
A monster's Armor Class has a direct bearing on its challenge rating, and vice versa. You can determine your monster's Armor Class in one of two ways.
Use the Table. You can choose an appropriate AC based on the monster's expected challenge rating, as shown in the Monster Statistics by Challenge Rating table. The table provides the baseline AC for a monster of a specific challenge rating. Feel free to adjust the AC as you see fit. For example, the baseline AC for a
challenge rating 1 monster is 13, but if your monster is well armored, raise its AC accordingly. Don’t worry if the monster’s AC isn’t matching up with the expected challenge rating for the monster. Other factors can affect a monster’s challenge rating, as shown in later steps.

**Determine an Appropriate AC.** Alternatively, you can determine an appropriate AC based on the type of armor the monster wears, its natural armor, or some other Armor Class booster (such as the *mage armor* spell). Again, don’t worry if the monster’s AC isn’t matching up with the expected challenge rating for the monster.

If your monster wears manufactured armor, its Armor Class is based on the type of armor worn (see the *Player’s Handbook* for armor types). If the monster carries a shield, apply the shield bonus to its AC as normal.

A monster that doesn’t wear armor might have natural armor, in which case it has an AC equal to 10 + its Dexterity modifier + its natural armor bonus. A monster with a thick hide generally has a natural armor bonus of +1 to +3. The bonus can be higher if the creature is exceptionally well armored. A gorgon, for example, is covered in steely plates and has a natural armor bonus of +9.

**Step 8. Hit Points**

A monster’s hit points have a direct bearing on its challenge rating, and vice versa. You can determine your monster’s hit points in one of two ways.

**Use the Table.** You can start with the monster’s expected challenge rating and use the Monster Statistics by Challenge Rating table to determine an appropriate number of hit points. The table presents a range of hit points for each challenge rating.

**Assign Hit Dice.** Alternatively, you can assign a number of Hit Dice to a monster, then calculate its average hit points. Don’t worry if the hit points aren’t matching up with the expected challenge rating for the monster. Other factors can affect a monster’s challenge rating, as shown in later steps, and you can always adjust a monster’s Hit Dice and hit points later on.

A monster can have as many Hit Dice as you want, but the size of the die used to calculate its hit points depends on the monster’s size, as shown in the Hit Dice by Size table. For example, a Medium monster uses d8s for hit points, so a Medium monster with 5 Hit Dice and a Constitution of 13 (+1 modifier) has 5d8 + 5 hit points.

A monster typically has average hit points based on its Hit Dice. For example, a creature with 5d8 + 5 hit points has an average of 27 hit points (5 × 4.5 + 5).

**Hit Dice by Size**

<table>
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<tr>
<th>Monster Size</th>
<th>Hit Die</th>
<th>Average HP per Die</th>
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</thead>
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<td>Tiny</td>
<td>d4</td>
<td>2½</td>
</tr>
<tr>
<td>Small</td>
<td>d6</td>
<td>3½</td>
</tr>
<tr>
<td>Medium</td>
<td>d8</td>
<td>4½</td>
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<tr>
<td>Large</td>
<td>d10</td>
<td>5½</td>
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<tr>
<td>Huge</td>
<td>d12</td>
<td>6½</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>d20</td>
<td>10½</td>
</tr>
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</table>
Step 9. Damage Vulnerabilities, Resistances, and Immunities

Decide whether your monster has vulnerability, resistance, or immunity to one or more types of damage (see the Player's Handbook for descriptions of the various damage types). Assign a vulnerability, resistance, or immunity to a monster only when it's intuitive. For example, it makes sense for a monster made of molten lava to have immunity to fire damage.

Giving a monster resistances and immunities to three or more damage types (especially bludgeoning, piercing, and slashing damage) is like giving it extra hit points. However, adventurers have more resources at higher levels to counteract such defenses, making resistances and immunities less relevant at higher levels.

Effective Hit Points. If a monster has resistance or immunity to several damage types—especially bludgeoning, piercing, and slashing damage from nonmagical weapons—and not all the characters in the party possess the means to counteract that resistance or immunity, you need to take these defenses into account when comparing your monster's hit points to its expected challenge rating. Using the Effective Hit Points Based on Resistances and Immunities table, apply the appropriate multiplier to the monster's hit points to determine its effective hit points for the purpose of gauging its final challenge rating. (The monster's actual hit points shouldn't change.)

For example, a monster with an expected challenge rating of 6, 150 hit points, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons effectively has 225 hit points (using the 1.5 multiplier for resistances) for the purpose of gauging its final challenge rating.

Monsters don't normally have vulnerability to more than one or two types of damage. Vulnerabilities don't significantly affect a monster's challenge rating, unless a monster has vulnerabilities to multiple damage types that are prevalent, especially bludgeoning, piercing, and slashing. For such a strange monster, reduce its effective hit points by half. Or even better, eliminate the vulnerabilities and give the brittle monster fewer hit points.

Effective Hit Points Based on Resistances and Immunities

<table>
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<th>Expected Challenge Rating</th>
<th>HP Multiplier for Resistances</th>
<th>HP Multiplier for Immunities</th>
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</thead>
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<td>× 2</td>
<td>× 2</td>
</tr>
<tr>
<td>5–10</td>
<td>× 1.5</td>
<td>× 2</td>
</tr>
<tr>
<td>11–16</td>
<td>× 1.25</td>
<td>× 1.5</td>
</tr>
<tr>
<td>17 or more</td>
<td>× 1</td>
<td>× 1.25</td>
</tr>
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Step 10. Attack Bonuses

A monster's attack bonuses have a direct bearing on its challenge rating, and vice versa. You can determine a monster's attack bonuses in one of two ways.

Use the Table. You can start with the monster's expected challenge rating and use the Monster Statistics by Challenge Rating table to determine an appropriate attack bonus for all the monster's attacks, regardless of its ability scores.
The table provides the baseline attack bonus for each challenge rating. Feel free to adjust the attack bonus as you see fit to match whatever concept you have in mind. For example, the baseline attack bonus for a challenge rating 1 monster is +3, but if your monster needs more accuracy, raise its bonus accordingly. Don't worry if the monster's attack bonus isn't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as shown in later steps.

**Calculate Attack Bonuses.** Alternatively, you can calculate a monster's attack bonuses the same way players calculate the attack bonuses of a character.

When a monster has an action that requires an attack roll, its attack bonus is equal to its proficiency bonus + its Strength or Dexterity modifier. A monster usually applies its Strength modifier to melee attacks and its Dexterity modifier to ranged attacks, although smaller monsters sometimes use Dexterity for both.

Again, don't worry if the attack bonuses aren't matching up with the expected challenge rating for the monster. You can always adjust a monster's attack bonuses later.

**Step 11. Damage**
A monster's damage output—the amount of damage it deals every round—has a direct bearing on its challenge rating, and vice versa. You can determine a monster's damage output in one of two ways.

**Use the Table.** You can start with the monster's expected challenge rating and use the Monster Statistics by Challenge Rating table to determine how much damage the monster should deal every round. The table presents a range at each challenge rating. It doesn't matter how this damage is apportioned or distributed: for example, a monster might deal the damage every round with a single attack, or the damage could be split among multiple attacks against one or more foes.

Choose the type of damage based on how you imagine the damage being delivered. For example, if the monster is attacking with razor-sharp claws, the damage it deals is probably slashing damage. If its claws are poisonous, some portion of the damage might be poison damage instead of slashing damage.

If you want the damage output to vary slightly from round to round, you can translate the damage range into a single die expression (for a monster with one attack) or multiple die expressions (for a monster with multiple attacks). For example, a challenge rating 2 monster deals 15–20 damage per round. If you imagine the creature having a Strength of 18 (+4 modifier), you could give it one melee attack that deals $3d8 + 4$ (average 17.5) damage, split the damage output into two separate attacks that deal $1d10 + 4$ (average 9) damage each, or use any other combination where the average damage output falls within the desired range.

**Base the Damage on the Weapon.** Alternatively, you can use a die expression to represent the damage that a monster deals with each of its attacks based on whatever weapon it is using.
Don't worry if the damage output isn't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as will be discussed in later steps, and you can always adjust a monster's damage output later on.

Some monsters use natural weapons, such as claws or tail spikes. Others wield manufactured weapons. If a monster has natural weapons, you decide how much damage it deals with those attacks, as well as the type of damage. See the Monster Manual for examples.

If a monster wields a manufactured weapon, it deals damage appropriate to the weapon. For example, a greataxe in the hands of a Medium monster deals 1d12 slashing damage plus the monster's Strength modifier, as is normal for that weapon.

Big monsters typically wield oversized weapons that deal extra dice of damage on a hit. Double the weapon dice if the creature is Large, triple the weapon dice if it's Huge, and quadruple the weapon dice if it's Gargantuan. For example, a Huge giant wielding an appropriately sized greataxe deals 3d12 slashing damage (plus its Strength bonus), instead of the normal 1d12.

A creature has disadvantage on attack rolls with a weapon that is sized for a larger attacker. You can rule that a weapon sized for an attacker two or more sizes larger is too big for the creature to use at all.

**Overall Damage Output.** To determine a monster's overall damage output, take the average damage it deals with each of its attacks in a round and add them together. If a monster has different attack options, use the monster's most effective attacks to determine its damage output. For example, a fire giant can make two greatsword attacks or one rock attack in a round. The greatsword attacks deal more damage, so that attack routine determines the fire giant's damage output.

If a monster's damage output varies from round to round, calculate its damage output each round for the first three rounds of combat, and take the average. For example, a young white dragon has a multiattack routine (one bite attack and two claw attacks) that deals an average of 37 damage each round, as well as a breath weapon that deals 45 damage, or 90 if it hits two targets (and it probably will). In the first three rounds of combat, the dragon will probably get to use its breath weapon once and its multiattack routine twice, so its average damage output for the first three rounds would be \((90 + 37 + 37) \div 3\), or 54 damage (rounded down).

When calculating a monster's damage output, also account for special off-turn damage-dealing features, such as auras, reactions, legendary actions, or lair.

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**ATTACK RIDERS**

Many monsters have attacks that do more than deal damage. Some effects that can be added to an attack to give it a flavorful twist include:

- Adding damage of a different type to the attack
- Having the monster grapple the target on a hit
- Allowing the monster to knock the target prone on a hit
- Imposing a condition on the target if the attack hits and the target fails a saving throw
actions. For example, a balor’s Fire Aura deals 10 fire damage to any creature that hits the balor with a melee attack. The aura also deals 10 fire damage to all creatures within 5 feet of the balor at the start of each of the balor’s turns. If you assume that one character in the party is within 5 feet of the balor at all times, hitting it with a melee weapon every round, then the balor’s damage output per round increases by 20.

**Step 12. Save DCs**
A monster might have an attack or some other trait that requires a target to make a saving throw. The save DCs to resist such effects have a direct bearing on the monster’s challenge rating, and vice versa. You can determine save DCs in one of two ways.

**Use the Table.** You can start with the monster’s expected challenge rating and use the Monster Statistics by Challenge Rating table to determine an appropriate save DC for any effect that requires a target to make a saving throw.

**Calculate the DCs.** Alternatively, you can calculate a monster’s save DCs as follows: 8 + the monster’s proficiency bonus + the monster’s relevant ability modifier. You choose the ability that best applies.

For example, if the effect is a poison, the relevant ability is probably the monster’s Constitution. If the effect is similar to that of a spell, the relevant ability might be the monster’s Intelligence, Wisdom, or Charisma.

Don’t worry if the save DCs aren’t matching up with the expected challenge rating for the monster. Other factors can affect a monster’s challenge rating, as shown in later steps, and you can always adjust the save DCs later on.

**Step 13. Special Traits, Actions, and Reactions**
Some special traits (such as Magic Resistance), special actions (such as Superior Invisibility), and special reactions (such as Parry) can improve a monster’s combat effectiveness and potentially increase its challenge rating.
The Monster Features table lists various features that you can plunder from the Monster Manual. The table notes which features increase a monster's effective Armor Class, hit points, attack bonus, or damage output for the purpose of determining its challenge rating. (The features don't actually change the monster's statistics.) Features that have no effect on a monster's challenge rating are noted with a dash (–).

When assigning special traits, actions, or reactions to a monster, keep in mind that not all monsters need them. The more you add, the more complex (and harder to run) the monster becomes.

**Innate Spellcasting and Spellcasting.** The impact that the Innate Spellcasting and Spellcasting special traits have on a monster's challenge rating depends on the spells that the monster can cast. Spells that deal more damage than the monster's normal attack routine and spells that increase the monster's AC or hit points need to be accounted for when determining the monster's final challenge rating. See the “Special Traits” section in the introduction of the Monster Manual for more information on these two special traits.

**Step 14. Speed**
Every monster has a walking speed. (Immobile monsters have a walking speed of 0 feet.) In addition to its walking speed, a monster might have one or more other speeds, including a burrowing, climbing, flying, or swimming speed.

**Flying Monster.** Increase the monster's effective Armor Class by 2 (not its actual AC) if it can fly and deal damage at range and if its expected challenge rating is 10 or lower (higher-level characters have a greater ability to deal with flying creatures).

**Step 15. Saving Throw Bonuses**
If you want a monster to be unusually resistant to certain kinds of effects, you can give it a bonus to saving throws tied to a particular ability.

A saving throw bonus is best used to counteract a low ability score. For example, an undead monster with a low Wisdom score might need a Wisdom saving throw bonus to account for the fact that it's more difficult to charm, frighten, or turn than its Wisdom would indicate.

A saving throw bonus is equal to the monster's proficiency bonus + the monster's relevant ability modifier.

A monster with three or more saving throw bonuses has a significant defensive advantage, so its effective AC (not its actual AC) should be raised when determining its challenge rating. If it has three or four bonuses, increase its effective AC by 2. If it has five or more bonuses, increase its effective AC by 4.

**Step 16. Final Challenge Rating**
At this point, you have all the statistical information you need to calculate the monster's final challenge rating. This step is identical to step 4 under “Creating Quick Monster Stats.” Calculate the monster's defensive challenge rating and its offensive challenge rating, then take the average to get its final challenge rating.
Step 17. Skill Bonuses
If you want a monster to be proficient in a skill, you can give it a bonus equal to its proficiency bonus on ability checks related to that skill. For example, a monster with sharp senses might have a bonus on Wisdom (Perception) checks, while a duplicitous monster might have a bonus on Charisma (Deception) checks.

You can double the proficiency bonus to account for heightened mastery. For example, a doppelganger is so good at deceiving others that its bonus on Charisma (Deception) checks is equal to double its proficiency bonus + its Charisma modifier.

Skill bonuses have no bearing on a monster’s challenge rating.

Step 18. Condition Immunities
A monster can be immune to one or more debilitating conditions, and these immunities have no bearing on its challenge rating. For descriptions of the various conditions, see appendix A of the Player’s Handbook.

As with damage immunities, condition immunities should be intuitive and logical. For example, it makes sense that a stone golem can’t be poisoned, since it’s a construct without a nervous system or internal organs.

Step 19. Senses
A monster might have one or more of the following special senses, which are described in the Monster Manual: blindsight, darkvision, tremorsense, and truesight. Whether the monster has special senses or not has no bearing on its challenge rating.

Passive Perception Score. All monsters have a passive Wisdom (Perception) score, which is most often used to determine whether a monster detects approaching or hidden enemies. A monster’s passive Wisdom (Perception) score is 10 + its Wisdom modifier. If the monster has proficiency in the Perception skill, its score is 10 + its Wisdom (Perception) bonus.

Step 20. Languages
Whether a monster can speak a language has no bearing on its challenge rating.

A monster can master as many spoken languages as you want, although few monsters know more than one or two, and many monsters (beasts in particular) have no spoken language whatsoever. A monster that lacks the ability to speak might still understand a language.

Telepathy. Whether or not a monster has telepathy has no bearing on its challenge rating. For more information on telepathy, see the Monster Manual.
<table>
<thead>
<tr>
<th>Name</th>
<th>Example Monster</th>
<th>Effect on Challenge Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aggressive</td>
<td>Orc</td>
<td>Increase the monster's effective per-round damage output by 2.</td>
</tr>
<tr>
<td>Ambusher</td>
<td>Doppelganger</td>
<td>Increase the monster's effective attack bonus by 1.</td>
</tr>
<tr>
<td>Amorphous</td>
<td>Black pudding</td>
<td></td>
</tr>
<tr>
<td>Amphibious</td>
<td>Kuo-toa</td>
<td></td>
</tr>
<tr>
<td>Angelic Weapons</td>
<td>Deva</td>
<td>Increase the monster's effective per-round damage by the amount noted in the trait.</td>
</tr>
<tr>
<td>Antimagic Susceptibility</td>
<td>Flying sword</td>
<td></td>
</tr>
<tr>
<td>Avoidance</td>
<td>Demilich</td>
<td>Increase the monster's effective AC by 1.</td>
</tr>
<tr>
<td>Blind Senses</td>
<td>Grimlock</td>
<td></td>
</tr>
<tr>
<td>Blood Frenzy</td>
<td>Sahuagin</td>
<td>Increase the monster's effective attack bonus by 4.</td>
</tr>
<tr>
<td>Breath Weapon</td>
<td>Ancient black dragon</td>
<td>For the purpose of determining effective damage output, assume the breath weapon hits two targets, and that each target fails its saving throw.</td>
</tr>
<tr>
<td>Brute</td>
<td>Bugbear</td>
<td>Increase the monster's effective per-round damage by the amount noted in the trait.</td>
</tr>
<tr>
<td>Chameleon Skin</td>
<td>Troglydye</td>
<td></td>
</tr>
<tr>
<td>Charge Shape</td>
<td>Ancient brass dragon</td>
<td></td>
</tr>
<tr>
<td>Charge</td>
<td>Centaur</td>
<td>Increase the monster's damage on one attack by the amount noted in the trait.</td>
</tr>
<tr>
<td>Charm</td>
<td>Vampire</td>
<td></td>
</tr>
<tr>
<td>Constrict</td>
<td>Constrictor snake</td>
<td>Increase the monster's effective AC by 1.</td>
</tr>
<tr>
<td>Damage Absorption</td>
<td>Flesh golem</td>
<td></td>
</tr>
<tr>
<td>Damage Transfer</td>
<td>Darkmantle</td>
<td>Double the monster's effective hit points. Add one-third of the monster's hit points to its per-round damage.</td>
</tr>
<tr>
<td>Death Burst</td>
<td>Magmin</td>
<td></td>
</tr>
<tr>
<td>Devil Sight</td>
<td>Barbed devil</td>
<td>Increase the monster's effective damage output for 1 round by the amount noted in the trait, and assume it affects two creatures.</td>
</tr>
<tr>
<td>Dive</td>
<td>Aarakocra</td>
<td>Increase the monster's effective damage on one attack by the amount noted in the trait.</td>
</tr>
<tr>
<td>Echolocation</td>
<td>Hook horror</td>
<td></td>
</tr>
<tr>
<td>Elemental Body</td>
<td>Azer</td>
<td>Increase the monster's effective per-round damage by the amount noted in the trait.</td>
</tr>
<tr>
<td>Enlarge</td>
<td>Duergar</td>
<td>Increase the monster's effective per-round damage by the amount noted in the trait.</td>
</tr>
<tr>
<td>Etherealness</td>
<td>Night hag</td>
<td></td>
</tr>
<tr>
<td>False Appearance</td>
<td>Gargoyle</td>
<td></td>
</tr>
<tr>
<td>Fey Ancestry</td>
<td>Drow</td>
<td></td>
</tr>
<tr>
<td>Fiendish Blessing</td>
<td>Cambion</td>
<td>Apply the monster's Charisma modifier to its actual AC.</td>
</tr>
<tr>
<td>Flyby</td>
<td>Peryton</td>
<td></td>
</tr>
<tr>
<td>Frightful Presence</td>
<td>Ancient black dragon</td>
<td>Increase the monster's effective hit points by 25% if the monster is meant to face characters of 10th level or lower.</td>
</tr>
<tr>
<td>Grappler</td>
<td>Mimic</td>
<td></td>
</tr>
<tr>
<td>Hold Breath</td>
<td>Lizardfolk</td>
<td></td>
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<tr>
<td>Horrifying Visage</td>
<td>Banshee</td>
<td>See Frightful Presence.</td>
</tr>
<tr>
<td>Illumination</td>
<td>Flameskull</td>
<td></td>
</tr>
<tr>
<td>Illusory Appearance</td>
<td>Green hag</td>
<td></td>
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<tr>
<td>Immutable Form</td>
<td>Iron golem</td>
<td></td>
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<tr>
<td>Incorporeal Movement</td>
<td>Ghost</td>
<td></td>
</tr>
<tr>
<td>Innate Spellcasting</td>
<td>Djinri</td>
<td>See step 13 under “Creating a Monster Stat Block.”</td>
</tr>
<tr>
<td>Inscrutable</td>
<td>Androspinhx</td>
<td></td>
</tr>
<tr>
<td>Invisibility</td>
<td>Imp</td>
<td></td>
</tr>
<tr>
<td>Keen Senses</td>
<td>Hell hound</td>
<td></td>
</tr>
<tr>
<td>Labyrinthine Recall</td>
<td>Minotaur</td>
<td></td>
</tr>
<tr>
<td>Leadership</td>
<td>Hobgoblin captain</td>
<td></td>
</tr>
<tr>
<td>Legendary Resistance</td>
<td>Ancient black dragon</td>
<td>Each per-day use of this trait increases the monster's effective hit points based on the expected challenge rating: 1–4, 10 hp; 5–10, 20 hp; 11 or higher, 30 hp.</td>
</tr>
<tr>
<td>Life Drain</td>
<td>Wight</td>
<td></td>
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</tbody>
</table>
Akikage

Medium undead, neutral evil

Armour Class 13
Hit Points 110 (20d8 +20)
Speed 40 ft.

Str 14 (+2) Dex 17 (+3) Con 12 (+1) Int 14 (+2) Wis 11 (+1) Cha 8 (-1)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Skills stealth +6
Senses darkvision 90 ft., passive Perception +11
Challenge 7 (2,900 xp)

Incorporeal Movement. The akikage can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Invisibility. The akikage is invisible, unless it chooses to visible as an action.

Actions
Multiattack. The akikage makes four phantom blade attacks
Phantom Blade. Melee attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) cold damage.
Death Strike. The akikage must be visible to use this attack. The akikage makes a phantom blade attack. If the attack hits the target must make a DC 14 Constitution saving throw or its heart freezes in its chest. On a failure the target’s hit point total is reduced to 0. On a successful saving throw, the creature takes 28 (8d6) cold damage.
Backwards man

Backwards men resemble men with their back to the ground and their limbs grotesquely twisted to support them in a crab-like fashion. Their heads are twisted all the way around in an impossible, unnatural angle that should have broken their neck. They scuttle on all fours, can walk on walls and sprout a purple tentacle from their mouth to attack. Backwards men are cruel, sadistic monsters that prefer to toy with their victims before killing them. Many rumors exist about their origin, the most common of which is that they are children abandoned by their mothers to die.

Backwards man
Medium aberration, chaotic evil

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22 (4d8 +4)</td>
</tr>
<tr>
<td>Speed</td>
<td>25 ft.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Str (14 (+2))</th>
<th>Dex (15 (+2))</th>
<th>Con (12 (+1))</th>
<th>Int (10 (+1))</th>
<th>Wis (15 (+2))</th>
<th>Cha (13 (+1))</th>
</tr>
</thead>
</table>

Skills: sleight of hand +4, stealth +4
Senses: darkvision 60 ft., passive Perception 12
Challenge: 1/2 (100 XP)

Innate Spellcasting. The backwards man's innate spellcasting ability is Wisdom (spell save DC 12). The backwards man can innately cast the following spell, requiring no components:
- At will: minor illusion
- 1/day: invisibility

Regeneration. As long as the backwards man has at least 1 hit point, it heals 3 hit point at the start of each of its turn. Damage by blessed weapons or poison stops the regeneration for 1 minute.

Spider climb. The backwards man can climb sheer stone or earthen surfaces as if under a spider climb spell, but it can’t climb once living material like wood leather.

Sprout tentacles. When the backwards man takes at least 5 slashing or piercing damage from a single attack the wound sprout a disgusting purple tentacle. The backwards man can attack with this and any other tentacles on its next round. Tentacles wither and die within 1 hour and the wound closes.

Actions
Multi-attack. The backwards man can make as many slap attacks as it has tentacles.

Tentacle. Melee attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 +2) bludgeoning damage. If the target is Medium or smaller, the target is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the backwards man can’t use this tentacle to attack another target.

Bakhna Rakhna
Bakhna Rakhna
Small humanoid, neutral evil

**Armour Class** 13 (ragged armour)
**Hit Points** 13 (3d8)
**Speed** 30 ft.

**Str** 11 (+0)  **Dex** 14 (+2)  **Con** 11 (+0)  **Int** 6 (-2)  **Wis** 13 (+1)  **Cha** 7 (-2)

**Skills** Stealth +4
**Damage Immunities** poison
**Conditional Immunities** poisoned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Common

**Challenge** 1/4 (50 xp)

**Innate Spellcasting.** The bakhna rakhna's innate spellcasting ability is Wisdom (spell save DC 11). The bakhna rakhna can innately cast the following spells, requiring no components:
*4/day:* passwall
*2/day:* silence

**Sunlight Sensitivity.** While in bright light, the bakhna rakhna has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Actions**
**Sharpened Stick.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must make a DC 14 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more the target is paralyzed while poisoned. The target can repeat the saving throw on their turn, ending the paralysis on a success.

**Shortbow.** *Ranged weapon attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must make a DC 12 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more the target is paralyzed while poisoned. The target can repeat the saving throw on their turn, ending the paralysis on a success.

Bastellus

**Undead Nature.** A bastellus doesn’t require air, food, drink, or sleep. But does require the life energy of sleeping people to sustain its undeath.

Bastellus
Medium undead, neutral evil

**Armour Class** 15
**Hit Points** 66 (12d8+12)
**Speed** 0 ft., fly 40 ft.

**Str** 8 (-1) **Dex** 14 (+2) **Con** 12 (+1) **Int** 10 (+0) **Wis** 12 (+1) **Cha** 16 (+3)

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

**Damage Vulnerabilities** radiant

**Damage Immunities** cold, necrotic, poison

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

**Senses** darkvision 120 feet, passive Perception 11

**Languages** -

**Challenge** 3 (700 xp)

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

**Innate Spellcasting.** The backwards man's innate spellcasting ability is Wisdom (spell save DC 13). The backwards man can innately cast the following spell, requiring no components:

- 2/day: *darkness*, *sleep*

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Actions**

**Incorporeal Touch.** *Melee attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) psychic damage.

**Dream Invasion (3/Day).** When the bastellus touches a sleeping humanoid creature it experiences horrifying nightmares, which provide the dream stalker sustenance and pleasure. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. If the nightmares last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 13 (3d8). If this effect reduces the target's hit point maximum to 0, the target dies. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

The spirit of a humanoid creature slain by this effect rises 24 hours later as a bastellus, unless the humanoid is restored to life.

**Boneless**

**Intro**

**Boneless**

*Medium* undead, unaligned

**Armour Class** 14

**Hit Points** 42 (6d8+6)
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>Str 13 (+1)</th>
<th>Dex 14 (+2)</th>
<th>Con 13 (+1)</th>
<th>Int 3 (-4)</th>
<th>Wis 6 (-2)</th>
<th>Cha 4 (-3)</th>
</tr>
</thead>
</table>

**Damage Resistances** bludgeoning, necrotic  
**Damage Immunities** poisoned  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 8  
**Languages** understands the languages it knew in life but can't speak  
**Challenge** 1 (200 XP)

**Pliable.** The boneless can move through a space as narrow as 1 inch wide without squeezing, or fit into a 1-foot-square container.

**Actions**  
**Multiattack.** The boneless makes two slap attacks. If the boneless is grappling a creature, it must use squeeze in place of a slap or release the grapple.  
**Slap.** *Melee attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. The target is grappled (escape DC 14) if it is Medium or smaller sized creature and the boneless doesn't have two creatures grappled.  
**Squeeze.** One creature grappled by the boneless takes 9 (2d6+2) bludgeoning damage.

**Broken One**  
These misshapen creatures are the products of magic or twisted science. They are found in the poor island of G’Henna and the island land of Markovia. There is great variety between individuals and no two look exactly alike.  
Broken Ones are typically subservient and blend animal and human traits. While typically docile, they are prone to erratic emotions and sudden bursts of instinct.

**Broken One**  
*Medium humanoid, unaligned*

<table>
<thead>
<tr>
<th>Armour Class 14 (leather armour)</th>
<th>Hit Points 13 (3d6 +3)</th>
<th>Speed 30 ft.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Str 13 (+1)</th>
<th>Dex 11 (+0)</th>
<th>Con 13 (+1)</th>
<th>Int 7 (-1)</th>
<th>Wis 12 (+1)</th>
<th>Cha 8 (-1)</th>
</tr>
</thead>
</table>

**Senses** passive Perception 11  
**Challenge** 1/4 (50 xp)

**Keen Smell.** The broken one has advantage on Wisdom (Perception) checks that rely on smell.  
**Regeneration.** The broken one regains 3 hit points at the start of its turn if it has at least 1 hit point.

**Actions**  
**Club.** *Melee attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) bludgeoning damage.
Broken Ones come in a variety of shapes, with no two looking exactly alike. Each broken one gains one of the following traits or action options.

**Bear Claw.** *Melee attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage. If the target is Medium or smaller they are grappled (escape DC 11).

**Wolf Bite.** *Melee attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Hard shell.** The broken one gains resistance to slashing damage.

**Thick Hide.** The broken one gains resistance to bludgeoning damage.

**Crab Claw.** *Melee attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage.

**Long Arms.** The broken one's reach with melee attacks increases by 5 feet.

**Swift Legs.** The broken one's walking speed increases by 10 feet.

**Frenzy.** When the broken one takes damage, it can use its reaction to fly into a rage. For 1 round it gains resistance to slashing, piercing, and bludgeoning damage, and does an extra 1d6 damage with melee weapon attacks.

**Rubbery Body.** The broken one can move through a space as narrow as 1 foot wide without squeezing.
Carrion Stalker

Intro

Carrion Stalker
Tiny aberration, unaligned

Armour Class 15 (natural)
Hit Points 14 (4d4 +4)
Speed 20 ft.

Str 8 (-1)  Dex 12 (+1)  Con 13 (+1)  Int 3 (-4)  Wis 14 (+2)  Cha 4 (-3)

Damage Immunities poisoned
Condition Immunities poisoned
Senses blindsight 30 ft., passive Perception 12
Challenge 1 (200 xp)

Actions
Multiattack. The carrion stalker makes 6 tentacle attacks
Tentacle. Melee attack: +3 to hit, reach 15 ft., one Medium or smaller creature. Hit: 3 (1d4+1) piercing damage and the target must make a DC 11 Dexterity saving throw or become grappled (escape DC 11), and the carrion stalker can't use this tentacle against another target. At the start of its turn, the carrion stalker can draw a single grappled creature 5 feet closer.
Larval Release. The carrion stalker sprays a cloud of larvae in a 5-foot-radius sphere centered on itself. This deals 7 (2d6) piercing damage to the carrion stalker. All creatures in the area must make a DC 13 Dexterity saving throw or be struck by 1d6+1 larvae. For the first round, larvae can be brushed off as an action. At the start of the carrion stalker's next turn, the larvae begin to burrow into their host, each dealing 1 piercing damage. For the next minute, the larvae can be extracted with a DC 14 Wisdom (Medicine) check. After one minute, magic like a lesser restoration spell is required. The larvae continue to do 1 point of damage each minute until they reach maturity after 2 weeks, at which point the host dies.

Carrionette

Intro

Construct Nature. A carrionette doesn't require air, food, drink, or sleep.

Carrionette
Small construct, chaotic evil
Armour Class 13 (natural armour)
Hit Points 13 (3d6 +3)
Speed 15 ft.

**Str** 6 (-2) **Dex** 13 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 9 (-1) **Cha** 8 (-1)

**Damage Immunities** poison, psychic
**Condition Immunities** charmed, exhausted, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Odiare
**Challenge** 1/4 (100 xp)

**Actions**
**Straight Razor.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

**Silver Needle.** *Ranged Weapon Attack:* +3 to hit, range 15/60 ft., one target. *Hit:* 1 piercing damage. When the thrown needle hits a living creature, the creature must succeed on a DC 13 Wisdom saving throw or the targeted limb is paralyzed. A paralyzed arm cannot be used and a paralyzed leg reduces the creature's speed by half. When all four limbs are paralyzed the creature is incapacitated. Removing a needle is an action and the limb ceases to be paralyzed after 1d4 rounds.

**Possession.** The carrionette can drive its silver needle into the neck of an incapacitated creature, swapping minds with the target. The targeted creature must succeed on a DC 13 Charisma saving throw or have their mind moved into the body of a puppet. On a success, the target resist the carrionette, and they can't try again for 24 hours. When the carrionette possesses a body, the carrionette and the target exchange game statistics but retains their Intelligence, Wisdom, and Charisma scores. After the exchange, the carrionette's old body is incapacitated for 1 hour. If the carrionette's body is destroyed, its soul is also killed, as is any soul inhabiting the body. The exchange is permanent. However, if the carrionette's body drives a silver needle into its host body, the souls automatically switch back.
Darkling

Darklings are Vistani who have been cast out from their tribe. Most Darklings use poison and have a mixture unique to them. Vistani have an elaborate ritual used to create a Darkling, the details of which are not shared with outsiders. During the rite they strip their former tribesman of all inherent magical talents.

Outcast Vistani, the folk known as Darklings are often thieves and assassins. While common folk have difficulty telling them apart from common Vistani, they are far more devious, cruel and untrustworthy.

**Darkling**

*Medium humanoid (Vistani), chaotic evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>13 (studded leather)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>18 (4d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Str 10 (+0)**  **Dex 12 (+1)**  **Con 11 (+0)**  **Int 11 (+0)**  **Wis 15 (+2)**  **Cha 14 (+2)**

**Saving Throw** Wisdom

**Skills** Stealth +3

**Senses** passive Perception 12

**Languages** domain, Patterna

**Challenge** 1/4 (50 xp)

**Foreseeing.** Darklings can see a few moments into the future and are never surprised.

**Actions**

**Shortsword.** *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

**Dagger.** *Ranked weapon attack:* +3 to hit, ranged 10/30 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

**Evil Eye (Recharges after a Short or Long Rest).** The darkling curses a creature that it can see within 60 feet. The creature must succeed on a DC 12 or suffer disadvantage on all attack rolls, saving throws, and ability checks for 1 minute.

**Apply Poison.** The darkling coats the blade of one weapon with poison. The next time a creature takes damage from poisoned weapon, the target must succeed on DC 14 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 minute.

Darkling gang ringleader

*Medium humanoid (Vistani), chaotic evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>15 (studded leather)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>27 (5d8+5)</td>
</tr>
</tbody>
</table>
**Speed** 30 ft.

**Str** 10 (+0) **Dex** 16 (+3) **Con** 12 (+1) **Int** 11 (+0) **Wis** 15 (+2) **Cha** 14 (+2)

**Saving Throw** Wisdom+4, dexterity+5
**Skills** Stealth +5, deception+4, intimidate+4, insight+4, perception+4, survival+4
**Senses** passive Perception 14
**Languages** domain, Patterna
**Challenge** 1 (200 xp)

- **Foreseeing.** Darklings can see a few moments into the future and are never surprised.

- **Cunning action (1/short rest).** The darkling gangleader takes a bonus action. This action can be used only to take the dash, disengage or hide action. Unlike the rogue trait, once used, the darkling has to take a short rest to use it again.

- **Sneak attack (1/turn).** The darkling deals an extra 3 (1d6) damage when he or she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling that isn't incapacitated and the darkling doesn't have disadvantage on the attack roll.

**Actions**

- **Multi-attack.** The Darkling can make two attacks with its shortsword or dagger.

- **Shortsword.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

- **Dagger.** *Ranged weapon attack:* +5 to hit, ranged 10/30 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

- **Apply Poison.** The darkling coats the blade of one weapon with poison. The next time a creature takes damage from poisoned weapon, the target must succeed on DC 14 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 minute.

**Minor Actions**

- **Evil Eye (1/short rest).** The darkling curses a creature that it can see within 60 feet. The creature must succeed on a DC 12 or suffer disadvantage on all attack rolls, saving throws, and ability checks for 1 minute.

---

**Death's Head Tree**

*Intro*

- **Death's Head Tree**
  *Huge plant, neutral evil*

*Armour Class* 15 (natural armour)

*Hit Points* 187 (22d12 +44)
Speed 0 ft.

Str 14 (+2)  Dex 4 (-3)  Con 15 (+2)  Int 4 (-3)  Wis 11 (+0)  Cha 8 (-1)

Damage Resistances lightning, piercing
Damage Immunity fire
Senses passive Perception 10
Languages -
Challenge 8 (#3,900 xp)

Death's Heads. The fruit of a death's head tree resembles severed heads, attached to a branch by the neck. Each tree typically has 10 (4d4) heads and grows new fruit every other year. When the tree takes at least 20 slashing damage from a single attack it must make a DC 12 Dexterity saving throw. On a failure, the death's head tree takes 10 (2d4+6) damage and a head detaches.

Implant Seeds. The attacks of a death's head tree implant small sliver-like seeds in the flesh of living creatures. The seeds excrete a mild anesthetic that makes them easy to overlook. Noticing the seeds requires a DC 12 Wisdom (Perception) check and their removal requires a DC 12 Wisdom (Medicine) check. After 24 hours the seeds begin to root, and attempts to remove them have disadvantage and inflict 1d6 piercing damage. At the end of each long rest, a creature with an implanted seed has their hit point maximum reduced by 2 (1d4). This reduction lasts until the seeds are removed. A lesser restoration spell or similar magic kills all the seeds.

Actions
Multiattack. The death's head tree can make as many attacks as it has attached heads. Each head can bite or spit a seed.
Bite. Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit: 5 (1d6+2) piercing damage.
Spit Seed. Ranged weapon attack: +5 to hit, ranged 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.
Hurl Head. Ranged weapon attack: +5 to hit, ranged 40/80 ft., one target. Hit: 6 (1d8+2) bludgeoning damage.

Detached Head
The grotesque fruit of a death's head tree can become detached. The head is buoyed by gas, allowing it to float freely. Heads detach when the head ripens and falls off, the tree hurls a head, or its branch is severed. The head uses the stat block of the tree but has an Armour Class of 13, 10 (2d4+6) hit points, a fly speed of 10 feet.

Doppelganger Plant

Intro
xxx. xxx
xxx. xxx

Doppelganger Plant
Huge plant, chaotic evil

Armour Class 16 (natural armour)
**Hit Points** 127 (15d12 +30)

**Speed** 0 ft.

<table>
<thead>
<tr>
<th>Stat</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>Str</td>
<td>8 (-1)</td>
</tr>
<tr>
<td>Dex</td>
<td>5 (-3)</td>
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<tr>
<td>Con</td>
<td>15 (+#2)</td>
</tr>
<tr>
<td>Int</td>
<td>18 (+4)</td>
</tr>
<tr>
<td>Wis</td>
<td>13 (+1)</td>
</tr>
<tr>
<td>Cha</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Saving Throws** Wisdom +3

**Damage Resistances** lightning, piercing

**Senses** passive Perception 11

**Languages** domain

**Challenge** 6 (2,300 xp)

**Pods.** A doppelganger plant has 10 (3d6) pods, each of which can hold the life essence of a single humanoid creature. Pods can be targeted (AC 10; 10 hit points). Damage dealt to a pod is subtracted from the plant's total hit points. When a pod is destroyed, any soul that is stored inside is returned to its body.

**Mind Link.** The podlings or a doppelganger plant are extensions of itself, and it can communicate with its podlings over any distance. The plant sense what each of its podlings sees and has access to the knowledge and memories of the podlings. The doppelganger plant is proficient in any skill a podling is proficient in and can make Wisdom (Perception) checks through its podlings.

**Actions**

**Direct Podlings.** The doppelganger can will up to 3 podlings take an action.

**Mind Bondage.** The doppelganger plant targets one sleeping or unconscious creature within 1 mile. The target must succeed on a DC 14 Wisdom saving throw or charmed by the doppelganger plant. The charmed target is under the control of the plant and can't take reactions. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. The doppelganger plant must maintain concentration while using mind bondage (as if concentrating on a spell). A target that makes a successful saving throw against mind bondage is immune to further attempts for 24 hours.

After 1 hour, the doppelganger plant tries to draw the essence of a charmed creature into one of its pod. The charmed creature makes an Intelligence check contested by the doppelganger plant's. If the doppelganger plant wins, it traps the soul and no longer needs to maintain concentration, and the creature becomes a podling. If the charmed creature wins, the doppelganger plant must wait an hour before trying to absorb its soul.

**Disorient (Recharge 5-6).** The doppelganger plant mentally attacks the minds of nearby creatures. Each creature in 15 feet of the doppelganger plant that is not a podling must make a DC 14 Wisdom saving throw. On a failed saving throw, the creature become stunned for 1 round and take 10 (3d6) psychic damage, or half damage on a success.

**Podling**

Creatures whose souls are trapped in a pod of a doppelganger plant become podlings. The doppelganger plant assumes control of their bodies, impersonating them. A doppelganger plant can have as many podlings as it has pods, and easily control all during routine actions. Controlling multiple podlings during periods of stress, such as when its body is engaged in combat or endangered, is more difficult.

A podling retains its original stat block but uses the doppelganger's Intelligence, Wisdom, and Charisma scores. Player characters that become a poddling typically retain all class abilities and
The doppelganger sustains itself with the essence of a podling. At the end of each short or long rest the creatures hit point maximum is reduced by 3 (1d6), as the doppelganger plants hollows them out from the inside out. Creatures slain by this effect are reduced to empty husks.

Dreamspawn

Dreamspawn are the creatures of the demiplane known as Dream or the Dreamscape. They dwell in the land of imagination.

A character knows the following information with a successful Arcana check. DC 15: Most dreamspawn are harmless, being creations of sleeping minds. All creatures you meet while dreaming are dreamspawn.

DC 20: Some dream creations gain sentience, or are pulled from dreams. They become dangerous to dreamers and dreamwalkers alike. DC 25: Some beings in the Dreamscape can open portals to the waking world letting dreamspawn roam free.

**Ennui**

Medium fiend (dreamspawn), lawful evil

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>14 (natural armour)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>132 (24d8 + 24)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft., fly 60 ft.</td>
</tr>
</tbody>
</table>

| Str 16 (+3)    | Dex 13 (+1)        |
|               | Con 12 (+1)        |
|               | Int 14 (+2)        |
|               | Wis 11 (+0)        |
|               | Cha 8 (-1)         |

**Skills** Deception +2  
**Damage Resistances** bludgeoning, piercing, and slashing from non magical weapons  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** domain  
**Challenge** 7 (2,900 xp)

**Shapechanger.** The dreamspawn can use its action to polymorph into a Small or Medium humanoid whose appearance it has absorbed, or back into its true form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

**Swoop Attack.** If the ennui is flying and dives at least 30 feet straight toward a target, it can claw with its feet in addition to its four hands. The ennui can make two additional claw attacks. At the end of its turn after making a swoop attack, the ennui loses its fly speed for 2 rounds.

**Actions**  
**Multiattack.** The ennui makes four attacks with its claws.  
**Claw. Melee weapon attack:** +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) slashing damage.  
**Drain Memories. Melee weapon attack:** +6 to hit, reach 10 ft., one target. *Hit:* 11 (4d6) psychic damage and the target must make a DC 15 Intelligence saving throw. On a failure, they have disadvantage on all Intelligence checks and saving throws until they take a long rest. The dreamspawn absorbs part of the creatures memory, learning their hopes and fears, and can
assume the form of creatures in the memories.

**Invisibility.** The ennui magically turns invisible until it attacks or its concentration ends (as if concentrating on a spell).

**Lullaby (Recharge 5-6).** The words of a dreamspawn can make a creature sluggish and weary. All creatures within 60 feet of the dreamspawn who can hear it speak must make a DC 15 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.

---

**Grey Morph**

*Small fiend (dreamspawn), lawful evil*

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<th>Armour Class</th>
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<tr>
<td>Hit Points</td>
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<td>Speed</td>
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<tr>
<th>Str</th>
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<th>Dex</th>
<th>14 (+2)</th>
<th>Con</th>
<th>11 (+0)</th>
<th>Int</th>
<th>7 (+#)</th>
<th>Wis</th>
<th>14 (+2)</th>
<th>Cha</th>
<th>15 (+2)</th>
</tr>
</thead>
</table>

**Skills**
- Deception +4

**Senses**
- Darkvision 60 ft., passive Perception 12

**Languages**
- domain

**Challenge**
- 1/4 (50 xp)

**Shapechanger.** The dreamspawn can use its action to polymorph into a Small or Medium humanoid whose appearance it has absorbed, or back into its true form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

**Actions**
- **Claws.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.
- **Drain Memories.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage and the target must make a DC 11 Intelligence saving throw. On a failure, they have disadvantage on all Intelligence checks and saving throws until they take a long rest. The dreamspawn absorbs part of the creature's memory, learning their hopes and fears, and can assume the form of creatures in the memories.
- **Lullaby (Recharge 6).** The words of a dreamspawn can make a creature sluggish and weary. All creatures within 60 feet of the dreamspawn who can hear it speak must make a DC 11 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.

---

**Shadow Morph**

*Medium fiend (dreamspawn), lawful evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>13 (natural armour)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>55 (10d8 +10)</td>
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<tr>
<td>Speed</td>
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<table>
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<th>Con</th>
<th>12 (+1)</th>
<th>Int</th>
<th>11 (+0)</th>
<th>Wis</th>
<th>12 (+1)</th>
<th>Cha</th>
<th>11 (+0)</th>
</tr>
</thead>
</table>

**Skills**
- Deception +2
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** domain  
**Challenge** 1 (200 xp)

**Shapechanger.** The dreamspawn can use its action to polymorph into a Small or Medium humanoid whose appearance it has absorbed, or back into its true form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

**Actions**  
**Multiattack.** The shadow morph makes two attacks with its claws.  
**Claw.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.  
**Drain Memories.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage and the target must make a DC 13 Intelligence saving throw. On a failure, they have disadvantage on all Intelligence checks and saving throws until they take a long rest. The dreamspawn absorbs part of the creature's memory, learning their hopes and fears, and can assume the form of creatures in the memories.  
**Lullaby (Recharge 5-6).** The words of a dreamspawn can make a creature sluggish and weary. All creatures within 60 feet of the dreamspawn who can hear it speak must make a DC 13 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.
Elemental

Blood Elemental
Created from massive pools of vital fluids or water from the lungs of a drowned man. Because of the requirements of their creation, blood elementals are mercifully rare. Blood elementals use the water elemental stat block but gain the following trait.

Drain Blood. Once per turn, when the blood elemental makes a slam attack against a living creature and hits, the target must make a DC 14 Constitution saving throw or suffer 1d6 necrotic damage, and the blood elemental gains temporary hit points equal to the damage dealt.

Grave Elemental
Drawn from the soil of a cemetery, the bodies of grave elementals are filled with bones and decaying scraps of coffins. Grave elementals use the earth elemental stat block but gain the following action option:

Drag Down (Recharge 5-6). The grave elemental causes bony arms to erupt from the ground in a 10-foot-radius centered on a point the elemental chooses within 60 feet of it. The area becomes difficult terrain and each creature must succeed on a DC 15 Dexterity saving throw or be restrained (escape DC 14). At the start of the grave elemental's turn all creatures restrained by the hands must succeed on a Strength contest against the elemental or be pulled 5 feet underground. While underground, the creatures are blinded and cannot breathe. The grasping bones last for 1 minute, until the grave elemental uses the power again, or when the elemental dies.

Mist Elemental
A variant of the air elementals corrupted by the chilling evil of the demiplane. Mist elementals use the stat block of the air elemental but gain the following trait:

Misty Appearance. While in a fog bank or similar cloudy terrain the mist elemental has total concealment.

A mist elemental gains the following attack option:

Corrupt. The mist elemental forces itself into the lungs of a living creature within 5 feet of the elemental. While inside the creature the mist elemental has total concealment but is blinded. The creature must succeed on a DC 14 Wisdom or be charmed by the mist elemental. The mist elemental tries to convince the charmed creature to commit evil actions or other deeds that might lead to corruption.

Pyre Elemental
Pulled from the flames of a funerary cremation, pyre elementals flicker and dance with motion. Tendrils of flame sway around the central body, sending thin plumes of ash skyward. Pyre elementals use the stat block of the fire elemental but gain the following trait:

Weaken Metal. Metal struck by a pyre elemental grows brittle and cracks. Creatures wearing nonmagical metal armour that take damage from a pyre elemental must make a DC 15 Dexterity saving throw. On a failure, their armour takes a permanent and cumulative -1 penalty to its provided AC. Armour reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
Ermordenung

Found in Borca, these are humans imbued with venom that kills with a touch.

Ermordenung are born as regular humans but are ritually infused with poisons that transform them into toxic creatures that can kill with a touch or kiss. Only the darklord of Borca knows the secrets of creating the Ermordenung and all are under the lord's control.

Ermordenung

Medium humanoid (any race), lawful evil

Armour Class 12
Hit Points 18 (4d8)
Speed 30 ft.

Str 19 (+4)  Dex 14 (+2)  Con 11 (+0)  Int 13 (+1)  Wis 12 (+1)  Cha 16 (+3)

Skills Deception +5
Damage Immunities poison
Conditional Immunities poisoned
Senses passive Perception 11
Languages Balok
Challenge 1 (200 xp)

Actions
Dagger. Melee or ranged weapon attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4+4) piercing damage.
Grab. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 14 (1d4+4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the ermordenung can automatically hit the target with its toxic touch, and the ermordenung can't make grab attacks against other targets.
Toxic Touch. Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.
Kiss of Death. The ermordenung kisses a willing or incapacitated creature. The target must make a DC 14 Constitution saving throw. On a failure, the target takes 22 (4d10) poison damage on a failed save and is poisoned for 1 minute. On a successful saving throw, they take half as much damage and are not poisoned. If the creature willingly kissed the ermordenung on the lips, they have disadvantage on this saving throw.
**Fenhound**

*Medium celestial, chaotic good*

**Armour Class** 14 (natural armour)

**Hit Points** 33 (6d8 +6)

**Speed** 40 ft.

**Str** 15 (+2)  **Dex** 13 (+1)  **Con** 13 (+1)  **Int** 2 (-5)  **Wis** 8 (-1)  **Cha** 10 (+0)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical weapons.

**Damage Immunities** radiant

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 1 (200 xp)

**Charge.** If the fenhound moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

**Actions**

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

If the target was prone, the fenhound deals an additional 3 (1d6) damage.

**Bay.** The prey of a fenhound knows fear at the sound of its barks. The fenhound chooses one creature to be its prey. If the creature is within 100 feet of the fenhound and can hear it baying, the creature must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. Once it has chosen its target, the fenhound cannot choose a different victim until its prey is dead or the fenhound takes a long rest.

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**Fihyr**

*Small aberration, chaotic evil*

**Armour Class** 16 (natural armour)

**Hit Points** 28 (8d6)

**Speed** 30 ft.

**Str** 7 (-1)  **Dex** 14 (+2)  **Con** 10 (+0)  **Int** 5 (-3)  **Wis** 12 (+1)  **Cha** 7 (-2)
Skills Intimidate +0, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages domain
Challenge 1/2 (100 xp)

Sunlight Hypersensitivity. The fihyr takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions
Multiattack. The fihyr makes two bite attacks.
**Bite.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
**Frightful Presence.** Each creature within 120 feet of the fihyr that can see it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends, the creature is immune to the fihyr's Frightful Presence for 24 hours.

Greater Fihyr
*Larger aberration, chaotic evil*

Armour Class 16 (natural armour)
Hit Points 28 (16d10+16)
Speed 30 ft.

**Str** 11 (+0) **Dex** 14 (+2) **Con** 12 (+1) **Int** 14 (+2) **Wis** 15 (+3) **Cha** 15 (+3)

Skills Intimidate +5, Sleight of Hand +4, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages domain
Challenge 5 (1,800 xp)

Actions
Multiattack. The fihyr makes four bite attacks.
**Bite.** *Melee weapon attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12+2) piercing damage.
**Control Emotions (Recharge 5-6).** The greater fihyr targets a creature within 60 feet. The target must succeed on a DC 15 Charisma saving throw or be filled with emotions of the fihyr's choice. The fihyr can choose to frighten or charm a creature, or fill the target with despair or rage, giving the creature disadvantage on all attack rolls and ability checks. As an action, the creature repeat the saving throw, ending the effect on a success.
**Frightful Presence.** Each creature within 120 feet of the greater fihyr that can see it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends, the creature is immune to the greater fihyr's Frightful Presence for 24 hours.
**Invisibility.** The greater fihyr magically turns invisible for 1 minute or until its concentration ends (as if concentrating on a spell).
**Furies**

*Medium fiend, lawful evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>17 (natural armour)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>117 (18d8 +18)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., fly 50 ft.</td>
</tr>
</tbody>
</table>

**Str 13 (+1) Dex 15 (+2) Con 14 (+2) Int 14 (+2) Wis 14 (+2) Cha 14 (+2)**

**Saving Throws** Constitution +5

**Damage Resistances** bludgeoning, piercing, and slashing from non magical weapons; all damage from neutral creatures

**Damage Immunities** all damage from evil creatures

**Conditional Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** all

**Challenge** 9 (5,000 xp)

**Aligned Attacks.** The furies cannot target good creatures, unless the creature has at least 1 level of corruption.

**Dive Attack.** If one of the furies dive at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

**Innate Spellcasting.** The furies' spellcasting ability is Charisma (spell save DC 14). The furies can innately cast the following spells, requiring no material components:

- At will: *alter self, locate creature*

**Actions**

**Multiattack.** Each of the furies can make four attacks: one with its bite, two with its talons, and one with its scourge. When its foul breath is available it can use the breath in place of its bite.

**Bite.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

**Talon.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

**Scourge.** *Melee weapon attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage. This attack counts as magical. Any creatures slain by the scourge cannot be restored to life through a *raise dead* or similar spell, and any attempt animates the corpse as if an *animate dead* spell had been cast instead.

**Foul Breath (Recharge 4-6).** The furies can exhale noxious green fumes in a 5-foot-cone. Any creature inside the effect must make a DC 14 Constitution saving throw against the poison. On a failed save, the creature spends its action disorientated by the vapours. The creature repeats this saving throw at the end of its turn, ending the effect on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

**Legendary Actions**
The furies can take 3 legendary actions, choosing from the options below. These three actions are shared between the three and none of the furies can use more than two actions in a single turn. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The furies regain spent legendary actions at the start of the first furies’ turn.

**Rake.** One of the furies rakes with its claws. It can make a talon attack against one creature hit by its talons during its previous turn.

**Scourge (Costs 2 Actions).** One of the furies makes a scourge attack.

**Alecto**
Known as "The Implacable" or "She Who Must Not Be Named" to the Vistani. Alecto wields divine magic and gains the Spellcasting trait.

**Spellcasting.** Alecto is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Alecto has the following spells prepared from the cleric spell list:
- Cantrips (at will): resistance, thaumaturgy
- 1st level (4 slots): bane, inflict wounds
- 2nd level (3 slots): silence, zone of truth
- 3rd level (3 slots): bestow curse, dispel magic
- 4th level (3 slots): divination, freedom of movement
- 5th level (2 slots): dispel good, scrying

**Tisiphone**
The Vistani call her "The Avenger". Tisiphone is the most martial of her sisters, and gains the following traits:
- action surge
- **Improved Scourge.** Tisiphone’s scourge does an extra 1d8 damage when she hits with the weapon and she scores a critical hit on a roll of 19 or 20.
- **Parry.** When an attack would hit Tisiphone, she can spend her reaction to add 2 to her AC against the attack. Tisiphone must see the attacker and be wielding her scourge.
- **Second Wind.** As a bonus action, Tisiphone can regain 1d10+10 hit points.

**Megarea**
Known as "The Disputatious" by the Vistani. Megarea is knowledgeable in arcane magic and gains the Spellcasting trait.

**Spellcasting.** Megarea is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Megarea has the following spells prepared from the wizard spell list:
- Cantrips (at will): dancing lights, ray of frost
- 1st level (4 slots): colour spray, magic missile
- 2nd level (3 slots): darkness, web
- 3rd level (3 slots): dispel magic, stinking cloud
- 4th level (3 slots): divination, freedom of movement
- 5th level (2 slots): Otiluke's resilient sphere, polymorph
Ghost

Dread Ghost
Medium undead, any alignment

** Armour Class 11 **
** Hit Points **82 (15d8 +15)
** Speed ** 0 ft., fly 40 ft.

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 (-2)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
<td>14 (+2)</td>
<td>17 (+3)</td>
</tr>
</tbody>
</table>

** Saving Throws ** Wisdom +6
** Damage Resistances ** acid, fire, lightning, thunder
** Damage Immunities ** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
** Conditional Immunities ** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
** Senses ** darkvision 90 ft., passive Perception 12
** Languages ** any languages it knew in life
** Challenge ** ## (## xp)

** Ethereal Sight.** The ghost can see 90 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

** Actions **
** Aging Touch.** *Melee weapon attack*: +7 to hit, reach # ft., one target. *Hit*: # (1d#+#) xxx damage.

** Ethereality.** The ghost can move between the Ethereal Plane and the Material Plane. It is visible while on both planes but it can’t affect or be affected by anything on the other plane.

** Variant Ghosts **

A variant ghost can have one of the following action options in place of its Horrifying Visage:
A variant ghost can have one of the following action options in place of its Possession:

xxx. xxx
xxx. xxx
xxx. xxx

Ghoul
A character knows the following information with a successful Religion check. DC 15: The uncontested leader of ghouls packs is a ghoul lord, a powerful undead that commands lesser undead. DC 20: Ghoul lords were powerful individuals slain by ghouls or the accidental by-product of necromantic experiments.

Ghoul Lord
Medium undead, chaotic evil

Armour Class 13
Hit Points 66 (12d8+12)
Speed 30 ft.

Str 16 (+3) Dex 17 (+3) Con 13 (+1) Int 13 (+1) Wis 11 (+0) Cha 10 (+0)

Damage Resistances necrotic
Damage Immunities poison
Conditional Immunities charmed, exhausted, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Domain
Challenge 4 (1,100 xp)

Legendary Resistance (1/Day). If the ghoul lord fails a saving throw, it can choose to succeed instead.

Miasma. Any creature with a good alignment that starts its turn within 10 feet of the ghoul lord must succeed on a DC 12 Constitution saving throw or be poisoned. Creatures that end their turn more than 10 feet from the ghoul lord can repeat this saving throw, ending the effect on a success.

Turning Defiance. The ghoul lord and any ghouls or ghasts within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions
Bite. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage. If the target is a creature it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. After each long rest, if the infected creature has not consumed raw meat, its Constitution and Charisma scores are reduced by 2 (1d4). If either score is reduced to 0 the creature dies and rises as a ghoul after 24 hours.

Claws. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Legendary Actions
The ghoul lord can take 2 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. The ghoul lord regains spent legendary actions at the start of its turn.

Bite. The ghoul lord makes one bite attack.

Command Ghoul (2 Actions). One ghoul within 60 feet of the ghoul lord that the ghoul lord can see can make a bite attack, move up to half its speed, or use the Help action.

Reposition. The ghoul lord moves up to half its speed.

Goblin
True goblins are rare in the Land of the Mists, save the wretched menaces of Tepest. There are other goblin-kin that make their home in the harsh land of Forlorn.

Goblyn
Known as goblyns or feasters, these creatures are cursed humans who were transformed into goblins. Most remain under the control of their master: the hag or other creature that transformed them into a goblyn.
A goblyns has the same stat block as a goblin with the following changes. Goblyns but do not use shields and have AC 13 but have 10 (3d6) hit points. A goblyn has a challenge rating of 1/2 (100 xp). Goblyns gain the following traits:

Feasting. Creatures that take 16 or more damage from a goblyn's bite are left scarred and disfigured. Disfigured creatures have disadvantage on all Charisma checks until such magic as a lesser restoration spell removes the scars.

Telepathic Bond. Goblyns are connected to their creator and all other goblyns created by the same creator.
Goblyn seldom use weapons, and gain the following attack options:

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage and the target must succeed on a DC 12 Strength or Dexterity saving throw or be grappled (escape DC 12).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one grappled creature. Hit: 8 (2d6 + 2) piercing damage.

Golem
Some rare golems are simple constructs accidently given life due to their importance or being frequently anthropomorphized. Rarer examples of spontaneous golem’s are children’s toys, given life due to the youthful expectations of their owners. More traditional golems can be constructed of other materials, such as malleable wax. Lamordian flesh golems have a reputation for grim intelligence and resilience beyond that of normal constructs of dead flesh. Equally deadly are the mechanical men of gears and springs.

Bone
Medium construct, unaligned

Armour Class 20 (natural armour)
Hit Points 105 (14d8 +42)
Speed 30 ft.
**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two claw attacks.

**Claw.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

**Hideous Laughter (Recharge 5-6).** Each creature within 60-feet of the bone golem who can hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. If the creature is already frightened when it hears the laughter, they are struck with greater dread. If the creature fails the saving throw by 5 or more their heart stops in terror, and the creature is reduced to 0 hit points and is dying. Otherwise, a creature that fails the saving throw is paralyzed with fear. The paralyzed creature can repeat the saving throw at the end of its turn, ending the paralysis on a success.

### Clockwork

*Large construct, unaligned*

**Armour Class** 15 (natural armour)

**Hit Points** 136 (13d10 +65)

**Speed** 30 ft.

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**Shocking Critical.** On a critical hit, the golem deals an additional 10 (3d6) lightning damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 round. A creatures makes a critical hit against the golem with a metal melee weapon also suffers these effects.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two melee attacks

**Saw.** *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) slashing damage.

**Skewer.** *Melee weapon attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d10+6) piercing damage.

**Slam.** *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

**Doll**

*Tiny construct, unaligned*

---

**Armour Class** 16 (natural armour)

**Hit Points** 85 (10d4 +60)

**Speed** 40 ft.

<table>
<thead>
<tr>
<th>Str 7 (-2)</th>
<th>Dex 18 (+4)</th>
<th>Con 22 (+6)</th>
<th>Int 3 (-4)</th>
<th>Wis 12 (+1)</th>
<th>Cha 1 (-5)</th>
</tr>
</thead>
</table>

**Damage Resistances** fire

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** understands the languages of its creator but can't speak

**Challenge** 5 (1,800 xp)

**Standing Leap.** The golem's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

---

**Actions**

**Bite.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage. If the target is a creature, it must make a DC 14 Wisdom saving throw. On a failure, the creature is overcome with manic laughter, and has disadvantage on all attack rolls and ability checks for 1 minute. If the creature tries to move, it must succeed on a DC 12 Dexterity saving throw or fall prone in a fit of laughter. As an action, the creature can repeat the Wisdom saving throw. On a failure, their muscles spasm and they take 7 (2d6 damage). On a successful saving throw they end the effect.

**Mist**

*Large construct, unaligned*
**Armour Class** 15  
**Hit Points** 189 (18d10 +90)  
**Speed** 0 ft.; fly 20 ft. (hover)

<table>
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<tr>
<th>Attribute</th>
<th>Score</th>
<th>Modifier</th>
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</thead>
<tbody>
<tr>
<td>Str</td>
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</tr>
<tr>
<td>Dex</td>
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<tr>
<td>Con</td>
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<td></td>
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<tr>
<td>Int</td>
<td>5 (-3)</td>
<td></td>
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<tr>
<td>Wis</td>
<td>11 (+0)</td>
<td></td>
</tr>
<tr>
<td>Cha</td>
<td>1 (-5)</td>
<td></td>
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</tbody>
</table>

**Damage Vulnerabilities** fire  
**Damage Resistances** cold, lightning  
**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its creator but can't speak  
**Challenge** 10 (5,900 xp)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.  
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.  
**Magic Weapons.** The golem's weapon attacks are magical.  
**Mist Form.** The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.  
**Siege Monster.** The golem deals double damage to objects and structures.  
**Transformative Critical.** When the golem makes a critical hit against a creature, the target becomes incorporeal for 1 minute. The incorporeal creature can move through other creatures and objects as if they were difficult terrain, but takes 5 (1d10) force damage if it ends its turn inside an object. The incorporeal creature can only affect creatures and objects also on the ethereal plane. As an action, the incorporeal creature can make a DC 16 Charisma saving throw, ending the effect on a success.

**Actions**  
**Multiattack.** The mist golem makes two slam attacks.  
**Slam.** *Melee weapon attack*: +9 to hit, reach 10 ft., one target. *Hit*: 21 (3d10+5) bludgeoning damage. The body of a humanoid creature slain by this attack evaporates after 24 hours and become a mist horror, unless the creatures is restored to life or its body is destroyed by fire. Once it has become a mist horror, all attempts to restore the creature to life fail unless the mist horror is captured.  
**Howl (Recharges after a Short or Long Rest).** The mournful howling of the golem is often the first sign of its presence. Creature within 100 feet of the golem who are able to hear it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the frightened condition on a success.  
**Shroud (Recharges after a Long Rest).** The mist golem creates a thick cloud in a 15-feet radius around itself. The cloud spreads around corners, and that area is heavily obscured to creatures other than the golem. Wind disperses the cloud, which otherwise lasts for 1 minute. When creature other than the golem enters the cloud for the first time or start their turn inside, that creature must succeed on a DC 16 Constitution saving throw or become incapacitated while
they remain in the cloud. The effect varies depending on the whim of the golem and incapacitated creatures might be overcome with laughter, disorientated, confused, nauseated, or seemingly stopped in time.

**Stained Glass**  
*Medium construct, unaligned*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>18 (natural armour)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>76 (9d8 +36)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

Str 11 (+0)  
Dex 19 (+4)  
Con 18 (+4)  
Int 3 (-4)  
Wis 10 (+0)  
Cha 6 (-2)

**Skills**  
Stealth +7

**Damage Vulnerabilities** bludgeoning from magical weapons  
**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** domain  
**Challenge** 6 (2,300 xp)

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.  
**Magic Weapons.** The golem’s weapon attacks are magical.

**Actions**  
**Multiattack.** The golem makes two glass sword attacks.  
**Glass Sword.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.  
**Prismatic Spray (Recharge 5-6).** The golem unleashes a cone of colour 15-feet long. Each creature in the cone must make a DC 15 Dexterity saving throw. For each target, roll 1d6 to determine the colour they were struck by.  
1. **Red.** The target takes 22 (5d8) fire damage or half as much on a successful save.  
2. **Orange.** The target takes 22 (5d8) acid damage or half as much on a successful save.  
3. **Yellow.** The target takes 22 (5d8) lightning damage or half as much on a successful save.  
4. **Green.** The target takes 22 (5d8) poison damage or half as much on a successful save.  
5. **Blue.** The target takes 22 (5d8) cold damage or half as much on a successful save.  
6. **Violet.** On a failed saving throw the target is restrained. The target must make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails three times, it is turned to glass and gains the petrified condition. Successes and failures don’t need to be consecutive.

**Snow**  
*Large construct, unaligned*

| Armour Class | 17 (natural armour) |
**Hit Points** 126 (12d10 +60)
**Speed** 30 ft.

*Str* 22 (+6) *Dex* 8 (-1) *Con* 21 (+5) *Int* 3 (-4) *Wis* 11 (+0) *Cha* 1 (-5)

**Damage Vulnerabilities** fire
**Damage Immunities** cold, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** understands the languages of its creator but can’t speak

**Challenge** 7 (2,900 xp)

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**Immutable Form.** The golem is immune to any spell or effect that would alter its form.
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The golem’s weapon attacks are magical.
**Reactive Body.** The body of a snow golem responds dramatically to damaging magical energies. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt. When the golem is subject to lightning damage the energy sparks to nearby creatures; all creatures within 5-feet of the golem must succeed a DC 14 Dexterity saving throw or take half the damage dealt. When the golem takes fire damage a cloud of scalding steam is released; all creatures within 10-feet of the golem must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) fire damage.

**Actions**
**Multiattack.** The golem makes two slam attacks.
**Slam.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) bludgeoning damage and 7 (2d6) cold damage.
**Cold Breath (Recharge 6).** The golem unleashes a gust of frozen air a 90-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

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**Wax**
*Medium construct, unaligned*

**Armour Class** 14 (natural armour)
**Hit Points** 60 (8d8 +24)
**Speed** 30 ft.

*Str* 18 (+4) *Dex* 14 (+2) *Con* 16 (+3) *Int* 6 (-2) *Wis* 11 (+0) *Cha* 8 (-1)

**Skills** Deception +3
**Damage Immunities** cold, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** domain
Challenge 3 (700 xp)

Fire Vulnerability. If the golem takes 10 or more points of fire damage in a single round, its features melt and distort, revealing it as a simulacrum.

Sense Model. The golem is continually aware of the location of person whose likeness it shares, so long as the two are on the same plane or domain.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem’s weapon attacks are magical.

Actions

Slam. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) bludgeoning damage.

Longsword. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage.

Memory Drain. Melee spell attack: +6 to hit, reach 5 ft., one creature. Hit: 9 (2d8) psychic damage. If the target is the golem’s counterpart, then the creature must make a DC 13 Charisma saving throw. On a failure, the target’s Intelligence score is reduced by 4 (1d8) and half as much on a success, and the golem’s Intelligence increase by half this amount. If the target’s Intelligence score is reduced to 0, the creature falls unconscious until it regains at least one point of Intelligence.

The golem steals the memories drained by this attack. While the target’s Intelligence is reduced, parts of their memory are missing. Creatures deprived of their large sections of their memory for a week or more might have to make a Wisdom saving throw to avoid developing a madness.

When the golem is destroyed, all the stolen memories and lost Intelligence are restored. If the creature dies, the golem’s features become twisted and the stolen memories fade within an hour.

Zombie

Medium construct, unaligned

Armour Class 15 (natural armour)

Hit Points 135 (18d8 +54)

Speed 20 ft.

Str 20 (+5) Dex 8 (-1) Con 17 (+3) Int 3 (-4) Wis 11 (+0) Cha 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages domain

Challenge 9 (5,000 xp)

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Stench. Creatures that start their turn within 10 feet of the golem must succeed on a DC 15 Constitution saving throw or become poisoned until the end of the creature’s next turn.
Actions

Multiattack. The golem makes two slam attacks

Slam. Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage.

Gremishka

xxx

Gremishka

*Tiny humanoid, chaotic evil*

**Armour Class** 15
**Hit Points** 7 (3d4)
**Speed** 30 ft.

**Str** 6 (-2)  **Dex** 20 (+5)  **Con** 11 (+0)  **Int** 14 (+2)  **Wis** 12 (+1)  **Cha** 8 (-1)

**Saving Throws** Dexterity +8

**Senses** darkvision 60 ft., passive Perception 11

**Languages** gremlin

**Challenge** 1/2 (100 xp)

**Damage Transfer.** While it is grappling a creature, the gremishka only takes half the damage inflicted on it, and the creature grappled by the gremishka takes the other half.

Actions

**Grab.** Melee weapon attack: +7 to hit, reach 5 ft., one Medium or smaller creature. Hit: the target is grappled (escape DC 15). Until the grapple ends, the gremishka can only attack this grappled creature.

**Swarm.** Melee weapon attack: +7 to hit, reach 5 ft., one grappled creature. Hit: 7 (1d4+5) slashing damage.

Grim Reaper

xxx

Grim Reaper

*Medium fiend, unaligned*

**Armour Class** 16 (natural armour)
**Hit Points** 95 (10d8 +50)
**Speed** 30 ft., fly 20 ft.

**Str** 16 (+3)  **Dex** 19 (+4)  **Con** 21 (+5)  **Int** 13 (+1)  **Wis** 12 (+1)  **Cha** 6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from non magical weapons

**Damage Immunities** cold, fire, lightning, necrotic
**Conditional Immunities** grappled, prone, restrained

**Senses** darkvision 90 ft., passive Perception 11

**Languages** all, but does not speak with the living

**Challenge** 6 (2,300 xp)

---

**Ethereal.** The reaper exits on the Ethereal Plane but can interact with creatures or objects on the Material Plane. It can see 90 ft. into the Material Plane.

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

**Invisibility.** The reaper is invisible.

**Soul Taker.** Creatures whose spirit is absorbed by the reaper cannot be restored to life by any means short of a *wish* spell or similar magic. If the reaper is driven away before the soul it was hunting can be claimed, the creature has the opportunity to return to life. If the creature is dying it is restored to life with 1 hit point. If the creature has been dead for less than 10 minutes it can make a death saving throw as if it were only dying. On a success, the creature returns to life as if it had received a *raise dead* spell.

---

**Actions**

**Scythe Slam.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and 6 (1d12) necrotic damage.

**Frightening Gaze (Recharge 4-6).** The reaper glares at one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target succeeds on a saving throw or the effect ends, the target is immune to the reaper's gaze for the next 24 hours.

**Scythe Blade (Recharge 4-6).** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d12) necrotic damage and the target must make a DC 13 Constitution saving throw. If the target is a living creature, on a failure they are reduced to 0 hit points. If the target is an undead spirit such as a ghost or spectre, on a failure their spirit is absorbed by the reaper.
Hag

Bruja
Bruja use the same stat block as a green hag but are chaotic good and possess different magical abilities, innately casting the following spells:
At will: bless, invisibility, speak with animals
1/day wach: dispel evil and good, heal, protection from evil and good, sunbeam

Spectral Template
Hags kills during ceremonies being performed by a convey can arise as a spectral hag.
When a hag becomes a spectral hag, it retains its statistics except as described below. The hag loses any trait that assumes a living biology.
Type. The spectral hag's type changes from fey to undead, and it no longer requires air, food, drink, or sleep.
Damage Vulnerability. The spectral hag has vulnerability to radiant damage.
Damage Resistance. The spectral hag has resistance to cold and necrotic damage.
Damage Immunities. The spectral hag has immunity to poison as well as bludgeoning, piercing, and slashing damage from nonmagical weapons. It also retains any immunities it had prior to becoming a spectral hag.
Condition Immunities. The spectral hag can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.
Energy Drain. A humanoid creature slain by a spectral hag's melee attack rises 24 hours later as a specter under the hag's control.
Sunlight Sensitivity. While in sunlight, the spectral hag has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Head hunter
Head hunters look like detached human heads with spider legs sprouting out of the neck. The head hunter can slip its legs deep into a freshly beheaded corpse and take control of the body. In the following days, the head hunter will feed upon the internal organs of the body and then it will abandon its host, leaving behind an empty shell. During the time it controls the body the head hunter will attempt to infiltrate human society and sow discord by passing itself off as a normal human.
Head hunters spin translucent webs that are razor sharp. They lure victims to their web by crying for help and as the victim comes running, he or she is severely injured by the web. A head hunter can preserve a body in a web for months so it can use it at a later time.

Head hunter
Tiny aberration, neutral evil

Armour Class 12 (natural armor)
Hit Points 10 (3d4 +3)
**Speed** 20 ft. climb 10 ft

<table>
<thead>
<tr>
<th>Str 5 (-3)</th>
<th>Dex 13 (+1)</th>
<th>Con 12 (+1)</th>
<th>Int 11 (+0)</th>
<th>Wis 10 (+0)</th>
<th>Cha 12 (+1)</th>
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**Saving Throws** intelligence+2  
**Skills** Athletics-1, deception+3, stealth+3  
**Damage Resistances** poison  
**Damage Vulnerabilities** fire  
**Conditional Immunities** poisoned  
**Senses** darkvision, passive Perception 10  
**Languages** Undercommon, elven and at least one domain language  
**Challenge** 1/2 (100 xp) or 1/4 (50 XP) if encountered without a host body

**Human host.** If the head hunter is inside a human host, a procedure that requires 1 minute and a freshly decapitated body, it gains 15 temporary hit points (for a medium, humanoid corpse), its strength becomes 12 (+1), it makes strength (athletics) skills with +3 and it loses its natural armor bonus (AC 11). The Head hunter loses its stealthy, spider climb, web sense and web walker traits. Different body types would confer different amount of temporary hp, speed and natural armor.  

Other traits and attacks remain unchanged, hence the bite attack still deals 1d4-3 damage. Attackers can target the head, bypassing the body if the attacker is aware of the nature of the enemy and attacks with disadvantage.  

If the host body reaches 0 hp, it ceases to function (and can’t provide sustenance to the head hunter afterwards). The Head Hunter usually pretends to have died along with the body and makes a deception check with advantage to fool onlookers unaware of its monstrous nature.  

**Stealthy.** The head hunter makes dexterity (stealth) checks with advantage.  

**Spider Climb.** The Head hunter can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.  

**Web Sense.** While in contact with a web, the Head Hunter knows the exact location of any other creature in contact with the same web.  

**Web Walker.** The Head Hunter ignores movement restrictions caused by webbing.

**Actions**  
**Bite.** Melee weapon attack: +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw. Failure means the target takes 3d10 poison damage and becomes poisoned for 1 minute while on a success the target takes half the poison damage and doesn’t suffer other ill effects.  

The head hunter has advantage to bite targets it has grappled with its host body.

**Spit poison (recharge 5-6).** Ranged weapon attack: +3 to hit, ranged 15/30 ft., one target. *Hit:* the target must succeed on a DC 11 Constitution saving throw. Failure means the target takes 3d10 poison damage and becomes poisoned for 1 minute while on a success the target takes half the poison damage and doesn’t suffer other ill effects.

**Grapple (host body required).** The host body of the head hunter makes a grapple attack as described in the player’s handbook. If it succeeds, the the Head Hunter can make a bite attack as a bonus action.
Razor Web. The greatest danger a head hunter presents is the razor web it spins. Usually a head hunter can produce enough web to fill a square 5' on each side per day. The web is made of translucent, very strong material that is spinned very thin. It can be spotted from 60' away with a successful wisdom (perception) check with DC 15. A running target makes the perception check with disadvantage. Each 5' square of the web has AC 13 and 10 hit points, is immune to piercing damage and is vulnerable to fire damage. The web makes one attack (+6 hit roll, Hit: 7 (2d6) slashing damage) for each 5' a creature travels through it. The web makes the attack roll with advantage and deals double damage if the creature runs through the web unaware. If an unlucky creature falls into the web from a height of at least 15', the web automatically hits and causes double damage. If a creature loses half or more of its maximum hit points from the web, it must make a strength saving throw with a DC of 15 or lose a randomly selected limb which may be the creature’s head.

I

Impersonator
xxx

Impersonator
Size type, alignment

Armour Class ## (type)
Hit Points ## (#d# +#)
Speed ## ft.

Str ## (+#) Dex ## (+#) Con ## (+#) Int ## (+#) Wis ## (+#) Cha ## (+#)

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d#++) xxx damage.
**Name.** *Ranged weapon attack:* +# to hit, ranged #+#/## ft., one target. *Hit:* # (1d#++) xxx damage.

**Imp**

xxx

**Assassin**

Assassin imps use the **imp** stat block but gain the following action option: xxx. The
## Jack Frost

*Size type, alignment*

<table>
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<tr>
<th>Armour Class</th>
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<td>Hit Points</td>
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| Saving Throws | xxx         |
| Skills        | xxx         |
| Damage Resistances | xxx       |
| Damage Immunities | xxx       |
| Conditional Immunities | xxx    |
| Senses        | xxx, passive Perception ## |
| Languages     | xxx         |
| Challenge     | ## (## xp)  |

| Trait          | xxx         |
| Trait          | xxx         |

**Actions**

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (#d##+) # damage.

**Name.** *Ranged weapon attack:* +# to hit, ranged #/#/# ft., one target. *Hit:* # (#d##+) # damage.
K

xxx
Lebendtod

Lebendtod
Size type, alignment

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<th>Armour Class</th>
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Str ## (+#)  Dex ## (+#)  Con ## (+#)  Int ## (+#)  Wis ## (+#)  Cha ## (+#)

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d#+) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged ##/## ft., one target. Hit: # (1d#+) xxx damage.

Lich

Among the most powerful of the undead these evil creatures defied death by performing terrible and evil rituals. Spending decades or even centuries hoarding knoweldge and magical power these monsters are universally powerful spellcasters.

Vassalich
Medium undead, any evil

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<tr>
<th>Armour Class</th>
<th>Hit Points</th>
<th>Speed</th>
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<tr>
<td>14 (natural armor)</td>
<td>65 (10d8 +20)</td>
<td>30 ft.</td>
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</table>

Str 11 (+0)  Dex 13 (+1)  Con 14 (+2)  Int 18 (+4)  Wis 14 (+2)  Cha 13 (+1)
Saving Throws wisdom +5, concentration +2 (+5 to maintain concentration)
Skills Arcana+7, insight +5
Damage Resistances cold, lightning, necrotic, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Conditional Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Skills Arcana+7, insight +5
Languages Darkonese, domain language and 3 more languages
Challenge 7 (2900 xp) [The presence of a vassalich in a small group of monsters increases the adjusted XP budget of the encounter by about 30%]

Concentration. The vassalich adds its proficiency bonus to saving throws to maintain concentration on a spell.

Turn resistance. The vassalich has advantage to saving throws against being turned.

Rejuvenation. A destroyed vassalich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The vassalich is an 8th lvl spellcaster. It’s spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vassalich has the following wizard spells prepared:
- cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st lvl (4 slots): detect magic, false life, shield
- 2nd lvl (3 slots): detect thoughts, invisibility, mirror image, see invisibility
- 3rd lvl (3 slots): clairvoyance, dispel magic, fireball, stinking cloud
- 4th lvl (2 slots): confusion, dimension door

Actions
Slow touch. Melee spell attack: +7 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage. The target must succeed on a DC 15 con saving throw or be slowed for 1 minute.

Medium lich
Medium undead, any evil

Armour Class 14 (natural armor)
Hit Points 78 (12d8 +24)
Speed 30 ft.

Str 9(-1) Dex 13 (+1) Con 14 (+2) Int 20 (+5) Wis 14 (+2) Cha 13 (+1)

Saving Throws intelligence +10, wisdom +7, constitution +2 (+7 to maintain concentration)
Skills Arcana+15, history+10, insight +7, perception+7, religion+7
Damage Resistances cold, lightning, necrotic
Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical weapons
Conditional Immunities charmed, exhaustion, frightened, paralyzed, poisoned
**Senses** Truesight 60', passive Perception 17

**Languages** Domain language and 4 more languages

**Challenge** 13 (10000 xp)

---

**Concentration.** The lich adds its proficiency bonus to saving throws to maintain concentration on a spell. Also, the lich can keep its concentration even if it has two of the following spells active: detect magic, detect thoughts, stinking cloud, stoneskin, delayed blast fireball.

**Legendary Resistance (1/Day).** If the lich fails a saving throw, it can choose to succeed instead.

**Rapid recovery (1/day).** A lich can use its action to regain spell slots. The spell slots can have a combined level of 5.

**Rejuvenation.** A destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

**Spellcasting.** The lich is a 15th lvl spellcaster. It’s spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The lich has the following wizard spells prepared:

- cantrips (at will): mage hand, firebolt, prestidigitation, ray of frost, minor illusion
- 1st lvl (4 slots): detect magic*, shield
- 2nd lvl (3 slots): detect thoughts*, invisibility, mirror image
- 3rd lvl (3 slots): counterspell, dispel magic, fireball, stinking cloud*
- 4th lvl (3 slots): confusion, dimension door, stoneskin*
- 5th lvl (2 slots): cloudkill, conjure elemental, scrying
- 6th lvl (1 slot): disintegrate, chain lighting
- 7th lvl (1 slot): delayed blast fireball*, finger of death
- 8th lvl (1 slot): dominate monster

*the lich can keep concentration on two of these spells instead of one

**Turn resistance.** The lich has advantage to saving throws against being turned.

---

**Actions**

**Paralyzing touch.** *Melee spell attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Firebolt.** *Ranged spell attack:* +10 to hit, ranged 120 ft., one target. *Hit:* 16 (3d10) fire damage.

**Ray of frost.** *Ranged spell attack:* +10 to hit, ranged 120 ft., one target. *Hit:* 13 (3d8) cold damage and the target’s speed is reduced by 10’ until the start of the lich’s next turn.

---

**Legendary Actions**

The lich can take 1 legendary action from the options below. The action can be used at the end of another creature’s turn. It regains its spent legendary action at the start of her turn.

**Cantrip.** The lich casts a cantrip
**Paralyzing touch.** The lich uses its paralyzing touch

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**Living Wall**

*Living Wall*

*Size type, alignment*

<table>
<thead>
<tr>
<th>Armour Class</th>
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**Saving Throws** xxx

**Skills** xxx

**Damage Resistances** xxx

**Damage Immunities** xxx

**Conditional Immunities** xxx

**Senses** xxx, passive Perception ##

**Languages** xxx

**Challenge** ## (##  xp)

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**Trait.** xxx

**Trait.** xxx

---

**Actions**

**Name.** *Melee weapon attack:* +## to hit, reach # ft., one target. *Hit:* # (1d##+) xxx damage.

**Name.** *Ranged weapon attack:* +## to hit, ranged ##/### ft., one target. *Hit:* # (1d##+) xxx damage.

---

**Lycanthrope**

LYCANTHROPE Skinchangers come in many varieties, with some being intelligent non-human races and others being cursed individuals stricken with shape-shifting.

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**Werepanther**

*Werepanther*

*Size type, alignment*

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<td>Cha</td>
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**Saving Throws** xxx

**Skills** xxx
**WEREPANTHER LORE** A character knows the following information with a successful Nature check. DC 15: Most common in Valachan, werepanthers are the enforcers of that land’s Lord. Rumour states that they are created through a rite that changes the face of its subject, so they can no longer be recognized by family or friend.

**WERERAT LORE** A character knows the following information with a successful Nature check. DC 13: Infected wererats are usually weaker than the natural wererats that infected them and are easier to kill without silver. DC 15: Richemulot wererats are organized and law abiding, much less erratic than others of their kind. This is excluding the diseased aberrant that prowl the foulest regions of the land’s expansive sewers. DC 17: Richemulot wererats can be found in the highest cycles of society and are even running businesses and hold noble titles, hiding among their prey. They trade in secrets and rely on blackmail as much as on intimidation.

**WERERAT, INFLECTED**
Medium shapechanger (human), Any (human form), Lawful evil (when turned)

---

**Armour Class 12**
**Hit Points** 22 (5d8)
**Speed** 30 ft.

**Str 10 (+0) Dex 15 (+2) Con 10 (+0) Int 11 (+0) Wis 10 (+0) Cha 10 (+0)**

**Skills** perception+2, stealth+4
**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren’t silvered or magical (wererat natural attacks bypass this resistance)
**Senses** passive Perception 12
**Languages** Domain language
**Challenge 1/2 (100 xp)**

**Shapechanger.** The wererat can use his or her action to polymorph into a rat-humanoid hybrid, or back into the human form (unless under the effects of an involuntary change). The wererat's statistics, other than his or her size and alignment, are the same in each form. Any equipment he or she is wearing or carrying isn't transformed. The wererat reverts to the human form if he or she dies.

**Hunger.** The wererat has to consume 5 lbs of raw meat (or double that cooked) each day or suffer one level of exhaustion regardless of whether he fed on other food or not.

**Keen smell.** The wererat has advantage on wisdom (perception) checks that rely on smell.

**Rat empathy.** Rats and giant rats are initially indifferent to the wererat.

**Trigger.** The wererat has a trigger that automatically turns him or her to the hybrid form for 1d4+2 hours. Usual triggers are the full moon, rage, panic, etc. When an inflicted wererat is subjected to his or her trigger he or she automatically changes to the hybrid form (no save) and the alignment and personality changes. The hybrid form is vaguely aware of relations between the human and others but is prone to attack loved ones and hated enemies alike endangering family, obnoxious superiors etc.

If the wererat drops to less than half his or her hit points, he or she must make a wisdom saving throw (DC 14) or suffer an involuntary change for 1d4+1 minutes. Similar life-threatening situations may also trigger an involuntary change at the DM’s perspective. Witnessing an involuntary change may call for a horror check.

**Actions**

**Multi-attack (hybrid form only).** The wererat makes two attacks, only one of which can be a bite attack.

**Bite attack (hybrid form only).** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is humanoid, he must succeed at a DC 10 constitution save or be cursed with wererat lycanthropy.

**Short sword.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Wererat, Renier bloodline**

*Medium shapechanger (human), Lawful evil*

**Armour Class 12**

**Hit Points 27 (6d8)**

**Speed** 30 ft.

**Str 10 (+0) Dex 15 (+2) Con 10 (+0) Int 11 (+0) Wis 12 (+1) Cha 12 (+1)**

**Skills** Deception+3, local secrets +2, perception+3, stealth+4

**Damage Immunities** bludgeoning, piercing, and slashing from non magical weapons that
aren’t silvered (wererat natural attacks bypass this immunity)

**Damage Resistances** bludgeoning, piercing, and slashing from magical weapons that aren’t silvered (wererat natural attacks bypass this resistance)

**Senses** darkvision 60’ (rat form only), passive Perception 13

**Languages** Mordentish

**Challenge** 1 (200 xp)

---

**Shapechanger.** The wererat can use his or her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into the human form. The wererat’s statistics, other than his or her size, are the same in each form. Any equipment he or she is wearing or carrying isn’t transformed. The wererat reverts to the human form if he or she dies.

**Hunger.** The wererat has to consume 5 lbs of raw meat (or double that cooked) each day or suffer one level of exhaustion regardless of whether he fed on other food or not.

**Keen smell.** The wererat has advantage on wisdom (perception) checks that rely on smell.

**Rat empathy.** The wererat has advantage on handle animal checks to train and command rats and giant rats. Rats and giant rats are initially indifferent to the wererat.

---

**Actions**

**Multi-attack.** The wererat makes two attacks, only one of which can be a bite attack.

**Bite attack (Rat or hybrid form only).** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is humanoid, he must succeed at a DC 10 constitution save or be cursed with wererat lycanthropy.

**Short sword (human or hybrid form only).** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

---

**Rogue**

For a member of the Renier family that operates as a rogue or thief make the following chances:

AC 14 (leather armor), Dexterity 16(+3), Deception +5, insight+3, stealth+5, thief tools+5, Dexterity saving throw+5

Challenge 2, 450 XP

**Sneak attack (1/turn).** The wererat deals an extra 3 (1d6) damage when he or she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn’t incapacitated and her or he doesn’t have disadvantage on the attack roll.

**Cunning action (1/short rest).** The wererat can take a bonus action. This action can be used only to take the dash, disengage or hide action. Unlike the rogue trait, once used, the wererat has to take a short rest to use it again.

**Bite attack (Rat or hybrid form only).** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is humanoid, he must succeed at a DC 10
constitution save or be cursed with wererat lycanthropy.

**Short sword (human or hybrid form only).** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Pistol (human or hybrid form only).** *Ranged weapon attack:* +5 to hit, range 20/50, one target. *Hit:* 8 (1d10+3) piercing damage. A hit roll of natural 1 means the pistol fizzles and doesn’t fire and has to be cleaned to be used again.

---

**Warrior**

For a member of the Renier family that operates as a warrior, bodyguard, or is just exceptionally skilled in battle, make the following chances:

AC 15 (chain shirt armor), hp 33, Strength 12 (+1), Constitution 12 (+1), Intimidate +2, Strength saving throws +3, Lycanthropy DC is 11.

Challenge 2, 450 XP

**Action surge (1/short rest).** The wererat can take an extra action in his or her turn on top of his regular action and a possible bonus action. Once used, the wererat has to take a short rest to use this ability again.

**Leadership (1/short rest).** After taking this action, for 1 minute the wererat can utter a special command whenever a wererat or rat that he or she can see within 30 feet of the wererat makes an attack roll. The allied wererat or rat can add a +1 bonus to its roll provided it can hear the wererat warrior. A creature can benefit from only one Leadership bonus at a time. This effect ends if the warrior is incapacitated.

---

Aberrant wererat

Xxx

Xxx. Xxx

WOLFWERE LORE A character knows the following information with a successful Nature check. DC 15: Wolfweres are lesser known lycanthropes and often mistaken for werewolves. They are intelligent wolves that can transform into men. DC 20: Wolfweres are distinct from traditional werewolves as they are inherently uncivilized and reject the society of man; they masquerade as humans strictly to hunt their prey. They think like animals, not like humans.

**Loup-garou**

Xxx

Xxx. Xxx

**Werebadger**
**Size type, alignment**

**Armour Class** ## (type)  
**Hit Points** ## (#d# +#)  
**Speed** ## ft.

**Str** ## (+#)  
**Dex** ## (+#)  
**Con** ## (+#)  
**Int** ## (+#)  
**Wis** ## (+#)  
**Cha** ## (+#)

**Saving Throws** xxx  
**Skills** xxx  
**Damage Resistances** xxx  
**Damage Immunities** xxx  
**Conditional Immunities** xxx  
**Senses** xxx, passive Perception ##  
**Languages** xxx  
**Challenge** ## (## xp)

**Trait.** xxx  
**Trait.** xxx

**Actions**

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (1d#++) xxx damage.  
**Name.** *Ranged weapon attack:* +# to hit, ranged ##/### ft., one target. *Hit:* # (1d##+) xxx damage.

Wereleopard  
**Size type, alignment**

**Armour Class** ## (type)  
**Hit Points** ## (#d# +#)  
**Speed** ## ft.

**Str** ## (+#)  
**Dex** ## (+#)  
**Con** ## (+#)  
**Int** ## (+#)  
**Wis** ## (+#)  
**Cha** ## (+#)

**Saving Throws** xxx  
**Skills** xxx  
**Damage Resistances** xxx  
**Damage Immunities** xxx  
**Conditional Immunities** xxx  
**Senses** xxx, passive Perception ##  
**Languages** xxx  
**Challenge** ## (## xp)

**Trait.** xxx  
**Trait.** xxx

**Actions**

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (1d##+) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged ##/## ft., one target. Hit: # (1d#++) xxx damage.

Wereraven
Size type, alignment

Armour Class ## (type)
Hit Points ## (#d# +#)
Speed ## ft.

Str ## (+#) Dex ## (+#) Con ## (+#) Int ## (+#) Wis ## (+#) Cha ## (+#)

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d#++) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged ##/## ft., one target. Hit: # (1d#++) xxx damage.

Werewolf cleric
Medium, chaotic evil

Armour Class 13 (natural, leather armor), 12 in human form
Hit Points 55 (10d8 +10)
Speed 30 ft.

Str 15 (+2) Dex 13 (+1) Con 13 (+1) Int 10 (+0) Wis 14 (+2) Cha 12 (+1)

Saving Throws wis +4
Skills Handle animal+3 (+5 for wolves), Perception+6, stealth+3
Damage Immunities slashing, piercing, bludgeoning from non-magical, non-silver weapons
Damage Resistances slashing, piercing, bludgeoning from non-silver magical weapons
Senses darkvision, passive Perception 16
Languages common
Challenge 4 (1100 xp) [The presence of a cleric in a small group of monsters increases the adjusted XP budget of the encounter by about 25%]

Shapechanger: The werewolf cleric has two forms, a human form and a hybrid form.
Keen hearing and smell: advantage on perception checks that rely on hearing or smell.
Wolf affinity: Proficiency bonus doubled for handle animal checks to train wolves. Their initial reaction to werewolf cleric is indifferent.
Spellcasting: The werewolf cleric is a 3rd lvl spellcaster. Spell save DC 12, +4 to attack with spells. The werewolf cleric has the following cleric spells prepared:
cantrip (at will): light, thaumaturgy
1st lvl (4 slots): bless, cure wounds, sanctuary
2nd lvl (2 slots): hold person, aid

Actions
Multiattack. The werewolf cleric makes one bite attack (hybrid form) and one claws attack (hybrid form) or club attack (hybrid form or human form)

Channel divinity (1/day). Command wolves. Up to 3 wolves or 1 dire wolf within 60’ from the cleric and within his line of sight are charmed (no save). If the wolves are controlled or commanded by someone else, they are unaffected. While charmed, the wolves protect the werewolf cleric and follow his commands as if they’ve been trained animals.

bite. (Hybrid form only) Melee attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage. If the target is humanoid, it must succeed on a DC 12 constitution saving throw or be cursed with lycanthropy

claws. (Hybrid form only) Melee attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

club. Melee attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.
Marikith

Hunting the dark tunnels beneath the city of Paridon are the hive mind monsters known as the marikith. Their dark forms are roughly humanoid but their frames are compressible and rubbery yet covered in a myriad of overlaid chitinous plates.

A character knows the following information with a successful Dungeoneering check. DC 15: Common marikith are dangerous only in numbers, something they have no lack of. However, there are other more dangerous variants of the dark beasts, those bred for exploration or combat. DC 20: Marikith are masters of mimicry and are adept and copying the sounds and voices of their prey, often calling out to lost travellers in the voices of other travellers or even their friends. DC 25: At the center of every marikith hive is a queen, a massive bloated figure with a spider-like body and a vaguely human upper torso. A queen can turn victims into marikith and has absolute control over all its offspring. Marikith hunters usually fight to the death.

**Marikith hunter**

*Medium aberration, Lawful evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>16 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>32 (5d8 +10)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

| Str | 15 (+2) | Dex | 16 (+3) | Con | 15 (+2) | Int | 6 (-2) | Wis | 14 (+2) | Cha | 6 (-2) |

**Skills** acrobatics +5, deception -2\+5 (mimicry), stealth+5

**Damage Resistances** bludgeoning

**Conditional Immunities** frightened, charmed

**Senses** darkvision 120’, passive Perception

**Language** none, hive mind

**Challenge** 1 (200 xp)

**Compression.** A marikith hunter can squeeze through cracks of up to 1’ wide without any hindrance and treats cracks ½’ wide as difficult terrain. They also have advantage on dexterity (acrobatics) checks to escape grapple or restraints.

**Hive mind.** Marikiths share a hive mind and the Marikith queen can control them at about 5 mile radius.

**Light sensitivity.** A marikith hunter has disadvantage to hit rolls, perception checks and ability checks that rely on sight while in bright light.

**Mimicry.** Marikith can immitate sounds like parrots, even if they don’t have a language. They often immitate the screams their prey made or parrot pieces of discussion to draw others to their claws. To fool a subject, the Marikith immitating screams of terror, discussion etc, must make a charisma (deception) check opposed by the wisdom (insight check) of those that hear it.
Actions

**Multiattack.** The Marikith hunter makes one claws and one bite attack

**Claws.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

**Bite.** *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

MIST horror

A character knows the following information with a successful Arcana check. DC 15: Weak mist horrors appear like misshapen pockets of mist and vary greatly in appearance. Some have claws while others have numerous tentacles. While not true undead, many mist creatures are treated as such and share vulnerabilities. DC 20: The deadly mist ferrymen hunt in large packs, overwhelming travellers with numbers and drinking their warm blood. DC 25: Deadliest of the mist creatures are the grim reapers, who appear as the folkloric creatures of the same name. They hunt the dead and dying, feasting on the souls of the dead.

*Size type, alignment*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>## (type)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>## (#d# +#)</td>
</tr>
<tr>
<td>Speed</td>
<td>## ft.</td>
</tr>
</tbody>
</table>

| Str ## (+#) | Dex ## (+#) | Con ## (+#) | Int ## (+#) | Wis ## (+#) | Cha ## (+#) |

*Saving Throws xxx*

*Skills xxx*

*Damage Resistances xxx*

*Damage Immunities xxx*

*Conditional Immunities xxx*

*Senses xxx, passive Perception ##*

*Languages xxx*

*Challenge ## (## xp)*

**Moor Hound**

If slain in combat, a moor hound does not die, but its essence returns to the swamp to rejuvenate itself. The only way to slay a moor hound is to expose it to the light of the sun. If killed by sunlight or while in direct light its unnatural life ends.

**Bog Hound**

*Medium construct, unaligned*
**Armour Class** 13 (natural armour)  
**Hit Points** 32 (5d8 +10)  
**Speed** 40 ft.

<table>
<thead>
<tr>
<th>Str</th>
<th>14 (+2)</th>
<th>Dex</th>
<th>12 (+1)</th>
<th>Con</th>
<th>15 (+2)</th>
<th>Int</th>
<th>2 (-4)</th>
<th>Wis</th>
<th>12 (+1)</th>
<th>Cha</th>
<th>6 (-2)</th>
</tr>
</thead>
</table>

**Skills** Perception +3  
**Damage Resistances** bludgeoning, piercing, and slashing from non magical weapons  
**Damage Vulnerabilities** fire  
**Conditional Immunities** blindness, exhaustion, paralyzed, poisoned, petrified  
**Senses** blindight 60 ft., passive Perception 13  
**Challenge** 1 (200 xp)

**Sunlight Hypersensitivity.** The bog hound takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Actions**  
**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.  
If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

---

**Moor Hound**  
*Medium construct, unaligned*

<table>
<thead>
<tr>
<th>Str</th>
<th>16 (+3)</th>
<th>Dex</th>
<th>11 (+1)</th>
<th>Con</th>
<th>15 (+2)</th>
<th>Int</th>
<th>12 (+1)</th>
<th>Wis</th>
<th>11 (+0)</th>
<th>Cha</th>
<th>8 (-1)</th>
</tr>
</thead>
</table>

**Damage Immunities** bludgeoning, piercing, and slashing from non magical weapons  
**Conditional Immunities** exhaustion, paralyzed, poisoned, petrified  
**Senses** darkvision 60 ft., passive Perception ##  
**Challenge** 4 (1,100 xp)

**Sunlight Hypersensitivity.** The bog hound takes 30 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Actions**  
**Multiattack.** The moor hound makes two bite attacks or one bite and one gnaw.  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.  
If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.  
**Gnaw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 15 (2d8 + 3) piercing damage.  
**Bay (Recharges after a Short or Long rest).** The howls of a moor hound can shaken even the stoutest warrior. Each creature within 100 feet of the moorhound that can hear it baying...
must succeed on a DC 13 Wisdom saving throw or become frightened for 10 minutes.
Nothic

Dread Nothics were once wizards who delved too deeply in forbidden lore and were consumed by it or were transformed to Dread Nothics by a terrible curse. They are gifted with cosmic insight and premonition but they are not the persons they were and have no memories of their past lives or selves.

Dread Nothics tend to live in dark places, underground if possible. While they're not affected by the sun, they avoid the day and keep a nocturnal cycle. Usually Dread Nothics don’t try to accumulate more knowledge and aside of bullying a couple of creatures to do their biding, they rarely seek to gain power or lead.

A Dread Nothic though may be drawn to a location for reasons unknown to other people without its alien mind. Once it chooses a location that it wants to live in, be it a cavern, abandoned (or inhabited) farm or even a cellar, the Dread Nothic considers that location its own and sets his purpose to get it and defend it and considers everyone that lives there (except its few minions) or near there a trespasser. Woe to the family that lives in a farm that the Nothic decided it belongs to it. The Dread Nothic won't make suicidal attempts gain the location but it won't relent nor abandon the cause as long as it’s interested in that location. A Nothic gradually loses its interest in a location after 2-4 years and starts seeking another location.

Nothics sometimes intimidate or persuade goblins, callibans or similar creatures to work for them and they freely blackmail people (or other humanoids) with their knowledge of secrets.

There are rumors that the Marikith Queen of Timor or something in the island of Markovia can turn wizards to Dread Nothics. There are tales of wizards and sorcerers that slighted the vistani and were turned to these foul monsters. The Red wizard Hazlik is also rumored to punish magic users that way; there is certainly a larger than usual number of Dread Nothics in Hazlan and a couple have been carrying potions of invisibility that someone provided them.

**Fear of the Vistani.** The dread nothic is afraid of the Vistani and avoids fighting them.

---

**Dread Nothic**

*Medium aberration, NE*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>16 (natural armor, Premonition)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>45 (6d8 +18)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Str 14 (+2) Dex 16 (+3) Con 16 (+3) Int 13 (+1) Wis 12 (+1) Cha 8 (-1)**

**Skills** Arcana+3, Insight+5, Perception+3, Stealth+5

**Saving throws** Dex (+2)

**Languages** 2 domain languages

**Senses** Truesight 120 ft., passive Perception 15

**Challenge** 2 (450 xp)
**Allergen:** A dread nothic's rotting gaze and weird insight abilities don't work past a line of salt and if the dread nothic crosses a line of salt -even unwillingly- they have disadvantage on all attack rolls, ability checks, and saving throws for 1 minute. Successfully hitting a dread nothic with a cup of salt has the same effect as if the nothic crossed a line of salt.

Some dread nothics may suffer the above weakness from knotted hemp rope (and have to be hit with it), fresh lake water, or river water.

**Keen sight:** The dread nothic has advantage on Wisdom (Perception) checks that rely on sight and gets a racial +2 bonus to passive perception.

**Premonition:** The dread nothic's insight to the future allow it to better react in combat and even get out of harm's way in time. The dread nothic has advantage on initiative rolls, can't be surprised, and has a constant +1 to AC.

---

**Actions**

**Multiattack.** The Dread Nothic makes 2 attacks with its claws.

**Rotting gaze:** The dread nothic chooses a target within 30 that it can see. The target must succeed on a DC 12 constitution saving throw or take (10) 3d6 necrotic damage and contact a rotting disease. Success on this saving throw negates the disease and the damage. If the gaze is used on a pregnant woman, the dread nothic can forgo infecting the woman with the disease, but on a failed save the child is born a caliban.

The diseased character must make a DC 12 constitution save after each long rest. On failure, the character's hit point maximum is reduced by 20% and he or she gains an exhaustion level that can't be removed naturally while the character is diseased. A character dies if his or her hit point maximum reaches 0. If the character succeeds in two saves in a row, he's cured of the disease and his or her hp maximum returns to normal.

**Weird insight:** The dread nothic chooses one humanoid creature within 30' that it can see. The target must contest its Charisma (Deception) check opposed by the nothic's Wisdom (Insight) check. If the nothic wins it learns one fact or secret about the target. This ability doesn't work on darklords or Vistani. If accidentally used on one, the nothic loses the weird insight, visions of the future and Premonition until it completes a long rest.

**Claws.** *Melee weapon attack* +4, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage.

---

**Minor Actions**

**Visions of the future (1/turn):** The Nothic can gain advantage to one attack or it can use its reaction to give disadvantage to one attack against it or gain advantage to one saving throw(should be declared before the roll).
Odem

Size type, alignment

| Armour Class | ## (type) |
| Hit Points   | ## (#d# +#+) |
| Speed        | ## ft. |

| Str          | ## (+#) |
| Dex          | ## (+#) |
| Con          | ## (+#) |
| Int          | ## (+#) |
| Wis          | ## (+#) |
| Cha          | ## (+#) |

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d#+++) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged ##/## ft., one target. Hit: # (1d#+++) xxx damage.

Ooze
Grave ooze
Size type, alignment

| Armour Class | ## (type) |
| Hit Points   | ## (#d# +#+) |
| Speed        | ## ft. |

| Str          | ## (+#) |
| Dex          | ## (+#) |
| Con          | ## (+#) |
| Int          | ## (+#) |
| Wis          | ## (+#) |
| Cha          | ## (+#) |

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)
Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d#++) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged #/#/# ft., one target. Hit: # (1d#++) xxx damage.
Paka

A race of cat-people, the paka often live inside human communities or at the fringes of society.

PKA LORE A character knows the following information with a successful Nature check. DC 15: In their true form paka look like humanoid cats with short tanny fur covering their bodies, pointed ears and long tails that balance their agile movements. DC 20: Shapechangers, paka can alter their appearance to look like most common humanoid races, but they are not were-creatures

Paka

*medium shapechanger, chaotic evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>14 (leather armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>13 (3d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>35 ft.</td>
</tr>
</tbody>
</table>

**Str** 8 (-1) **Dex** 17 (+3) **Con** 11 (+0) **Int** 13 (+1) **Wis** 11 (+0) **Cha** 12 (+1)

**Saving Throws** dexterity+5, charisma+3

**Skills** acrobatics+7, athletics+1, deception+3, perception+2

**Senses** darkvision 60’, passive Perception 12

**Languages** 3 domain languages

**Challenge** 1/2 (100 xp)

**Shapechanger.** The Paka can use its action to polymorph into a cat-human hybrid form or back into the human form. Its statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. The paka reverts to the hybrid form if it dies.

**Canine antipathy.** Pakas have disadvantage on charisma checks with canines, even werewolves and wolfweres. The initial reaction of any canine creature will be one step worse than usual.

**Feline allies.** A paka can use its action to establish a bond with a feline within 50’. After the bond is established, the feline can be telepathically commanded by a paka. The paka can also choose to see through the animal’s eyes and hear through its ears. The bond is broken if the feline moves more than 50’ from the paka. Felines with CR of 1 or more, or under command of another creature can make a wisdom saving throw (DC 11) to resist the bond. Paka cannot form bonds with felines commanded by the darklord.

**Keen sight.** Pakas have advantage on wisdom (perception) checks that rely on sight.

**Pounce.** If the paka moves at least 20 feet straight toward a creature, it has advantage on claw attacks against that creature.

**Actions**
Multiattack (hybrid form only). The paka can make two claw attacks

lick wounds (1/short rest). The paka can spend its action to lick close the wounds on itself or another creature, healing 2d4 damage.

Claw (hybrid form only). Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Rapier (humanoid form only). Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

Paka priest of the Cat Lord
medium shapechanger, chaotic evil

Armour Class 14 (leather armor)
Hit Points 22 (5d8)
Speed 35 ft.

Str 8 (-1) Dex 17 (+3) Con 11 (+0) Int 13 (+1) Wis 15 (+2) Cha 12 (+1)

Saving Throws dexterity+5, charisma+3, wisdom +4
Skills acrobatics+7, athletics+1, deception+3, perception+4, religion+3, survival+4
Senses darkvision 60’, passive Perception 14
Languages 3 domain languages
Challenge 1 (200 xp) [The presence of a priest in a small group of monsters increases the adjusted XP budget of the encounter by 25%]

Shapechanger. The Paka can use its action to polymorph into a cat-human hybrid form or back into the human form. Its statistics are the same in each form. Any equipment she is wearing or carrying isn’t transformed. The paka reverts to the hybrid form if it dies.

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Keen sight. Pakas have advantage on wisdom (perception) checks that rely on sight.

Pounce. If the paka moves at least 20 feet straight toward a creature, it has advantage on claw attacks against that creature.

Spellcasting: The paka priest is a 5th lvl spellcaster. Spell save DC 12, +4 to attack with spells. The paka priest has the following cleric spells prepared:

- cantrip (at will): light, thaumaturgy, guidance, sacred flame
- 1st lvl (4 slots): animal friendship*, speak with animals*, bless, cure wounds, command
2nd lvl (3 slots): barkskin*, spike growth*, hold person, aid
3rd lvl (2 slots): wind wall*, bestow curse, mass healing word

* Domain spells

**Actions**

**Channel divinity (1/day).** Charm animals. The Paka can present its holy symbol and invoke the Cat Lord. Each beast that can see the cleric within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed for 1 minute or until it takes damage. While it is charmed, it is friendly to the Paka priest and the priest’s allies.

**Multiattack (hybrid form only).** The paka priest can make two claw attacks

**Lick wounds (1/short rest).** The paka can spend its action to lick close the wounds on itself or another creature, healing 2d4 damage.

**Claw (hybrid form only).** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

**Rapier (humanoid form only).** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.
xxx
Ravenkin

Size type, alignment

Armour Class ## (type)
Hit Points ## (#d# ++)
Speed ## ft.

Str ## (++), Dex ## (++), Con ## (++), Int ## (++), Wis ## (++), Cha ## (++)

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: ++ to hit, reach # ft., one target. Hit: # (1d+++) xxx damage.  
Name. Ranged weapon attack: ++ to hit, ranged ##/## ft., one target. Hit: # (1d##+) xxx damage.

Reaver

Size type, alignment

Armour Class ## (type)
Hit Points ## (#d# ++)
Speed ## ft.

Str ## (++), Dex ## (++), Con ## (++), Int ## (++), Wis ## (++), Cha ## (++)

Saving Throws xxx
Skills xxx
Damage Resistances xxx
Damage Immunities xxx
Conditional Immunities xxx
Senses xxx, passive Perception ##
Languages xxx
Challenge ## (## xp)

Trait. xxx
Trait. xxx

Actions
Name. Melee weapon attack: +# to hit, reach # ft., one target. Hit: # (1d##+) xxx damage.
Name. Ranged weapon attack: +# to hit, ranged ##/## ft., one target. Hit: # (1d##+) xxx damage.
The red widow, or spider queen, is an evil and deadly shape changer. This foul creature derives a vile pleasure in the murder of those lured to it by its many charms and promises of delight. The red widow often makes its home in cities and towns. There, it moves about in its human guise and seduces its victims under cover of darkness.

In human form, a red widow appears as a beautiful woman with long, flowing red hair. The creature’s dress will always be provocative and inviting. In spider form, a red widow has a bright crimson body with a black, hourglass pattern on its back. The spider form is about 10’ long, with body ½ of that.

Red widows live by draining the blood and other bodily fluids from those they kill. A slain lover is hidden away somewhere in the creature’s lair and can supply the widow with nourishment for some time. When the monster finishes with a corpse, it discards the partially decomposed and dehydrated body far from its lair. Assuming they do not die through violence the average red widow lives to be 20 to 30 years old, still resembling a young beautiful woman.

Red Widow
Medium Shapechanger, neutral evil

Armour Class 16 (natural) in spider form, 12 in human form
Hit Points 45 (6d8 +18)
Speed 30 ft. climb 30’ (spider form)

Str 18 (+4) Dex 14 (+2) Con 16 (+3) Int 11 (+0) Wis 13 (+1) Cha 17 (+3)

Saving Throws Charisma+5, strength+6
Skills deception+5, persuasion+5, stealth+4
Damage Resistances poison
Senses darkvision 60’, passive Perception 11
Languages 3 domain languages
Challenge 3 (700 xp)

Shapechanger. The widow can use her action to polymorph into a large spider or back into the human form (a beautiful red-hair female). Her statistics, other than her size and AC, are the same in each form. Any equipment she is wearing or carrying isn’t transformed. The red widow reverts to the spider form if she dies. A red widow typically changes to her spider form only before attacking a victim to protect her identity.

Call spiders (1/day). The red widow can summon two swarms of spiders, that arrive in 1d6+3 rounds and serve the widow for 1 hour, until she dismisses them or until the swarms are destroyed.

Deadly embrace. Before changing to spider form and attacking, the red widow usually draws her intended victim to a passionate embrace. Then it changes form, without breaking this embrace. A character is considered grapple while in this embrace and to break free, the target must make a strength (athletics) or dexterity (acrobatics) check with DC 19.

Spider climb. While in spider form the black widow can climb seer surfaces and walls.
**Actions**

**Bite (spider form only).** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage and the target must make a DC 13 con save, taking 33 (6d10) poison damage on a failed save. A successful save negates the damage.

The red widow has advantage to hit a grappled target.

**Dagger (human form only).** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

**Web (recharge 5-6).** *Ranged weapon attack:* +5 to hit, ranged 20/40 ft., one target up to large size. *Hit:* the target is restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the web (AC 12) also frees the creature without harming it.
### Shadow Fey

**Intro**

xxx. xxx

xxx. xxx

**Baobhan**

*Size type, alignment*

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<thead>
<tr>
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**Saving Throws**

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**Skills**

| xxx |

**Damage Resistances**

| xxx |

**Damage Immunities**

| xxx |

**Conditional Immunities**

| xxx |

**Senses**

| xxx, passive Perception |

**Languages**

| xxx |

**Challenge**

| ## (## xp) |

**Trait.**

| xxx |

**Trait.**

| xxx |

---

### Actions

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (1d#+#) xxx damage.

**Name.** *Ranged weapon attack:* +# to hit, ranged ##/## ft., one target. *Hit:* # (1d#+#) xxx damage.

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### Powrie

**Size type, alignment**

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<td>Wis</td>
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**Saving Throws**

| xxx |

**Skills**

| xxx |

**Damage Resistances**

| xxx |
**Damage Immunities** xxx

**Conditional Immunities** xxx

**Senses** xxx, passive Perception ##

**Languages** xxx

**Challenge** ## (## xp)

---

**Trait.** xxx

**Trait.** xxx

---

**Actions**

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (1d##+) xxx damage.

**Name.** *Ranged weapon attack:* +# to hit, ranged ##/## ft., one target. *Hit:* # (1d##+) xxx damage.

---

**Shee**

*Size type, alignment*

- **Armour Class** ## (type)
- **Hit Points** ## (#d# +#)
- **Speed** ## ft.

**Str** ## (#+) **Dex** ## (#+) **Con** ## (#+) **Int** ## (#+) **Wis** ## (#+) **Cha** ## (#+)

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**Saving Throws** xxx

**Skills** xxx

**Damage Resistances** xxx

**Damage Immunities** xxx

**Conditional Immunities** xxx

**Senses** xxx, passive Perception ##

**Languages** xxx

**Challenge** ## (## xp)

---

**Trait.** xxx

**Trait.** xxx

---

**Actions**

**Name.** *Melee weapon attack:* +# to hit, reach # ft., one target. *Hit:* # (1d##+) xxx damage.

**Name.** *Ranged weapon attack:* +# to hit, ranged ##/## ft., one target. *Hit:* # (1d##+) xxx damage.

---

**Sith**

*Size type, alignment*

- **Armour Class** ## (type)
- **Hit Points** ## (#d# +#)
- **Speed** ## ft.

**Str** ## (#+) **Dex** ## (#+) **Con** ## (#+) **Int** ## (#+) **Wis** ## (#+) **Cha** ## (#+)
**Sea Spawn**

**Intro**

xxx. xxx
**Sea Spawn**  
*Size type, alignment*

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**Saving Throws**  
**Skills**  
**Damage Resistances**  
**Damage Immunities**  
**Conditional Immunities**  
**Senses**  
*passive Perception ##*

**Languages**  
**Challenge**  
## (## xp)

**Actions**

Name. *Melee weapon attack*: +# to hit, reach # ft., one target. Hit: # (1d#+#) xxx damage.

Name. *Ranged weapon attack*: +# to hit, ranged ##/## ft., one target. Hit: # (1d#+#) xxx damage.

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**Size type, alignment**

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**Saving Throws**  
**Skills**  
**Damage Resistances**  
**Damage Immunities**  
**Conditional Immunities**  
**Senses**  
*passive Perception ##*

**Languages**  
**Challenge**  
## (## xp)
**Skeleton**

**Burning Skeleton**

Created from the bones of murder victims, burning skeletons are consumed by an unending blue flame that reflects their hopeless rage. They use the *skeleton* stat block, but has immunity to fire damage, vulnerability to cold damage, and the following additional trait:

**Fiery Body.** A creature that touches the burning skeleton take 3 (1d6) fire damage.

The burning skeleton has the following attack option in place of the skeleton's shortsword:

**Slam. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and 3 (1d6) fire damage.

**Crimson Bones**

These horrific undead and spontaneously created when someone is flayed alive during sacrificial ritual. They appear as skeletons continually dripping fresh blood. They are driven by an insane hatred for living beings and a lust for vengeance. They use the *skeleton* stat block, but have the following additional trait:

**Blood Poisoning.** A creature that touches the crimson bones or hits it with a melee weapon while within 5 feet must make a DC 12 Constitution saving throw. On a failure, the creatures becomes diseased. After each long rest, the infected creature must make a DC 12 Constitution saving throw. On a failure they gain 1 level of exhaustion. If the creatures succeeds on three consecutive saving throws they are cured of the disease.

**Strahd Skeleton**

These skeletons are created by a magical ritual known only to Count Strahd of Barovia. A strahd skeleton has a challenge rating of 2 (450 xp). They use the *skeleton* stat block except it has 65 (10d8+20) hit points, blindsight 30 ft., and gains the following traits:

**Magic Resistance.** The Strahd skeleton has advantage on saving throws against spells and other magical effects.

**Regeneration.** The Strahd skeleton regains 5 hit points at the start of its turn. If the skeleton takes radiant damage, this trait doesn’t function on its next turn. The skeleton only dies if it starts its turn with 0 hit points and cannot regenerate.

The Strahd skeleton has the following attack option:

**Multiattack.** The Strahd skeleton makes two shortsword attacks.

The Undead Guardian is a skeleton created by foul ritual and evil magic from the bones of fallen warriors or bodyguards. They are often found guarding powerful evil spellcasters, living or not, that safely stay on the back using their magic while the guardians delay and stop enemies from reaching their creators.

**Undead Guardian**

*Medium Undead, neutral evil*

**Armour Class** 14 (patchwork armor and natural armor)
**Hit Points** 33 (6d8 +6)
**Speed** 30 ft.

**Str** 16 (+3) **Dex** 12 (+1) **Con** 12 (+1) **Int** 4 (-3) **Wis** 12 (+1) **Cha** 5 (-3)

**Saves** Wisdom+3
**Skills** Perception+3
**Damage vulnerabilities** bludgeon
**Damage immunities** poison
**Damage resistances** piercing
**Condition immunities** exhaustion, charmed, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft, passive Perception 13

**Challenge** 1 (200 XP)

---

**Guardian:** The undead guard can use its reaction to make an opportunity attack against a creature moving through squares that are within the guardian’s reach. If the opportunity attack hits, the target stops moving and loses the rest of his or her move.

**Actions**

**Polearm attack.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage and the target must make a DC 13 Strength saving throw or fall prone.

---

**Skin Thief**

**Intro**

**Skin Thief**

**Size type, alignment**

**Armour Class** ## (type)

**Hit Points** ## (#d# +#)

**Speed** ## ft.

**Str** # (+#) **Dex** # (+#) **Con** # (+#) **Int** # (+#) **Wis** # (+#) **Cha** # (+#)

**Saving Throw**

**Skills** xxx

**Senses** xxx, passive Perception +#

**Trait** xxx

**Trait** xxx

**Actions**

**Name.** *Melee attack:* +# to hit, reach # ft., 1 creature. *Hit:* # (1d#+#) xxx damage.

**Name.** Description
U

Xxx
Vampire

xxx

Vampyre
The vampyre is a foul creature that exists on the blood of its victims. Unlike vampires, the vampyre is not undead. They stand at about six feet tall and are physically beautiful as a rule. Their skin is pale and their features are slightly feline, giving them a wild and exotic look. Their fingers end in curving claws and their teeth are long and sharp. Vampyres live in packs, usually of about a dozen individuals and a half dozen young. Many such packs reside in the sewers of Lekar, Falkovnia and they are rumored to keep herds of captive humans there as cattle and to have connections with the talons and other powerful, twisted residents of that city for which they entertain bloody, debauched revelries.

**Vampyre**
*Medium humanoid, neutral evil*

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<td>Int</td>
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<tr>
<td>Wis</td>
<td>13 (+1)</td>
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<tr>
<td>Cha</td>
<td>17 (+3)</td>
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**Saving throws** strength+5, charisma+5  
**Skills** Deception+5, stealth+4, perception+3  
**Senses** passive Perception 13  
**Languages** Falkovnian, 1 more domain or demihuman language  
**Challenge** 2 (450 xp)

**Pack tactics** The vampyre has advantage on attack rolls against a creature if at least one of the vampyre’s allies is within 5 feet of the creature and the ally is not incapacitated

**Actions**  
**Multiattack.** The vampyre makes a claw attack and a bite attack (not blood drain).  
**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. Instead of dealing damage the vampyre may attempt a grapple (Escape DC 13).  
**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. The target must make a DC 13 constitution saving throw or be charmed by the vampyre for 1 minute. The target may repeat the saving throw if he or she takes damage. While charmed the target sees the Vampyre as a trusted authority figure to be protected and is a willing target for the Vampyre’s blood drain attack.
**Blood drain** Melee Weapon Attack: +5 to hit, a grappled or willing target. The Vampyre has advantage to hit a grappled target. Hit: 6 (1d6 + 3) piercing damage and 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The Vampyre heals hp equal to half the amount drained.

**Vargouille**

The vargouille resembles a hideous, humanlike head with batlike wings in the place of ears, fangs, and a mass of writhing tentacles in place of hair. Its eyes glow with an eerie green light. Originally from the lower planes, Vargouilles have been introduced to the demiplane of Dread. Vargouilles do not speak, but they shriek before they attack. This scream may paralyze their enemies with fear in order for the Vargouilles to deliver their deadly kiss, which unless treated would kill the hapless victim and give birth to a Vargouille.

**Vargouille**

*Tiny aberration, neutral evil*

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<th>Wis</th>
<th>13 (+1)</th>
<th>Cha</th>
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**Skills** Intimidate+1, perception+3, stealth+4

**Senses** darkvision, passive Perception 13

**Languages** none

**Challenge** 1/4 (50 xp)

**Light Sensitivity.** While in bright light, the Vargouille has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Actions**

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage. The target must make a DC 11 constitution saving throw against poison, or the victim’s hit point maximum is reduced by the amount of damage taken. A lesser restoration spell or remove curse spell neutralizes the poison and allows the wound to heal.

**Shriek (recharges after a short rest).** The Vargouille can unleash a blood-curling shriek as an action. Living creatures other than Vargouilles within 60’ of the Vargouille must make a wisdom saving throw (DC 12) or become frightened for 1 minute. If the target fails the saving throw by 5 or more, the target is also paralyzed for the same duration and susceptible to the Vargouille’s kiss. A frightened or paralyzed creature may repeat the saving throw at the end of its turn to break the effect. A target that succeeds on the saving throw is immune to the shriek of Vargouilles for a day.

**Kiss.** Melee Weapon Attack: +6 to hit an incapacitated target. The target must succeed at a constitution check with DC 14 or contact a terrible, fatal condition. Within 1d6 hours of the
onset of the disease, the target’s hair fall off and terrible migraines plague the victim, giving him or her disadvantage on all ability checks and hit rolls. In another 1d6 hours, the victim’s ear start to lengthen, teeth become elongated and the features become distorted. He or she becomes incapacitated and his or her mental ability scores are halved. After a final 1d6 hours, the transformation is complete; the victim’s head flies off as a vargouille with no memories of its past and the body dies.

Exposure to sunlight (or the daylight spell) stops the transformation but doesn’t reverse it and it resumes once the target is out of the light. To cure the condition, remove disease must be cast on the victim, after which the symptoms stop after a long rest.
Wraith
Bowlyn
xxx
xxx. xxx
Snow
xxx
xxx. xxx
Zombie

Jolly Roger

Cannibal
Looking fresher than most zombies, cannibal zombies shuffle about at night seeking food for their unnatural hunger. A cannibal zombie has a challenge rating of 1/2 (100 xp). They use the zombie stat block but gains the following trait:
Diseased. Creatures bitten by a cannibal zombie risk catching zombie sickness. The cannibal zombie has the following attack options:
Multiattack. The zombie makes two attacks: one bite and one slam
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Desert
Animated corpses controlled by powerful ancient dead, desert zombies look like desiccated and preserved corpses. A desert zombie has a challenge rating of 1/2 (100 xp). They use the zombie stat block, except they gain a burrow speed of 15 feet in sand and have the following attack options:
Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and the target is grappled (escape DC 13).
Drag. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the zombie or be pulled up to 10 feet. Creatures more than 5 feet under the sand are blinded, restrained, and unable to breathe.

Strahd Zombie
A variant form undead created by Count Strahd. As many of these were castle guards, they wear ragged armour that increases their AC to 12. A Strahd zombie has a challenge rating of 2 (450 xp). They use the zombie stat block except it has 90 (12d8+36) hit points, and gains the following trait:
Loathsome Limbs. Whenever the Strahd zombie takes at least 15 slashing damage from a single attack, roll a d20 to determine happens:
1-10: Nothing else happens.
11-14: One leg is severed from the zombie if it has any legs left.
15-18: One arm is severed from the zombie if it has any arms left.
19-20: The zombie is decapitated.
A severed leg has a speed of 5 feet but is unable to attack.
A severed arm has a speed of 5 feet and can make one slam attack on its turn, with disadvantage on the attack roll unless the zombie can see both the arm and its target.
The severed head has a speed of 0 feet and can make one bite attack on its turn, targeting a creature in its space. The zombie's body is considered blinded unless the head can see it.
The zombie's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both
arms while prone, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.
The Strahd zombie has the following attack options:
**Multiattack.** The Strahd zombie makes three attacks: one with its bite and two slams
**Bite.** *Melee Weapon Attack:* ⋆3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Zombie Lord**
The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a failed raise dead spell cast while in the demiplane of Ravenloft.
Zombie lords look as they did in life, save that their skin has turned the pale grey of death, and their flesh has begun to rot and decay. The odor of vile corruption and rotting meat hangs about them and carrion-feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies. Zombie lords can speak those languages they knew in life and seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can speak to dead merely by touching a corpse. Thus, for them at least, dead men do tell many tales.
**Undead Nature.** A zombie doesn’t require air, food, drink, or sleep.

**Zombie Lord’s Lair**
The zombie lord seeks out places of death as lairs. Often, they will live in old graveyards or on the site of a tremendous battle — anyplace that there are many bodies to animate and feast upon. The mind of a zombie Lord tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, often half eaten, of those who have tried to confront the foul creature. They seldom have grandiose schemes like those often undertaken by vampires or liches, but will frequently plan to take over a small town and turn its entire populace into living corpses.

**Lair Actions**
On initiative count 20 (losing initiative ties), the zombie lord takes a lair action to cause one of the following effects:
- Bones in a 20-foot-radius within 90 feet of the zombie lord become partially animated, grasping at nearby creatures. Any creature in the area must make a DC 13 Dexterity saving throw or become grappled (escape DC 12).
- A foul miasma fills a 20-foot-radius sphere centered on a point the zombie lord chooses within 50 feet of it. The cloud spreads around corners and remains until the zombie dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 3 (1d6) poison damage.
## Zombie Lord
*Medium undead, chaotic evil*

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<th>Armour Class</th>
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<tr>
<td>Hit Points</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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**Str 16 (+3) Dex 12 (+1) Con 16 (+3) Int 10 (+0) Wis 12 (+1) Cha 8 (+3)**

**Saving Throws** Wisdom +3  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60ft, passive perception 11  
**Languages** Common  
**Challenge** 4 (1,100 xp)

**Innate Spellcasting.** The zombie lord's spellcasting ability is Wisdom (spell save DC 11). The zombie lord can innately cast the following spells, requiring no material components:

- 1/day: *animate dead*

**Legendary Resistance (2/Day).** If the zombie lord fails a saving throw, it can choose to succeed instead.

**Odor of Death.** Creatures that start their turn within 30 feet of the zombie lord must make a DC 12 Constitution saving throw. On a failure the creature level of exhaustion increases by 1.

**Undead Fortitude.** If damage reduces the zombie lord to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie lord drops to 1 hit point instead.

**Zombie Mastery.** Any zombie that the zombie lord can see, risks falling under its control. At the start of their turn, any zombie not under the control of the zombie lord must succeed on a DC 13 Wisdom saving throw or be subject to its mental commands, as if the zombie lord had cast *animate dead*.

**Actions**  
**Multiattack.** The Zombie Lord makes two slam attacks  
**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Legendary Actions**  
The zombie lord can take 2 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. The zombie lord regains spent legendary actions at the start of its turn.  
**Aura of Death (Costs 2 Actions).** Each creature within 15 feet of the zombie lord must make a DC 12 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 3 (1d6). If a creature’s hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the creature takes a long rest.  
**Slam Attack.** The zombie lord makes a slam attack
Zombie Fog

Intro

Zombie Fog

Size type, alignment

Armour Class ## (type)
Hit Points ## (#d# +#)
Speed ## ft.

Str # (+#) Dex# (+#) Con # (+#) Int # (+#) Wis# (+#) Cha # (+#)

Saving Throw

Skills xxx

Senses xxx, passive Perception +#

Trait xxx

Trait xxx

Actions

Name. Melee attack: +# to hit, reach # ft., 1 creature. Hit: # (1d#+#) xxx damage.

Name. Description
**Animals**

**Bat**

**Skeleton**  
*Size type, alignment*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>## (type)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>## (#d# ++#)</td>
</tr>
<tr>
<td>Speed</td>
<td>## ft.</td>
</tr>
</tbody>
</table>

| Str          | ## (+#) |
| Dex          | ## (+#) |
| Con          | ## (+#) |
| Int          | ## (+#) |
| Wis          | ## (+#) |
| Cha          | ## (+#) |

**Saving Throws**  
**Skills**  
**Damage Resistances**  
**Damage Immunities**  
**Conditional Immunities**  
**Senses**  
**Languages**  
**Challenge**  
## (## xp)

**Trait.**  
**Trait.**

**Actions**

**Name.** *Melee weapon attack:* ++ to hit, reach # ft., one target. *Hit:* # (1d#++#) xxx damage.

**Name.** *Ranged weapon attack:* ++ to hit, ranged ##/## ft., one target. *Hit:* # (1d#++#) xxx damage.  

Other

*Size type, alignment*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>## (type)</th>
</tr>
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<tbody>
<tr>
<td>Hit Points</td>
<td>## (#d# +#)</td>
</tr>
<tr>
<td>Speed</td>
<td>## ft.</td>
</tr>
</tbody>
</table>

| Str          | ## (+#) |
| Dex          | ## (+#) |
| Con          | ## (+#) |
| Int          | ## (+#) |
| Wis          | ## (+#) |
| Cha          | ## (+#) |

**Saving Throws**  
**Skills**  
**Damage Resistances**  
**Damage Immunities**  
**Conditional Immunities**
**Senses** xxx, passive Perception ##
**Languages** xxx
**Challenge** ## (## xp)

**Trait.** xxx
**Trait.** xxx

---

**Actions**
**Name.** Melee weapon attack: +# to hit, reach # ft., one target. **Hit:** # (1d##) xxx damage.
**Name.** Ranged weapon attack: +# to hit, ranged ##/## ft., one target. **Hit:** # (1d##) xxx damage.

---

**Beetle, Scarab**
*Size type, alignment*

**Armour Class** ## (type)
**Hit Points** ## (#d##+)
**Speed** ## ft.

**Str** ## (+#) **Dex** ## (+#) **Con** ## (+#) **Int** ## (+#) **Wis** ## (+#) **Cha** ## (+#)

**Saving Throws** xxx
**Skills** xxx
**Damage Resistances** xxx
**Damage Immunities** xxx
**Conditional Immunities** xxx
**Senses** xxx, passive Perception ##
**Languages** xxx
**Challenge** ## (## xp)

**Trait.** xxx
**Trait.** xxx

---

**Actions**
**Name.** Melee weapon attack: +# to hit, reach # ft., one target. **Hit:** # (1d##) xxx damage.
**Name.** Ranged weapon attack: +# to hit, ranged ##/## ft., one target. **Hit:** # (1d##) xxx damage.

---

**Cat 1**
*Size type, alignment*

**Armour Class** ## (type)
**Hit Points** ## (#d##+)
**Speed** ## ft.

**Str** ## (+#) **Dex** ## (+#) **Con** ## (+#) **Int** ## (+#) **Wis** ## (+#) **Cha** ## (+#)
### Saving Throws

### Skills

### Damage Resistances

### Damage Immunities

### Conditional Immunities

### Senses

### Languages

### Challenge

## Cat 2

### Size type, alignment

### Armour Class

### Hit Points

### Speed

### Str

### Dex

### Con

### Int

### Wis

### Cha

### Actions

**Name.** Melee weapon attack: +# to hit, reach # ft., one target. *Hit:* # (1d#++) xxx damage.

**Name.** Ranged weapon attack: +# to hit, ranged ##/## ft., one target. *Hit:* # (1d#++) xxx damage.
Non-Player Characters

Ebon Fold

This secret society, operated in Falkovnia during the Grim Harvest. It is composed of re-animated executed criminals given back a semblance of life in order to carry on the vile plan of their Master: funneling souls to large crystal skulls with glass daggers (called death shards) to power Azalin’s mad plans, under the orders of the powerful necromancer Ladislas Sintesti. Brought back to a semblance of life through vile arcane magic instead of the grace of the divine, these assassins are not complete. They are considered constructs but they are they automatons. They sport the wounds that killed them (usually a hole to the chest from being impaled) and carry their tasks as instructed grateful for their second chance at life and fighting fiercely without fear of death, thinking their master will always bring them back.

Ebon Fold assassin

Medium construct, neutral evil

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>14 (leather armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22 (4d8 +4)</td>
</tr>
<tr>
<td>Speed</td>
<td>25 ft.</td>
</tr>
</tbody>
</table>

| Str 13 (+1) | Dex 16 (+3) | Con 12 (+1) | Int 10 (+0) | Wis 10 (+0) | Cha 11 (+0) |

<table>
<thead>
<tr>
<th>Saving Throws</th>
<th>Dex+5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skills</td>
<td>Athletics+3 (+5 for climbing), perception+2, sleight of hand+5, stealth+5</td>
</tr>
<tr>
<td>Senses</td>
<td>passive Perception 12</td>
</tr>
<tr>
<td>Languages</td>
<td>Falkovnian</td>
</tr>
<tr>
<td>Challenge 1</td>
<td>(200 XP)</td>
</tr>
</tbody>
</table>

Backstab (1/turn). When the assassin strikes a surprised foe or an enemy unaware of the assassin’s existence or when the target is within 5 feet of an ally of the assassin that isn’t incapacitated, the assassin has advantage on one hit roll.

Cunning action (1/short rest). The Ebon Fold assassin takes a bonus action. This action can be used only to take the dash, disengage or hide action. Unlike the rogue trait, once used, the assassin has to take a short rest to use it again.

Death Shard. The Death Shards were made to steal the souls from powerful people (4th level and above or CR 2 and higher). Some of the necrotic damage dealt to such a target is permanently stolen from the target. Even after a long rest, 3 of the hit points that were drained do not return as they are stored inside a Crystal Skull; the character’s hit point maximum may be permanently reduced unless steps are taken to reclaim the lost vitality. The stolen parts of the soul remain in the Death Shard for 1 minute before they’re siphoned to the Crystal Skull connected with this Shard. Unless the dagger storing the stolen soul is not destroyed within this minute (a successful dispel magic is needed first), the are only a few ways to reclaim these hit points. Destroying the Crystal Skull that stores the souls or casting greater restoration on the target are two reliable methods to return the hit maximum of the target to
Reanimated. The assassin sports the wounds that killed him or her. An assassin still has to eat and drink to sustain his or her re-animated body but has advantage to constitution checks against normal diseases. The shock of the transition and the hollow life one lives after this spell creates long lasting madness effects; every Ebon Fold assassin suffers from one permanent madness effect.

While a dispel magic spell won’t destroy an Ebon Fold assassin, a dispel evil spell will unless a constitution save against the normal DC is made.

**Actions**

**Death Shard.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (1) piercing damage + 3d6 necrotic damage. The target’s hit point maximum is reduced by the same amount until after a long rest (see death shard). An active Death Ward spell on the target negates this necrotic damage without ill effects and the spell ends.

**Falkovnian Talons**

Talons are the sadistic, cruel and fanatically loyal to Vlad Drakov elite soldiers of Falkovnia. Chosen for their built among regular peasants and guards, the Talons undergo a transformation that makes them evil, cruel, disciplined and loyal to Vlad Drakov. The transformation is said to be reversible but the realisation of the crimes committed often leaves the ex-Talon mad with guilt.

Talons usually wear splint mail armor with a helmet that resembles a falcon's head, may carry a javelin and wear a pair of locked bracers, very hard to remove, that some assume to be magical. For weapons, Talons often use swords or axes but may employ pikes or other reach weapons against cavalry or torches against undead.

For every 6 to 8 Talons, there’s usually a Talon sergeant, a veteran Talon with better gear, training and experience to lead them. The gauntlets of Talon sergeants have spikes protruding from them.

**Falkovnian Talon**

*Medium humanoid, lawful evil*

**Armour Class** 19 (splint mail, shield)
**Hit Points** 26 (4d8 +8)
**Speed** 25 ft.

<table>
<thead>
<tr>
<th>Stat</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td><strong>Str</strong></td>
<td>16 (+3)</td>
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<tr>
<td><strong>Dex</strong></td>
<td>12 (+1)</td>
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<tr>
<td><strong>Con</strong></td>
<td>14 (+2)</td>
</tr>
<tr>
<td><strong>Int</strong></td>
<td>10 (+0)</td>
</tr>
<tr>
<td><strong>Wis</strong></td>
<td>11 (+0)</td>
</tr>
<tr>
<td><strong>Cha</strong></td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Saving Throws** Strength+5
**Skills** Perception+2, intimidate+2
**Senses** passive Perception 12
**Languages** Falkovian
**Challenge** 1 (200 xp)

**Action Surge (1/short rest).** A Talon can take one additional action by using this trait.

**Conditioned.** Fanatically loyal, Talons have advantage to saving throws against fear, horror
and to resist compulsions that would set them against Vlad Drakov’s orders and interests. **Cruel reputation.** Falkovnian Talons have advantage on intimidate checks against native Falkovnians. **Resist magic (1/short rest).** The Talon can use this trait to gain advantage on a saving throw against a spell or magic effect. Use of this trait is declared before the saving throw is rolled.

**Actions**

**Sword or axe.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

**Javelin.** *Ranged weapon attack:* +3 to hit, ranged 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Talon Sergeant**

*Medium humanoid, lawful evil*

**Armour Class** 20 (plate armor, shield)

**Hit Points** 52 (7d8 +21)

**Speed** 25 ft.

**Str** 18 (+4) **Dex** 12 (+1) **Con** 16 (+3) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

**Saving Throws** Strength+6, constitution +5

**Skills** Perception+2, intimidate+2

**Senses** passive Perception 12

**Languages** Falkovian

**Challenge** 3 (700 xp)

**Action Surge (1/short rest).** A Talon can take one additional action by using this trait.

**Conditioned.** Fanatically loyal, Talons have advantage to saving throws against fear, horror and to resist compulsions that would set them against Vlad Drakov’s orders and interests.

**Cruel reputation.** Falkovnian Talons have advantage on intimidate checks against native Falkovnians.

**Resist magic (1/short rest).** The Talon can use this trait to gain advantage on a saving throw against a spell or magic effect. Use of this trait is declared before the saving throw is rolled.

**Actions**

**Leadership (1/short rest).** The sergeant spends an action giving orders or inspiring Talons. After that, Talons at 30’ from the Talon Sergeant get a +2 bonus to one roll per round for 1 minute as long as the Talon Sergeant is not incapacitated.

**Multiattack.** The sergeant can make two weapon attacks

**Sword or axe.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

**Gauntlet.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

**Kargatane**
A secret society that serves Lady Kazandra, not knowing her secret nature and believing her to have found immortality, the Kargatane is fiercely loyal to her and unknown to them, a useful tool for the Kargat, the monstrous police of Darkon. The majority of the Kargatane are not specially skilled in combat (although they have received some rudimentary training) and act as informers, fencers, smugglers etc while going on with their regular lives. A small number of the Kargatane, have sipped a specific potion made by Kazandra, using her own blood and other vile ingredients. This concoction makes subtle changes on them, offering a promise and taste of immortality while subtly binding their minds to the vampiress.

**Kargatane Recruit**  
*Medium humanoid, usually evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>9 (2d8)</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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<table>
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<th>Str</th>
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<tbody>
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<tr>
<td>Con</td>
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<tr>
<td>Int</td>
<td>11 (+0)</td>
</tr>
<tr>
<td>Wis</td>
<td>12 (+1)</td>
</tr>
<tr>
<td>Cha</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Skills** Deception+3, insight+3, persuasion+3, one set of tools + one of: sleight of hand+3, stealth+3, perception+3 or investigation+2  
**Senses** passive Perception 11 (or 13 if trained in perception)  
**Languages** Darkonese  
**Challenge** 1/8 (25 xp)

**Actions**  
Short sword. *Melee weapon attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6+1) piercing damage.

**Kargatane agent**  
*Medium humanoid, lawful or neutral evil*

<table>
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<th>Armour Class</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>19 (3d8 +6)</td>
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<tr>
<td>Speed</td>
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<table>
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<th>Str</th>
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<tbody>
<tr>
<td>Dex</td>
<td>14 (+2)</td>
</tr>
<tr>
<td>Con</td>
<td>14 (+2)</td>
</tr>
<tr>
<td>Int</td>
<td>13 (+1)</td>
</tr>
<tr>
<td>Wis</td>
<td>12 (+1)</td>
</tr>
<tr>
<td>Cha</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Saving Throws** Constitution +4, Wisdom +3  
**Skills** Deception+3, insight+3, investigation+3, perception+3, persuasion+3, stealth+6  
**Senses** passive Perception 13  
**Languages** Darkonese  
**Challenge** 1/2 (100 xp)

**Conditioned.** Influenced by the concoction brewed by Kazandra, Kargatane agents are remarkably loyal to her. They have advantage to saving throws to resist compulsions that would set them against Kazandra’s orders and interests.
Cunning action (1/short rest). A Kargatane agent take a bonus action. This action can be used only to take the dash, disengage or hide action. Unlike the rogue trait, once used, the agent has to take a short rest to use it again.

Expertise. A Kargatane agent adds twice his or her proficiency bonus to dex (stealth) checks.

Slower aging. The Kargatane agent ages at a reduced rate, about 50% slower than normal for his or her race. The change is subtle enough that it would go unnoticed for years.

Sneak attack (1/turn). The kargatane agent deals an extra 3 (1d6) damage when he or she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn’t incapacitated and the agent doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Kargatane agent can make one short sword and one dagger attack.

Call of the blood (1/day). The Kargatane agent gains 10 temporary hit points for 1 minute. At the end of this time, he or she suffers nausea that causes disadvantage to attack rolls and ability checks for 1 minute.

Short sword. *Melee weapon attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6+2) piercing damage.

Dagger. *Melee weapon attack*: +4 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) piercing damage.

Reactions

Parry. The Kargatane agent adds 2 AC against a melee attack that would hit him or her. To do so, the agent should be able to see the attacker and yield two weapons.
### Who’s Doomed

**Tristen ApBlanc, Darklord of Forlorn**

**Tristen ApBlanc**  
*Medium undead, neutral evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>99 (18d8+18)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</table>

<table>
<thead>
<tr>
<th>Str 18 (+4)</th>
<th>Dex 16 (+3)</th>
<th>Con 12 (+1)</th>
<th>Int 16 (+3)</th>
<th>Wis 8 (-1)</th>
<th>Cha 19 (+4)</th>
</tr>
</thead>
</table>

**Saving Throws**: Dex +6, Wis +2  
**Skills**: Perception +3, Stealth +6  
**Damage Resistances**: necrotic; bludgeoning, piercing, and slashing from nonmagical weapons, excluding ones made of deer antlers  
**Senses**: darkvision 60ft., passive Perception 13  
**Languages**: the languages it knew in life  
**Challenge**: 6 (1,800 XP)

**Allergen**. ApBlanc cannot enter a residence or area where deer antlers are present and displayed.

**Legendary Resistance (3/Day)**. If ApBlanc fails a saving throw, it can choose to succeed instead.

**Actions**

**Children of the Night (1/day)**: ApBlanc summons 2d4 swarms of bats or rats or 3d6 wolves instead to his side. The called creatures arrive in 1d4 rounds, acting as allies of ApBlanc and obeying its spoken commands. The beasts remain for 1 hour, until ApBlanc dies, or until ApBlanc dismisses them as a bonus action.

**Legendary Actions**

ApBlanc 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. ApBlanc regains spent legendary actions at the start of his turn.

**Move**: ApBlanc moves up to its speed without provoking opportunity attacks.

**Command Goblyn**: One goblyn ally makes an attack.

**Command Beast**: One allied swarm or wolf makes an attack.

**Ghost Form**

In ghost form ApBlanc gains the following trait:

**Damage Resistances**: acid, fire, lightning, thunder
**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from non-magical weapons, excluding ones made of deer antlers

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

**Ethereal Sight.** ApBlanc can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. Incorporeal Movement. ApBlanc 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.

In ghost form ApBlanc has the following attack options:

**Withering Touch.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

**Etherealness.** ApBlanc enters the Ethereal Plane from the Material Plane, or vice versa. He 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.

**Possession (Recharge 6).** One humanoid that ApBlanc can see within 5 feet of him must succeed on a DC 13 Charisma saving throw or be possessed; ApBlanc disappears, and the target is incapacitated and loses control of its body. ApBlanc now controls the body but doesn’t deprive the target of awareness. ApBlanc can’t be targeted by any attack, spell, or other effect, except ones that turn undead, and he retains his alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. ApBlanc otherwise uses the possessed target’s statistics, but doesn’t gain access to the target’s knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, ApBlanc ends it as a bonus action, or ApBlanc is turned or forced out by an effect like the *dispel evil and good* spell. If the creature was sleeping when possessed, ApBlanc can control the body until dawn, but the creature can repeat the saving throw each hour, ending the effect on a success. When the possession ends, ApBlanc reappears in an unoccupied space within 5 feet of the body. The target is immune to Possession for 24 hours after succeeding on the saving throw or after the possession ends.

**Vampyre Form**

In vampyre form gains the following trait:

**Charming Bite.** Creatures bitten by ApBlanc must make a DC 14 Wisdom saving throw or become charmed for 1 minute.

**Regeneration.** ApBlanc regains 10 hit points at the start of his turn if he has at least 1 hit point and isn’t in sunlight. If ApBlanc takes radiant damage or damage from holy water, this trait doesn’t function at the start of his next turn.

**Spider Climb.** ApBlanc can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

In vampyre form ApBlanc has the following attack options:

**Multiattack.** ApBlanc makes two attacks, only one of which can be a bite attack.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by ApBlanc, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and ApBlanc regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Toben the Many

“I’m in many places at once. I’m Toben the Many. Each person I collect becomes a part of me, and I have collected many people. I have collected the young and the old, the healthy and the sick. Perhaps one day, I will collect you.” - Toben the Many

Toben the Many is a single entity that inhabits multiple bodies turning them to Toben Zombies by killing the original person. All bodies controlled by Toben the Many are zombies that think and react as one; more like fingers connected to a hand. Toben Zombies come from all backgrounds and are united only by the retracted mad grin permanently locked in their faces and the widely open eyes. There’s no limit known in the number of bodies Toben can control or to the range at which he can exert influence over a body. Toben resides in all his bodies and thinks nothing of sacrificing them. Yet, he’s not bent it world domination. This abomination is more interested in cruel, evil pranks to amuse himself. He jokes and pranks leave people dead or broken. Being exceptionally intelligent and with no regard of time, Toben may spend weeks or even months preparing one of his pranks. Humanoids killed by Toben the Many or that die being infected by the disease he spreads turn to Toben Zombies after death, losing all their original traits and powers. The statistics here are for a medium humanoid body whether it belonged to a king or a pauper. Larger or more exotic Toben Zombies may have different stats.

Toben Zombie
Medium Undead, Chaotic evil

Armour Class 14 (natural)
Hit Points 32 (5d8 +10)
Speed 30 ft.

Str 16 (+3) Dex 16 (+3) Con 15 (+2) Int 14 (+2) Wis 12 (+1) Cha 13 (+1)

Saving Throws dex +5, int+4
Skills thief tools+5, deception+3, stealth+5, sleight of hand+7
Damage resistances necrotic
Damage Immunities poison
Conditional Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses Darkvision, passive Perception 11
Languages All language of the Core
Challenge 1 (200 xp)

Magic item aptitude. Toben the Many can use magic items like scrolls and wands as if he was a wizard or cleric.
Grinning Fever. The zombies of Toben the Many are infected with this disease. A creature in close proximity to a Toben zombie or hit by a slam attack risks infection.
Create Spawn. Creatures killed by Toben (or by Grinning Fever disease) turn to Toben zombies within 2d6 minutes. Creatures immune to or protected from disease are immune to this power.
Cleansing vulnerability. A spell or effect that cures disease has a chance to immediately destroy a Toben zombie. Toben must make a constitution saving throw against the power or the zombie touched turns to a normal corpse liberated from Toben’s influence.
Hive mind. Toben has a hive mind; what a single body is aware of, every Toben zombie is aware of. As such, unless all of the Toben Zombies in an encounter are blinded, defeaned, surprised etc, none of them are.

Actions
Multi-attack. A Toben zombie makes two slam attacks.
Slam. Melee attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Grinning Fever. This magical disease is unique to Toben zombies, and allows the Toben entity presence to spread its control.
Creatures exposed to this disease must make a DC 13 Constitution save or become infected. Non-humans (such as dwarves, goblins, elves) have advantage on this saving throw.
The disease is accompanied by fever and gradual retraction of the lips and eyelids, locking the expression of diseased person into a mad grin. An infected creature suffers 1 level of exhaustion. When an infected creature has 3 or more levels of exhaustion, their mouth is locked in the tell-tale grin.
At the end of each long rest, the infected creature make a DC 13 Constitution saving throw. On a failure they gain 1 level of exhaustion. On a success the creature’s level of exhaustion is reduced by 1 level. When the creature succeeds on two consecutive saving throws while they have no levels of exhaustion, they are cured. Creatures that die while infected rise as a Toben zombie after 2d6 minutes.
Jacqueline Renier, Darklord of Richemulot

"I too have loved, and lost" - Jacqueline Renier

Jaqueline Renier lords over the cursed family of wererats that controls the domain of Richemulot. In her human form, Jacqueline seems to be a woman of stunning beauty and physique of uncertain age; she could easily pass for 25 and for 45. Her jet black hair are touched with gray in the temples, her eyes are green and she sports slightly feral features that give her an exotic allure. She dresses in elegant gowns. Her rat or hybrid form, are of unmarkable in appearance allowing her to blend with rats or her kin unless one recognises her from the jet black hair that covers her non-human form.

Jaqueline is a cruel monster that delights into inflicting physical or emotional pain on others. She has successfully terrorized, blackmailed and manipulated every influential house in Richemulot, human or wererat, including her own family that fear her and respect her. She holds the respect of the commoners of Richemulot who see her as a capable leader and patriot but fear her wrath.

Jacqueline's only redeeming quality is her capacity to truly love, an unheard trait in her monstrous kind. Jacqueline has been cursed by the Dark Powers to assume her rat form in the presence of those she truly loves. The curse and her ambition ensure that she cannot form a meaningful emotional relationship, be it romantic or friendship, leaving her feeling miserly alone and creating a crippling fear of loneliness. To her, even the presence of her enemies is preferable to loneliness.

Jacqueline tries to attack only when she has the upper hand which she can achieve by calling hordes of rats and members of her cursed kin. She is sadistic in battle and will use the values of her foes to her advantage, targeting innocents, hiding behind hostages and using every dirty trick possible. Her monstrous nature and the blessings of the Dark Powers have made Jacqueline Renier a very formidable and dangerous foe in combat.

Jacqueline Renier

Medium humanoid (Human, shapechanger), Neutral Evil

| Armour Class | 16 (ring of protection) |
| Hit Points   | 75 (10d8 +30) |
| Speed        | 30 ft. |

Str 10 (+0)  Dex 20 (+5)  Con 16 (+3)  Int 15 (+2)  Wis 12 (+1)  Cha 17 (+3)
**Saving Throws** (ring included) Dex+10, Wis+6, str+5

**Skills** athletics+4, deception+11, insight+9, intimidate+11, local secrets+6, perception+5, persuasion+7, stealth+9

**Damage Immunities** bludgeoning, piercing, and slashing from non magical weapons that aren’t silvered (wererat natural attacks bypass this immunity)

**Damage Resistances** bludgeoning, piercing, and slashing from magical weapons that aren’t silvered (wererat natural attacks bypass this resistance)

**Senses** Darkvision 60’, passive Perception 15

**Languages** Mordentish, Balok, Falkovnian

**Challenge** 11 (7200 xp)

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**Shapechanger.** Jaqueline can use her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into her humanoid form. Her statistics, other than her size, are the same in each corporeal form. Any equipment she is wearing or carrying isn’t transformed. She reverts to her true form if she dies.

Jaqueline can also turn to a cloud of foul-smelling greenish-yellow mist. While in mist form, she can’t take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. She can’t pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage.

**Chemical Bane.** Jaqueline’s chemical bane is dove feathers, something she’s unaware of. If she ingests dove feathers somehow, she has to make a constitution saving throw (DC 15) or get the poisoned condition. At the end of each minute that Jaqueline is poisoned, she must make a new saving throw.

Success means the poisoned condition ends. The first failed save reduces her hit point maximum by 50% till she finishes a long rest. Losing a 2nd saving throw means Jaqueline drops to 0 hit points and starts dying.

Jaqueline cannot use her Legendary Resistance ability to pass failed constitution saves against her chemical bane, although she can use it to pass death saving throws if she starts dying from her Chemical Bane.

**Gnaw.** The bite attack of Jacqueline bypasses all resistances and deal double damage to objects.

**Hunger.** Jacqueline has to consume 5 lbs of raw meat (or double that cooked) each day or suffer one level of exhaustion regardless of whether he fed on other substance or not.

**Keen smell.** Jacqueline has advantage on wisdom (perception) checks that rely on smell.

**Legendary Resistance (3/day).** If Jacqueline fails a saving throw, she can choose to succeed instead (except against her chemical bane).

**Monophobia.** Jacqueline has pathological fear of being alone. When she is alone or faces opponents without allies she gains the frightened condition.

**Sneak attack (1/turn).** Jacqueline deals an extra 13 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jacqueline that isn't incapacitated and she doesn't have disadvantage on the attack roll.

**Spider climb.** While in her rat or hybrid form, Jacqueline can climb difficult surfaces,
including upside down on ceilings, without needing to make an ability check.

**Actions**

**Multi-attack.** Jaqueline makes two attacks, only one of which can be a bite attack.

**Bite attack (Rat or hybrid form only).** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage that ignores resistances. If the target is humanoid, he must succeed at a DC 15 constitution save or be cursed with wererat lycanthropy.

**Pistol.** *Ranged weapon attack:* +9 to hit, range 20/50, one target. *Hit:* 10 (1d10+5) piercing damage. A hit roll of natural 1 means the pistol fizzles and doesn’t fire and has to be cleaned to be used again.

**Short sword+1.** *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

**Silver dagger.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) piercing damage.

**Summon Rats (recharges after a short rest).** Jaqueline can summon 1d4 rat swarms or 3d4 giant rats to come to her aid. The called creatures arrive in 1d4 rounds, acting as allies of the Darklord, attacking her enemies and obeying her telepathic commands. The beasts remain for 1 hour, until Jaqueline dies or is further than 60’ from them, or until she dismisses them as a bonus action.

**Legendary Actions**

Jaqueline Renier can take 2 legendary actions from the options below. One action can be used at the end of another creature’s turn. She regains her spent legendary actions at the start of her turn.

**Attack.** Jaqueline makes one bite or weapon attack.

**Dash (while in rat form only).** Jaqueline can take the dash action.

**Disengage.** Jaqueline can take the disengage action.

**Mistform (takes 2 actions).** Jaqueline changes to a cloud of mist.

**Shapechange.** Jaqueline changes rapidly to her rat or hybrid form.

**Equipment**

Jaqueline often carries with her the following gear. She carries the weapons hidden beneath her gown if possible or close to her person. If she can’t have them, she will rely on taking the weapons of her allies or in her formidable bite attack.

- Ring of protection+1, short sword+1, 2 silver daggers, pistol, love potion

**Lady Kazandra, general of the Kargat**
Lady Kazandra, hiding in plain sight in Martira Bay behind the persona of an adventurer and socialite that owes a club for the privileged is the current leader of the Kargat, the secret monstrous police of Darkon.
Lady Kazandra is a beautiful woman with auburn hair that wears an elegant eyepatch over her left eye. The eyepatch covers the burned, red skin around the eye and the distorted, green luminous iris. She revels in the mystery this wound creates and at times attributes all kinds of exotic power to her “witch eye” when she tries to intimidate or interrogate using it for shock value. Kazandra in public often dresses in velvet red gowns that underline her beauty, while behind closed doors she prefers more comfortable clothes.
Lady Kazandra is fervently loyal to Azalin Rex. She’s charismatic and energetic and can be loyal to those that serve her well, although she wouldn’t hesitate to sacrifice them if required to serve Azalin. While Kazandra is not sadistic, her enemies have found out that she’s merciless.

**Lady Kazandra**  
*Medium undead, Lawful Evil*

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>17 (natural armor and leather armor)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>85 (10d8 +40)</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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<tr>
<th>Str 18 (+4)</th>
<th>Dex 18 (+4)</th>
<th>Con 18 (+4)</th>
<th>Int 16 (+3)</th>
<th>Wis 15 (+2)</th>
<th>Cha 16 (+3)</th>
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**Saving Throws**  
Dex+8, Wis+6

**Skills**  
Deception+11, empathy+6, intimidation+7, perception+6, persuasion+7, stealth+8, thief tools+8

**Damage Resistances**  
necrotic; bludgeoning, piercing, and slashing from non magical weapons

**Conditional Immunities**  
charmed, exhaustion, frightened, paralyzed, poisoned, stunned

**Senses**  
Darkvision 120’, passive Perception 16

**Languages**  
Darkonese, Falkovnian, Vaasi, Mordentish

**Challenge**  
9 (5000 xp)

**Shapechanger.** If Kazandra isn’t in sunlight or running water, she can use her action to polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form.
While in bat form, Kazandra can’t speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. she reverts to her true form if she dies.
While in mist form, Kazandra can’t take any actions, speak, or manipulate objects. she is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature’s space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. She can’t pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

**Legendary Resistance (1/day).** If Kazandra fails a saving throw, she can choose to succeed instead.

**Misty escape.** When she drops to 0 hp outside her resting place, Kazandra transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that she
isn't in sunlight or running water. If she can't transform, she is destroyed. While she has 0 hp in mist form, she can't revert to her vampire form, and she must reach her resting place within 2 hours or be destroyed. Once in her resting place, she reverts to her vampire form. She is then paralyzed until she regains at least 1 hp. After spending 1 hour in her resting place with 0 hp, she regains 1 hp.

**Regeneration.** Kazandra regains 15 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

**Spider climb.** Kazandra can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sneak attack (1/turn).** Kazandra deals an extra 13 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vampiress that isn't incapacitated and Kazandra doesn't have disadvantage on the attack roll.

**Weaknesses.** Kazandra has the following weaknesses.

*Forbiddance.* Kazandra can't enter a residence without an invitation from one of the occupants or permission by Azalin Rex if in Darkon.

*Harmed by Running Water.* Kazandra takes 20 acid damage if she ends her turn in running water.

*Repulsion.* Kazandra cannot willingly approach or stay within 10' of garlic, or strongly presented holy symbols of good deities.

*Shadowless.* Kazandra doesn't have a shadow.

*Stake to the Heart.* If a piercing weapon made of wood is driven into Kazandra's heart while she is incapacitated in her resting place, Kazandra is paralyzed until the stake is removed.

*Sunlight Hypersensitivity.* Kazandra takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

*Fear of Holy Water.* If Kazandra is harmed by holy water, or sees another undead hit by holy water, she gains the “frightened” condition, overriding her normal immunity to the condition. Kazandra makes a wisdom save (DC 15) at the end of each of her turns to end the condition. She cannot use her Legendary resistance trait to get rid of this effect.

**Actions**

**Multi-attack.** Kazandra makes two attacks, only one of which can be a bite attack.

**Unarmed Strike (vampire form).** *Melee weapon attack:* +8 to hit, reach 5 ft., one target. 
*Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, Kazandra can grapple the target (escape DC 16)

**Bite (bat or vampire form).** *Melee weapon attack:* +8 to hit, reach 5 ft., one willing, grappled by Kazandra, incapacitated or restrained target. 
*Hit:* 7 (1d6+4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Kazandra regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Kazandra's control.

**Charm.** Kazandra targets one humanoid she can see within 30 feet of her. If the target can see
Kazandra, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by Kazandra. The charmed target regards Kazandra as a trusted friend to be heeded and protected. Although the target isn’t under Kazandra’s control, he or she takes Kazandra's requests or actions in the most favorable way possible, and he or she is a willing target for Kazandra's bite attack. Each time Kazandra or Kazandra's companions do anything harmful to the target, he or she can repeat the saving throw, ending the effect on himself on a success. Otherwise, the effect lasts 24 hours or until Kazandra is destroyed, is on a different domain than the target, or takes a bonus action to end the effect.

Children of the night (1/day). Kazandra magically calls 3 swarms of bats or rats, provided that the sun isn’t up. While outdoors, Kazandra can call 2d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampiress and obeying her spoken commands. The beasts remain for 1 hour, until Kazandra dies, or until she dismisses them as a bonus action.

Rapier (vampire form). *Melee weapon attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8+4) piercing damage.

Thrown dagger (vampire form). *Ranged weapon attack*: +8 to hit, ranged 20/60 ft., one target. *Hit*: 9 (2d4+4) piercing damage.

Legendary Actions

Kazandra can take 1 legendary action from the options below. The action can be used at the end of another creature’s turn. She regains her spent legendary action at the start of her turn.

Move. Kazandra moves up to 30’ without provoking attacks of opportunity as long as she doesn’t have grappled a target.

Attack. Kazandra makes one unarmed strike or one weapon attack.

Bite. Kazandra can make one bite attack against a grappled or willing target.

Equipment

While expecting danger, Kazandra usually has the following equipment unless the situation requires otherwise. As the general of the Kargat, she has access to various toxins, poisons and even magical items if she requires them for her mission. She never carries holy water.

Leather armor, rapier, 4 throwing daggers, thief tools.